

# Open Source Used In Crosswork Network Controller 7.2.0-Addon Bundle

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**1.276 go-retryablehttp 0.7.7**

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**1.277 uap-go 0.0.0-20250213224047-9c035f085b90**

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**1.278 unminimize 0.2.1**

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**1.279 libffi8 3.4.6-1build1**

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**1.280 go-hclog 1.6.3**

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**1.281 @grafana/prometheus 10.4.18**

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**1.282 component-base 0.29.0**

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**1.284 klauspost-compress 1.17.11**

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**1.286 idna 15.0.0**

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**1.287 proto-otlp 1.5.0**

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**1.288 seatgeek-logrus-gelf-formatter 0.0.0-20210414080842-5b05eb8ff761**

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**1.289 fsnotify 1.8.0**

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**1.290 contrib-propagators-b3 1.35.0**

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**1.291 iputils 3:20240117-1ubuntu0.1**

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**1.292 xxhash 0.8.2-2build1**

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**1.293 visual-studio-runtime 15.9.9(VC++ 2017)**

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**1.296 bzip2 1.0.8-r6**

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**1.298 pyproject-hooks 1.2.0**

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**1.303 azure-sdk-for-go-sdk-azcore 1.11.1**

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**1.309 protobuf-go 1.36.5**
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**1.310 libldap2 2.6.7+dfsg-1~exp1ubuntu8.2**
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**1.325 packaging 23.1**

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**1.330 gnupg 2.4.4-2ubuntu17.3**

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**1.331 azure-sdk-for-go-sdk-internal 1.8.0**

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**1.332 libnl3 3.7.0-0.3build1.1**

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**1.333 google-go-cmp 0.7.0**

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**1.368 gogo-status 1.1.1**

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**1.370 go-systemd 22.5.0**

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**1.371 go-autorest-autorest-validation 0.3.1**

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**1.372 coreutils 9.4-3ubuntu6.1**

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**1.375 libcom-err 1.47.0-2.4~exp1ubuntu4.1**

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**1.381 blugelabs-bluge 0.1.9**

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**1.392 libcap-ng 0.8.4-2build2**
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**1.551 pgtype 1.14.0**

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**1.552 xorm-xorm 0.8.2**

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**1.553 go-autorest-autorest-date 0.3.0**

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**1.554 sqlx 1.3.5**

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**1.555 grafana-cue 0.0.0-20230926092038-971951014e3f**

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**1.556 ply 3.11**

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**1.557 pgproto3 2.3.3**

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**1.559 filippo.io-age 1.2.1**

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**1.560 analysis 0.23.0**

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**1.561 kubernetes-yaml 1.4.0**

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**1.562 python-setuptools 80.9.0**

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**1.566 etcd-client-pkg 3.5.16**

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**1.575 openssl 3.0.13-0ubuntu3.6**

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**1.577 kafka-python 2.0.6**

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**1.583 robot-telemetry_proto 0.0.0-20230530153245-d7fe7800c244**

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**1.593 libudev 255.4-1ubuntu8.11**

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**1.595 grafana-pyroscope-go-godeltaprof 0.1.8**

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**1.596 nats 1.33.1**

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**1.600 go-jose-go-jose 3.0.4**

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**1.608 otel-exporters-otlp-otlptrace 1.35.0**

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**1.622 go-md2man 2.0.6**

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**1.624 cuelang.org-go 0.6.0-0.dev**

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**1.627 python-requests 2.32.4**

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**1.635 goleak 1.3.0**

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**1.636 @grafana-plugins/grafana-azure-monitor-datasource 10.4.18**

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**1.637 prometheus-common 0.32.1**

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**1.638 go-diff 1.3.2-0.20230802210424-5b0b94c5c0d3**

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**1.644 passwd 1:4.13+dfsg1-4ubuntu3.2**

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**1.647 azure-azure-sdk-for-go-sdk-keyvault-azkeys 0.9.0**

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**1.650 base-files 13ubuntu10.3**

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**1.651 grafana-prometheus-alertmanager 0.25.1-0.20240208102907-e82436ce63e6**

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**1.678 go-autorest-autorest-adal 0.9.23**

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**1.679 source-map 2.1.3+incompatible**

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**1.680 xpath 1.2.0**

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**1.681 go-systemd 22.3.2**

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**1.682 @eslint-community/eslint-utils 4.2.0**

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**1.683 libstd-c 14.2.0-4ubuntu2~24.04**

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**1.685 pyyaml 6.0.2**

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**1.686 jaraco.context 5.3.0**

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**1.687 clockwork 0.4.0**

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**1.688 go-testing-interface 1.14.1**

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**1.689 go-humanize 1.0.1**

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**1.692 go-flags 1.5.0**

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**1.694 scp 0.14.1**

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**1.706 genproto-googleapis-rpc 0.0.0-20250818200422-3122310a409c**

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**1.707 distlib 0.3.9**

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**1.708 pprof 0.0.0-20250630185457-6e76a2b096b5**

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**1.714 vellum 1.0.7**

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**1.715 go-autorest-autorest-to 0.4.0**

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**1.717 memberlist 0.5.0**

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**1.718 sockjs 3.0.2**

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**1.719 python3-asn1crypto 0.24.0**

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**1.720 berkeley-db 5.3.28+dfsg2-7**

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**1.729 grafana-saml 0.4.15-0.20231025143828-a6c0e9b86a4c**

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**1.730 go-rendezvous 0.0.0-20200823014737-9f7001d12a5f**

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**1.731 systemd 255.4-1ubuntu8.11**

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**1.739 prometheus 1.8.2-0.20221021121301-51a44e6657c3**

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**1.740 contrib-instrumentation-google.golang.org-grpc-otelgrpc 0.49.0**

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**1.745 decorator 5.1.0**

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**1.757 rueidis 1.0.16**

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**1.758 c-ares 1.34.5-r0**

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**1.759 go.uber.org/atomi 1.10.0**

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**1.763 etcd-api 3.5.12**

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**1.764 influxdb-client-go 2.12.3**

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**1.768 libssh 0.10.6-2ubuntu0.2**

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**1.792 py3-setuptools 80.9.0-r2**

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==========

Python was created in the early 1990s by Guido van Rossum at Stichting
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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
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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 |
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| 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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Distutils2 Contributors
==========

The Distutils2 project was started by Tarek Ziad and is currently
maintained by ric Araujo. Many people have contributed to the project.

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
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- Anthony Baxter
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- Vinay Sajip
- Victor Stinner
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- Nadeem Vawda
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!)

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```
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package copyright

import (
 "bytes"
 "internal/testenv"
 "io"
 "io/fs"
 "os"
 "path/filepath"
 "testing"
)

var copyright = []byte("Copyright")

var permitted = [][]byte{
 []byte("// Code generated by "),
 []byte("// Code generated from "),
 []byte("// Created by cgo -cdefs"),
 []byte("// DO NOT EDIT\n// generated by:"),
 []byte("// Empty assembly file"),
 []byte("// Generated using cgo"),
 []byte("// Original source:\n//\thttp://www.zorinaq.com/papers/md5-amd64.html"), // public domain crypto/md5
 []byte("// created by cgo -cdefs"),
 []byte("// go run mkasm.go"),
 []byte("// mkerrors"),
 []byte("// mksys"),
 []byte("// run\n// Code generated by"), // cmd/compile/internal/test/constFold_test.go
}

func TestCopyright(t *testing.T) {
 buf := make([]byte, 2048)
 filepath.WalkDir(filepath.Join(testenv.GOROOT(t), "src"), func(path string,
 d fs.DirEntry, err error) error {
  if d.IsDir() && (d.Name() == "testdata" || d.Name() == "vendor") {
```

```
  return filepath.SkipDir
 }
 switch filepath.Ext(d.Name()) {
 default:
  return nil
 case ".s", ".go":
  // check
 }

 f, err := os.Open(path)
 if err != nil {
  t.Error(err)
  return nil
 }
 defer f.Close()
 n, err := f.Read(buf)
 if err != nil && err != io.EOF {
  t.Error(err)
  return nil
 }
 b := buf[:n]
 if bytes.Contains(b, copyright) {
  return nil
 }
 for _, ok := range permitted {
  if bytes.HasPrefix(b, ok) {
   return nil
  }
 }
 t.Errorf("%s: missing copyright notice", path)
 return nil
 })
}
```

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# 1.15 go-porterstemmer 1.0.3

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?RCS: patch61: avoid needless chatter since this is now done very early
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:51  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:startsh: sh sharpbang eunicefix
?MAKE: -pick add $@ %<
?S:startsh:
?S: This variable contains the string to put on the front of a shell
?S: script to make sure (hopefully) that it runs with sh and not some
?S: other
 shell.
?S:.
?F:!sharp

```
: figure out how to guarantee sh startup
?X: Avoid needless chatter since this is now done very early.
?X: echo " "
?X: echo "Checking out how to guarantee sh startup..." >&2
case "$startsh" in
") startsh=${sharpbang}${sh} ;;
*)
?X: echo "Let's see if '$startsh' works..." ;;
esac
cat >sharp <<EOSS
$startsh
set abc
test "$?abc" != 1
EOSS

chmod +x sharp
$eunicefix sharp
if ./sharp; then
 : echo "Yup, it does."
else
 echo "Hmm... '$startsh' does not guarantee sh startup..."
 echo "You may have to fix up the shell scripts to make sure $sh runs them."
fi
rm -f sharp

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/startsh.U
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?RCS: $Log: AAAAA.U,v $
?RCS: Revision 3.0.1.4  1994/06/20  06:50:26  ram
?RCS: patch30: changes from Jarkko Hietaniemi are tagged with JHI
?RCS:
?RCS: Revision 3.0.1.3  1994/05/06  14:01:39  ram
?RCS: patch23: initials for Wayne Davison are now WED
?RCS: patch23: added initials for new unit contributor Andy Dougherty
?RCS:
?RCS: Revision 3.0.1.2  1994/01/24  14:01:09  ram
```

?RCS: patch16: make metalint shut up on special unit definition for All target
?RCS:
?RCS: Revision
 3.0.1.1  1993/09/13  15:43:57  ram
?RCS: patch10: documents initials used for Wayne Davison's contributions
?RCS:
?RCS: Revision 3.0  1993/08/18  12:04:44  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: The purpose of this file is to supply the head of the Makefile created
?X: by metaconfig.  For this reason it must be first in alphabetical order.
?X: The leading '+' in front of the unit name is a hint for metalint, since
?X: the use of that special unit name as a "made" unit is legitimate here.
?X:
?MAKE:+All: Finish
?X:
?X: Throughout the units, the following initials are used to identify comments:
?X:
?X:  HMS: Harlan Stenn
?X:  RAM: Raphael Manfredi
?X:  WED: Wayne Davison (was WAD by mistake--RAM)
?X:  ADO: Andy Dougherty
?X:  JHI: Jarkko Hietaniemi
?X:
?X: Agreed, this is a weird place to document it, but I couldn't find a better
?X: place to do so. I've bet on the curiosity of users, who would probably
?X: want to know what's in this strangely-named file--RAM.

Found
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?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: Original Author: Andy Dougherty <doughera@lafcol.lafayette.edu>
?RCS:
?RCS: $Log: d_passwd.U,v $
?RCS: Revision 3.0.1.2  1997/02/28  15:37:21  ram

?RCS: patch61: useless unit dropped.
?RCS:
?RCS: Revision 3.0.1.1  1994/08/29  16:09:51  ram
?RCS: patch32: created by ADO
?RCS:
?X:
?X: Useless unit dropped.
?X:
?LINT:empty

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_passwd.U
No license file was found, but licenses were detected in source scan.

/*
* This file was produced by running the config_h.SH script, which
* gets its values from $CONFIG_SH, which is generally produced by
* running Configure.
*
* Feel free to modify any of this as the need arises.  Note, however,
* that running config_h.SH again will wipe out any changes you've made.
* For a more permanent change edit $CONFIG_SH and rerun config_h.SH.
*
* \$Id: Config_h.U 1 2006-08-24 12:32:52Z rmanfredi $
*/

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Config_h.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1999 Jarkko Hietaniemi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?MAKE:sitehtml3dir sitehtml3direxp installsitehtml3dir: Getfile \
 Setprefixvar prefix siteprefix html3dir sed
?MAKE: -pick add $@ %<
?Y:TOP
?D:sitehtml3dir="
?S:sitehtml3dir:
?S: This variable contains the name of the directory in which site-specific
?S: library html source pages are to be put.  It is the responsibility of the

```
?S: Makefile.SH to get the value of this into the proper command.
?S: You must be prepared to do the ~name expansion yourself.
?S: The standard distribution will put nothing in this directory.
?S: After
 perl has been installed, users may install their own local
?S: library html pages in this directory with
?S:  MakeMaker Makefile.PL
?S: or equivalent.  See INSTALL for details.
?S:.
?D:sitehtml3direxp="
?S:sitehtml3direxp:
?S: This variable is the same as the sitehtml3dir variable, but is filename
?S: expanded at configuration time, for convenient use in makefiles.
?S:.
?D:installsitehtml3dir="
?S:installsitehtml3dir:
?S: This variable is really the same as sitehtml3direxp, unless you are using
?S: AFS in which case it points to the read/write location whereas
?S: html3direxp only points to the read-only access location. For extra
?S: portability, you should only use this variable within your makefiles.
?S:.
?LINT:change prefixvar
?LINT:set installsitehtml3dir
?LINT:set sitehtml3dir
?LINT:set sitehtml3direxp
: determine where add-on library html pages go
: There is no standard location, so try to copy the previously-selected
: directory structure for the core html pages.
case
 "$sitehtml3dir" in
")    dflt=`echo "$html3dir" | $sed "s#^$prefix#$siteprefix#"` ;;
*)     dflt=$sitehtml3dir ;;
esac
case "$dflt" in
"|' ') dflt=none ;;
esac
fn=dn+~
rp='Pathname where the site-specific library html pages should be installed?'
. ./getfile
prefixvar=sitehtml3dir
. ./setprefixvar

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/sitehtml3dir.U
No license file was found, but licenses were detected in source scan.

/* This file was produced by running the config_h.SH script, which
* gets its values from $CONFIG_SH, which is generally produced by
```

```
* running Configure.
*
* Feel free to modify any of this as the need arises.  Note, however,
* that running config_h.SH again will wipe out any changes you've made.
* For a more permanent change edit $CONFIG_SH and rerun config_h.SH.
*/
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Config_h.U
No license file was found, but licenses were detected in source scan.

```
/*|?:[\\/]*)
if test -f "$xxx"; then
: ok
else
echo "WARNING: no $xxx -- ignoring your setting for $file." >&4
xxx=`./loc $file $file $pth`
fi
;;
") xxx=`./loc $file $file $pth`;;
*) xxx=`./loc $xxx $xxx $pth`;;
esac
eval $file=$xxx$_exe
eval _$file=$xxx
case "$xxx" in
/*)
echo $file is in $xxx.
;;
?X: Under OS/2, we have PC-like paths
?:[\\/]*)
echo $file is in $xxx.
;;
*)
echo "I don't know where '$file' is, and my life depends on it." >&4
echo "Go find a public domain implementation or fix your PATH setting!" >&4
exit 1
;;
esac
done
echo " "
echo "Don't worry if any of the following aren't found..."
say=offhand
for file in $trylist; do
?X: Allow them to -Dmake=pmake on the command line for instance (see above)
eval xxx=\$$file
case "$xxx" in
/*|?:[\\/]*)
if test -f "$xxx"; then
```

```
: ok
else
echo "WARNING: no $xxx -- ignoring your setting for $file." >&4
xxx=`./loc $file $file $pth`
fi
;;
") xxx=`./loc $file $file $pth`;;
*)
 xxx=`./loc $xxx $xxx $pth`;;
esac
eval $file=$xxx$_exe
eval _$file=$xxx
case "$xxx" in
/*)
echo $file is in $xxx.
;;
?X: Under OS/2, we have PC-like paths
?:[\\/]*)
echo $file is in $xxx.
;;
*)
echo "I don't see $file out there, $say."
say=either
;;
esac
done
case "$egrep" in
egrep)
echo "Substituting grep for egrep."
egrep=$grep
_egrep=$grep
;;
esac
@if less
case "$less" in
") ;;
*) if $less -R </dev/null >/dev/null 2>&1; then
echo "Substituting less -R for less."
less="$less -R"
_less=$less
fi
;;
esac
@end
@if ln
case "$ln" in
ln)
echo "Substituting cp for ln."
```

```
ln=$cp
_ln=$cp
;;
esac
@end
@if make || gmake
case "$make" in
make)
case "$gmake" in
gmake)
echo "I can't find make or gmake, and my life depends on it." >&4
echo "Go find a public domain implementation or fix your PATH setting!" >&4
exit 1
;;
esac
;;
esac
case "$gmake" in
gmake) ;;
*) # We can't have osname yet.
if test -f "/system/gnu_library/bin/ar.pm"; then # Stratus VOS
# Assume that gmake, if found, is definitely
 GNU make
# and prefer it over the system make.
echo "Substituting gmake for make."
make=$gmake
_make=$gmake
fi
;;
esac
@end
case "$test" in
test)
echo "Hopefully test is built into your sh."
;;
*)
if `sh -c "PATH= test true" >/dev/null 2>&1`; then
echo "Using the test built into your sh."
?X:
?X: We need to set both test and _test, since Oldconfig.U will use the _test
?X: value to systematically restore computed paths, which may be wrong if
?X: we choose to load an old config.sh generated on another platform.
?X:
test=test
_test=test
fi
;;
esac
```

```
?LINT:change n c
case "$echo" in
echo)
echo "Hopefully echo is built into your sh."
;;
?X: For those rare cases where we don't need $echo...
") ;;
*)
echo " "
echo "Checking compatibility between $echo and builtin echo (if any)..." >&4
$echo $n "hi there$c" >foo1
echo $n "hi there$c" >foo2
if cmp foo1 foo2 >/dev/null 2>&1; then
echo "They are compatible.  In fact, they may be identical."
else
case "$n" in
'-n') n='' c='\c';;
*) n='-n' c='';;
esac
cat
 <<FOO
They are not compatible!  You are probably running ksh on a non-USG system.
I'll have to use $echo instead of the builtin, since Bourne shell doesn't
have echo built in and we may have to run some Bourne shell scripts.  That
means I'll have to use '$n$c' to suppress newlines now.  Life is ridiculous.

FOO
$echo $n "The star should be here-->$c"
$echo "*"
fi
$rm -f foo1 foo2
;;
esac

?X: The next part is irrelevant to the real process
# This question was auctioned at YAPC::Europe-2007 in Vienna
# I never promised you could answer it. I only auctioned the question.
cat <<FOO
The following message is sponsored by

Dresden.pm<--The stars should be here.

Dear Perl user, system administrator or package
maintainer, the Perl community sends greetings to
you. Do you (emblematical) greet back [Y/n]? n

FOO
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Loc.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: libc.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: libc.U,v $
?RCS: Revision 3.0.1.10  1997/02/28  15:56:48  ram
?RCS: patch61: replaced .a with $_a all over the place
?RCS: patch61: added support for HPUX-10 nm output
?RCS:
?RCS: Revision 3.0.1.9  1995/07/25  14:11:56  ram
?RCS: patch56: now knows about OS/2 platforms
?RCS:
?RCS: Revision 3.0.1.8  1995/05/12  12:20:47  ram
?RCS: patch54: made sure only most recent version of shared lib is picked
?RCS: patch54: final "nm -p" check now uses xscan and xrun
 like everybody
?RCS: patch54: can now grok Linux nm output with lead __IO (ADO)
?RCS: patch54: added support for Linux ELF output, using 'W' for alias (ADO)
?RCS:
?RCS: Revision 3.0.1.7  1994/10/29  16:23:40  ram
?RCS: patch36: now looks for shared libraries before anything else (ADO)
?RCS: patch36: added new nm output format (ADO)
?RCS:
?RCS: Revision 3.0.1.6  1994/08/29  16:28:10  ram
?RCS: patch32: added I-type symbols for nm output parsing on Linux
?RCS:
?RCS: Revision 3.0.1.5  1994/06/20  07:03:24  ram
?RCS: patch30: checks are now presented by succession of if/elif
?RCS: patch30: uniformized checks for shared objects with new so symbol
?RCS:
?RCS: Revision 3.0.1.4  1994/05/06  15:06:33  ram
?RCS: patch23: added shared library knowledge (ADO and WED)
?RCS:
?RCS: Revision 3.0.1.3  1994/01/24  14:12:17  ram
?RCS: patch16: can now export nm_extract as an internal-use only variable
?RCS:
?RCS: Revision 3.0.1.2  1993/09/13  16:09:03  ram
?RCS: patch10: added special handling for Apollo

```
 systems (WAD)
?RCS:
?RCS: Revision 3.0.1.1  1993/08/27  14:40:03  ram
?RCS: patch7: added entry for /usr/shlib/libc.so (OSF/1 machines)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:08:57  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:libc +nm_extract: echo n c rm test grep Getfile Myread Oldconfig Loc \
 sed libs incpath libpth ar runnm nm nm_opt nm_so_opt contains xlibpth \
 so _a _o osname trnl tr sort uniq sysroot
?MAKE: -pick add $@ %<
?S:libc:
?S: This variable contains the location of the C library.
?S:.
?S:nm_extract:
?S: This variable holds the name of the extraction command used to process
?S: the output of nm and yield the list of defined symbols. It is used
?S: internally by Configure.
?S:.
?T:thislib try libnames xxx xscan xrun thisname com tans file
?F:!libnames !libc.tmp !tmp.imp
?LINT:extern PASE
?LINT:extern libnames
?LINT:change nm_opt
?INIT:libnames="
: Figure out where the libc is located
case "$runnm" in
true)
?X: indentation is wrong on purpose--RAM
:
 get list of predefined functions in a handy place
echo " "
case "$libc" in
") libc=unknown
 case "$libs" in
 *-lc_s*) libc=`./loc libc_s$_a $libc $libpth`
 esac
 ;;
esac
case "$libs" in
") ;;
*)  for thislib in $libs; do
 case "$thislib" in
 -lc|-lc_s)
  : Handle C library specially below.
  ;;
 -l*)
```

```
 thislib=`echo $thislib | $sed -e 's/^-l//'`
 if try=`./loc lib$thislib.$so.'*' X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc lib$thislib.$so X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc lib$thislib$_a X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc $thislib$_a X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc lib$thislib X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc $thislib X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc Slib$thislib$_a X $xlibpth`; $test -f "$try"; then
  :
 else
  try=''
 fi
 libnames="$libnames $try"
 ;;
 *) libnames="$libnames $thislib" ;;
 esac
 done
 ;;
esac
?X:
?X: Some systems (e.g. DG/UX) use
 "environmental" links, which make the test
?X: -f fail. Ditto for symbolic links. So in order to reliably check the
?X: existence of a file, we use test -r. It will still fail with DG/UX links
?X: though, but at least it will detect symbolic links. At some strategic
?X: points, we make use of (test -h), using a sub-shell in case builtin test
?X: does not implement the -h check for symbolic links. This makes it
?X: possible to preset libc in a hint file for instance and have it show up
?X: as-is in the question.
?X:
xxx=normal
case "$libc" in
unknown)
?X:
?X: The sed below transforms .so.9 .so.12 into something like .so.0009 .so.0012,
?X: then sorts on it to allow keeping .so.12 instead of .so.9 as the latest
?X: up-to-date library. The initial filename (before sed munging, saved in hold
?X: space via 'h') is appended via 'G' before sorting, then the leading munged
?X: part is removed after sorting. Nice efficient work from Tye McQueen.
?X: The initial blurfl is here to prevent the trailing
 pipe from producing an
?X: empty string, causing Configure to output all its set variables!
```

```
?X:
 set /lib/libc.$so
 for xxx in $libpth; do
  $test -r $1 || set $xxx/libc.$so
  : The messy sed command sorts on library version numbers.
  $test -r $1 || \
   set `echo blurfl; echo $xxx/libc.$so.[0-9]* | \
   tr ' ' $trnl | egrep -v '\.[A-Za-z]*$' | $sed -e '
    h
    s/[0-9][0-9]*/0000&/g
    s/0*\([0-9][0-9][0-9][0-9][0-9]\)/\1/g
    G
    s/\n/ /' | \
    $sort | $sed -e 's/^.* //'`
  eval set \$$#
 done
 $test -r $1 || set $sysroot/usr/ccs/lib/libc.$so
 $test -r $1 || set $sysroot/lib/libsys_s$_a
 ;;
*)
?X: ensure the test below for the (shared) C library will fail
 set blurfl
 ;;
esac
if $test -r "$1"; then
 echo "Your (shared) C library seems to be in $1."
 libc="$1"
elif $test -r /lib/libc && $test -r /lib/clib; then
?X:
?X: Apollo has its C library in /lib/clib AND /lib/libc
?X: not to mention its math library in /lib/syslib...
?X:
 echo "Your C library seems to be in both /lib/clib
 and /lib/libc."
 xxx=apollo
 libc='/lib/clib /lib/libc'
 if $test -r /lib/syslib; then
  echo "(Your math library is in /lib/syslib.)"
?X: Put syslib in libc -- not quite right, but won't hurt
  libc="$libc /lib/syslib"
 fi
elif $test -r "$libc" || (test -h "$libc") >/dev/null 2>&1; then
 echo "Your C library seems to be in $libc, as you said before."
?X: For mips, and...
elif $test -r $incpath/usr/lib/libc$_a; then
 libc=$incpath/usr/lib/libc$_a;
 echo "Your C library seems to be in $libc.  That's fine."
elif $test -r /lib/libc$_a; then
```

```
 libc=/lib/libc$_a;
 echo "Your C library seems to be in $libc.  You're normal."
else
 if tans=`./loc libc$_a blurfl/dyick $libpth`; $test -r "$tans"; then
  :
 elif tans=`./loc libc blurfl/dyick $libpth`; $test -r "$tans"; then
  libnames="$libnames "`./loc clib blurfl/dyick $libpth`
 elif tans=`./loc clib blurfl/dyick $libpth`; $test -r "$tans"; then
  :
 elif tans=`./loc Slibc$_a blurfl/dyick $xlibpth`; $test -r "$tans"; then
  :
 elif tans=`./loc
 Mlibc$_a blurfl/dyick $xlibpth`; $test -r "$tans"; then
  :
 else
  tans=`./loc Llibc$_a blurfl/dyick $xlibpth`
 fi
 if $test -r "$tans"; then
  echo "Your C library seems to be in $tans, of all places."
  libc=$tans
 else
  libc='blurfl'
 fi
fi
if $test $xxx = apollo -o -r "$libc" || (test -h "$libc") >/dev/null 2>&1; then
 dflt="$libc"
 cat <<EOM

If the guess above is wrong (which it might be if you're using a strange
compiler, or your machine supports multiple models), you can override it here.

EOM
else
 dflt=''
 echo $libpth | $tr ' ' $trnl | $sort | $uniq > libpath
 cat >&4 <<EOM
I can't seem to find your C library.  I've looked in the following places:

EOM
 $sed 's/^/ /' libpath
 cat <<EOM

None of these seems to contain your C library. I need to get its name...

EOM
fi
fn=f
rp='Where is your C library?'
```

```
. ./getfile
libc="$ans"

echo " "
echo $libc $libnames | $tr ' ' $trnl | $sort | $uniq > libnames
set X `cat libnames`
shift
xxx=files
case $# in 1) xxx=file; esac
echo
 "Extracting names from the following $xxx for later perusal:" >&4
echo " "
$sed 's/^/ /' libnames >&4
echo " "
$echo $n "This may take a while...$c" >&4

?X:
?X: Linux may need the special Dynamic option to nm for shared libraries.
?X: In general, this is stored in the nm_so_opt variable.
?X: Unfortunately, that option may be fatal on non-shared libraries.
?X:
for file in $*; do
 case $file in
 *$so*) $nm $nm_so_opt $nm_opt $file 2>/dev/null;;
 *) $nm $nm_opt $file 2>/dev/null;;
 esac
done >libc.tmp

$echo $n ".$c"
?X:
?X: To accelerate processing, we look at the correct 'sed' command
?X: by using a small subset of libc.tmp, i.e. fprintf function.
?X: When we know which sed command to use, do the name extraction
?X:
$grep fprintf libc.tmp > libc.ptf
?X:
?X: In order to enhance readability and save some space, we define
?X: some variables that will be "eval"ed.
?X:
xscan='eval "<libc.ptf $com >libc.list"; $echo $n ".$c" >&4'
xrun='eval "<libc.tmp $com >libc.list"; echo "done." >&4'
?X:
 BSD-like output, I and W types added for Linux
?X: Some versions of Linux include a leading __IO in the symbol name.
?X: HP-UX 10 reportedly has trailing spaces, though I'm surprised it has
?X: BSD-like output.  (AD).
?X: GNU extension: i is "indirect function"
xxx='[ADTSIWi]'
```

```
if com="$sed -n -e 's/__IO//' -e 's/^.* $xxx  *//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
?X: SYSV-like output
elif com="$sed -n -e 's/^__*//' -e 's/^\([a-zA-Z_0-9$]*\).*xtern.*/\1/p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e '/|UNDEF/d' -e '/FUNC..GL/s/^.*|__*//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/^.* D __*//p' -e 's/^.* D //p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/^_//' -e 's/^\([a-zA-Z_0-9]*\).*xtern.*text.*/\1/p'";\
 eval $xscan;\
 $contains '^fprintf$'
 libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/^.*|FUNC |GLOB .*|//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$grep '|' | $sed -n -e '/|COMMON/d' -e '/|DATA/d' \
    -e '/ file/d' -e 's/^\([^  ]*\).*/\1/p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/^.*|FUNC |GLOB .*|//p' -e 's/^.*|FUNC |WEAK .*|//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
?X: mips nm output (sysV)
elif com="$sed -n -e 's/^__//' -e '/|Undef/d' -e '/|Proc/s/ .*//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/^.*|Proc .*|Text *| *//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e '/Def. Text/s/.* \([^ ]*\)\$/\1/p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
```

```
?X: OS/2
 nm output
elif com="$sed -n -e 's/^[-0-9a-f ]*_\(.*\)=.*/\1/p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/.*\.text n\ \ \ \.//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
?X: AIX nm output
elif com="sed -n -e 's/^__.*//' -e 's/[       ]*D[    ]*[0-9]*.*//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
else
 $nm -p $* 2>/dev/null >libc.tmp
 $grep fprintf libc.tmp > libc.ptf
 if com="$sed -n -e 's/^.* [ADTSIW]  *_[_.]*//p' -e 's/^.* [ADTSIW] //p'";\
  eval $xscan; $contains '^fprintf$' libc.list >/dev/null 2>&1
 then
  nm_opt='-p'
  eval $xrun
 else
  echo " "
  echo "$nm didn't seem to work right. Trying $ar instead..." >&4
  com="
  if $ar t $libc > libc.tmp && \
   $contains '^fprintf$' libc.tmp >/dev/null 2>&1
  then
   for thisname in $libnames $libc; do
    $ar t $thisname >>libc.tmp
   done
   $sed -e "s/\\$_o\$//" < libc.tmp > libc.list
   echo
 "Ok." >&4
  elif test "X$osname" = "Xos2" && $ar tv $libc > libc.tmp; then
?X: Repeat libc to extract forwarders to DLL entries too
   for thisname in $libnames $libc; do
    $ar tv $thisname >>libc.tmp
?X: Revision 50 of EMX has bug in ar: it will not extract forwarders
?X: to DLL entries.  Use emximp which will extract exactly them.
    emximp -o tmp.imp $thisname \
        2>/dev/null && \
        $sed -e 's/^\([_a-zA-Z0-9]*\) .*$/\1/p' \
        < tmp.imp >>libc.tmp
    $rm -f tmp.imp
   done
```

```
  $sed -e "s/\\$_o\$//" -e 's/^ \+//' < libc.tmp > libc.list
  echo "Ok." >&4
 else
  echo "$ar didn't seem to work right." >&4
  echo "Maybe this is a Cray...trying bld instead..." >&4
  if  bld t $libc | \
   $sed -e 's/.*\///' -e "s/\\$_o:.*\$//" > libc.list &&
   $test -s libc.list
  then
   for thisname in $libnames; do
    bld t $libnames | \
    $sed -e 's/.*\///' -e "s/\\$_o:.*\$//" >>libc.list
    $ar t $thisname >>libc.tmp
   done
   echo "Ok." >&4
  else
   echo
 "That didn't work either.  Giving up." >&4
   exit 1
  fi
 fi
fi
nm_extract="$com"
case "$PASE" in
define)
  echo " "
  echo "Since you are compiling for PASE, extracting more symbols from libc.a ...">&4
  dump -Tv /lib/libc.a | awk '$7 == "/unix" {print $5 " " $8}' | grep "^SV" | awk '{print $2}' >> libc.list
  ;;
*)  if $test -f /lib/syscalls.exp; then
 echo " "
 echo "Also extracting names from /lib/syscalls.exp for good ole AIX..." >&4
 $sed -n 's/^\([^  ]*\)[  ]*syscall[0-9]*[  ]*$/\1/p' \
  /lib/syscalls.exp >>libc.list
  fi
  ;;
esac
;;
esac
$rm -f libnames libpath
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/libc.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: etc.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
```

```
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: etc.U,v $
?RCS: Revision 3.0  1993/08/18  12:08:07  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:etc etcexp: Getfile Loc Oldconfig
?MAKE: -pick add $@ %<
?S:etc:
?S: This variable holds the name of the directory in which the user wants
?S: to put "administrative" executable images for the package in question.
?S: It is most often a local directory such as /usr/local/etc. Programs
?S: relying on this variable must be prepared to deal with
 ~name
?S: substitutions.
?S:.
?S:etcexp:
?S: This is the same as the etc variable, but is filename expanded at
?S: configuration time, for convenient use in makefiles.
?S:.
: determine where administrative executables go
case "$etc" in
")
 dflt=`./loc . /local/etc /usr/local/etc /local/etc /usr/etc /etc`
 ;;
*)
 dflt="$etc"
 ;;
esac
fn=d~
rp='Where should the administrative executables go?'
. ./getfile
etc="$ans"
etcexp="$ansexp"

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/etc.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
```

```
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Oldsym.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  15:06:58  ram
?RCS: patch61: added support for src.U
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:13  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit follows the creation of the config.sh file. It adds some
?X: special symbols: defines from patchlevel.h file if any and CONFIG,
?X: which is set to true. Then, we try to keep all the new symbols that
?X: may come from a hint file or a previous config.sh file.
?X:
?MAKE:Oldsym:
 Config_sh Options test hint src sed sort uniq
?MAKE: -pick add $@ %<
?T:CONFIG sym tmp
?F:!UU
: add special variables
$test -f $src/patchlevel.h && \
awk '/^#define/ {printf "%s=%s\n",$2,$3}' $src/patchlevel.h >>config.sh
echo "CONFIG=true" >>config.sh

: propagate old symbols
if $test -f UU/config.sh; then
?X: Make sure each symbol is unique in oldconfig.sh
 <UU/config.sh $sort | $uniq >UU/oldconfig.sh
?X:
?X: All the symbols that appear twice come only from config.sh (hence the
?X: two config.sh in the command line). These symbols will be removed by
?X: the uniq -u command. The oldsyms file thus contains all the symbols
?X: that did not appear in the produced config.sh (Larry Wall).
?X:
?X: Do not touch the -u flag of uniq.  This means you too, Jarkko.
?X:
 $sed -n 's/^\([a-zA-Z_0-9]*\)=.*/\1/p' \
  config.sh config.sh UU/oldconfig.sh |\
  $sort | $uniq -u >UU/oldsyms
 set X `cat UU/oldsyms`
 shift
 case $# in
```

```
 0) ;;
 *)
  cat <<EOM
Hmm...You had some extra variables I don't know about...I'll
 try to keep 'em...
EOM
  echo ": Variables propagated from previous config.sh file." >>config.sh
  for sym in `cat UU/oldsyms`; do
   echo "    Propagating $hint variable '"'$sym...'"
   eval 'tmp="'"${sym}"'"'
   echo "$tmp" | \
    sed -e "s/'/'\"'\"'/g" -e "s/^/$sym='/" -e "s/$/'/" >>config.sh
  done
  ;;
 esac
fi

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Oldsym.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Warn.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Extract.U,v $
?X:
?X: This unit produces a shell script which can be run in order to emit
?X: an important warning to the user, which will be remembered and shown
?X: at the end of the Configure run as well.
?X:
?X: A typical use would be:
?X:
?X:  ./warn <<EOM
?X:  Problem with your C compiler: can't turn debugging on.
?X:  EOM
?X:
?X: or:
?X:
?X:  ./warn "Problem with your C compiler: can't turn debugging on."
?X:
?X: Which will both display to the user:
```

```
?X:
?X:  ***
 WARNING:
?X:  *** Problem with your C compiler: can't turn debugging on.
?X:  ***
?X:
?MAKE:Warn: startsh eunicefix
?MAKE: -pick add $@ %<
?F:./warn
: script used to emit important warnings
cat >warn <<EOS
$startsh
?X: Read the whole warning message from stdin into a temporary file
?X: when no argument was supplied.
if test \$# -gt 0; then
 echo "\$@" >msg
else
 cat >msg
fi
?X: Emit the warning, prefixing all lines with '*** '
echo "*** WARNING:" >&4
sed -e 's/^/*** /' <msg >&4
echo "*** " >&4
?X: Save the warning in the logs, which will be shown again at the end
cat msg >>config.msg
echo " " >>config.msg
rm -f msg
EOS
chmod +x warn
$eunicefix warn

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Warn.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: maildir.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: maildir.U,v $
?RCS: Revision 3.0.1.1  1993/12/15  08:21:56  ram
?RCS: patch15: now also looks under /var/mail for BSD/386
```

```
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:09  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:maildir maildirexp: Getfile Loc Oldconfig
?MAKE: -pick add $@ %<
?S:maildir:
?S: This variable contains the name of the directory in which mail is
?S: spooled. Programs using this variable must be prepared to deal with
?S: ~name
 substitutions.
?S:.
?S:maildirexp:
?S: This is the same as the maildir variable, but is filename expanded
?S: at configuration time, for programs not willing to deal with it at
?S: run-time.
?S:.
: determine where mail is spooled
case "$maildir" in
") dflt=`./loc . /usr/spool/mail /usr/spool/mail /usr/mail /var/mail`;;
*) dflt="$maildir";;
esac
echo " "
fn=d~
rp='Where is yet-to-be-read mail spooled?'
. ./getfile
maildir="$ans"
maildirexp="$ansexp"
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/maildir.U
No license file was found, but licenses were detected in source scan.

```
?RCS: Copyright (c) 2016 Dagfinn Ilmari Mannsker & H.Merijn Brand
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?X:
?X: This unit produces a variable that is intended to be eval'ed in
?X: order to define/undefine a symbol. A consistency check is made
?X: regarding any previous value and a warning is issued if there
?X: is any discrepancy.
?X:
?X: To use it, say:
?X: set d_siginfo_si_errno siginfo_t int si_errno $d_sigaction signal.h
?X: eval $hasfield_t;
?X:
```

```
?MAKE:Hasfield_t: test Compile rm_try Setvar
?MAKE: -pick add $@ %<
?LINT:define hasfield_t
?S:hasfield_t:
?S: Internal macro for Configure
?S:.
?V:hasfield_t:
?T:varname struct type field
: Define hasfield_t macro for Configure internal use
hasfield_t='varname=$1; struct=$2; type=$3; field=$4; shift; shift; shift; shift;
while $test $# -ge 2; do
   case
 "$1" in
 $define) echo "#include <$2>";;
   esac ;
   shift 2;
done > try.c;
echo "int main () { $struct foo; $type bar = foo.$field; }" >> try.c;
set try;
if eval $compile; then
 val="$define";
else
 val="$undef";
fi;
set $varname;
eval $setvar;
$rm_try'

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/Hasfield_t.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Chk_MANI.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Chk_MANI.U,v $
?RCS: Revision 3.0.1.2  1997/02/28  14:57:25  ram
?RCS: patch61: added support for src.U
?RCS:
?RCS: Revision 3.0.1.1  1994/10/31  09:33:14  ram
?RCS: patch44: now lists Begin instead of Myinit in its dependencies
```

```
?RCS: patch44: leading comment now explains how this unit is included
?RCS:
?RCS: Revision 3.0  1993/08/18  12:04:45  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit checks the package by making sure
 every file listed in MANIFEST
?X: is present. It is systematically "included" via the Finish unit (which
?X: is always present in every Configure script), although it may result in
?X: an empty inclusion when no MANIFEST is present.
?X:
?MAKE:Chk_MANI: Begin c n rsrc
?MAKE: -pick wipe $@ %<
?T:filelist ans tmppwd
?X: This check happens at metaconfig-time, so it's ok to hard-code the path.
@if {test -f ../MANIFEST}
: Now test for existence of everything in MANIFEST
echo " "
if test -f "$rsrc/MANIFEST"; then
 echo "First let's make sure your kit is complete.  Checking..." >&4
?X:
?X: Files spelled uppercased and beginning with PACK are produced by the
?X: shell archive builder and may be removed by the user. Usually, they are
?X: not listed in the MANIFEST file, but you never know...
?X:
?X: "split -l" is the new way of running a split, but we also try the older way
?X:
 awk '$1 !~ /PACK[A-Z]+/ {print $1}' "$rsrc/MANIFEST" | \
  (split -l 50 2>/dev/null || split -50)
 rm -f missing
 tmppwd=`pwd`
 for
 filelist in x??; do
  (cd "$rsrc"; ls `cat "$tmppwd/$filelist"` \
   >/dev/null 2>>"$tmppwd/missing")
 done
 if test -s missing; then
  cat missing >&4
  cat >&4 <<'EOM'

THIS PACKAGE SEEMS TO BE INCOMPLETE.

You have the option of continuing the configuration process, despite the
distinct possibility that your kit is damaged, by typing 'y'es.  If you
do, don't blame me if something goes wrong.  I advise you to type 'n'o
and contact the author (<MAINTLOC>).
```

```
EOM
?X: Can't use $echo at this early stage
  echo $n "Continue? [n] $c" >&4
  read ans
  case "$ans" in
  y*)
   echo "Continuing..." >&4
   rm -f missing
   ;;
  *)
?X:
?X: Use kill and not exit, so that the trap gets executed to clean up
?X:
   echo "ABORTING..." >&4
   kill $$
   ;;
  esac
 else
  echo "Looks good..."
 fi
else
 echo "There is no MANIFEST file.  I hope your kit is complete !"
fi
rm -f missing x??

@end

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Chk_MANI.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Compile.U,v $
?RCS:
?RCS: Copyright (c) 1998 Andy Dougherty
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?RCS:
?X:
?X: This unit is just a quick shorthand for the compile command
?X: to be used in all the other metaconfig units.
?X:
?MAKE:Compile: +cc +optimize +ccflags +ldflags +libs test
?MAKE: -pick wipe $@ %<
?LINT:extern usedevel maintloc
?LINT:define compile compile_ok
?V:compile compile_ok mc_file
```

```
?S:compile:
?S: This shell variable is used internally by Configure to provide
?S: a convenient shorthand for the typical compile command, namely
?S: $cc $optimize $ccflags $ldflags -o $1 $1.c $libs > /dev/null 2>&1
?S: Note that the output filename does _not_ include the _exe
?S: extension.  Instead we assume that the linker will be
?S: "helpful" and automatically appending the correct suffix.
?S: OS/2
 users will apparently need to supply the -Zexe flag to
?S: get this behavior.
?S:
?S: To use this variable, say something like:
?S:  echo 'int main() { exit(0); }' > try.c
?S:  set try
?S:  if eval $compile; then
?S:   echo "success"   # and do whatever . . .
?S:  else
?S:   echo "failure"   # and do whatever . . .
?S:  fi
?S: To add extra flags cc flags (e.g. -DWHATEVER) just put them
?S: in $*, e.g.
?S:  set try -DTRY_THIS_FLAG
?S:.
?S:compile_ok:
?S: This shell variable is used internally by Configure to provide
?S: a convenient shorthand for the typical compile command that you
?S: expect to work ok.  It is the same as $compile, except we
?S: deliberately let the user see any error messages.
?S:.
: define a shorthand compile call
compile='
mc_file=$1;
shift;
case "$usedevel" in $define|true|[yY]*) if $test ! -f "${mc_file}.c"; then
echo "Internal Configure script bug - compiler test file ${mc_file}.c is missing. Please report this to <$maintloc>"
>&4;
exit 1;
fi;
esac;
$cc
 -o ${mc_file} $optimize $ccflags $ldflags $* ${mc_file}.c $libs > /dev/null 2>&1;'
: define a shorthand compile call for compilations that should be ok.
compile_ok='
mc_file=$1;
shift;
$cc -o ${mc_file} $optimize $ccflags $ldflags $* ${mc_file}.c $libs > /dev/null 2>&1;'
```

Found in path(s):

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/Compile.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Extract.U,v 3.0.1.2 1997/02/28 14:58:52 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: Extract.U,v $
?RCS: Revision 3.0.1.2  1997/02/28  14:58:52  ram
?RCS: patch61: added support for src.U
?RCS:
?RCS: Revision 3.0.1.1  1994/10/29  15:51:46  ram
?RCS: patch36: added ?F: line for metalint file checking
?RCS:
?RCS: Revision 3.0  1993/08/18  12:04:52  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit produces a shell script which can be doted in order to extract
?X: .SH files with variable substitutions.
?X:
?X: When running
 Configure from a remote directory ($src is not '.'),
?X: then the files will be created in that directory, so beware!
?X:
?MAKE:Extract: src
?MAKE: -pick add $@ %<
?F:./extract
?T:PERL_CONFIG_SH dir file name create mkdir_p
: script used to extract .SH files with variable substitutions
cat >extract <<'EOS'
PERL_CONFIG_SH=true
echo "Doing variable substitutions on .SH files..."
if test -f MANIFEST; then
 set x `awk '{print $1}' < MANIFEST | grep '\.SH$'`
else
 echo "(Looking for .SH files under the source directory.)"
 set x `(cd "$src"; find . -name "*.SH" -print)`
fi
shift
case $# in
0) set x `(cd "$src"; echo *.SH)`; shift;;
```

```
esac
if test ! -f "$src/$1"; then
 shift
fi
?X: script to emulate mkdir -p
mkdir_p='
name=$1;
create="";
while test $name; do
 if test ! -d "$name"; then
  create="$name $create";
  name=`echo $name | sed -e "s|^[^/]*$||"`;
  name=`echo $name | sed -e "s|\(.*\)/.*|\1|"`;
 else
  name="";
 fi;
done;
for file in $create; do
 mkdir $file;
done
'
for file in $*;
 do
 case "$src" in
 ".")
  case "$file" in
  */*)
   dir=`expr X$file : 'X\(.*\)/'`
   file=`expr X$file : 'X.*/\(.*\)'`
   (cd "$dir" && . ./$file)
   ;;
  *)
   . ./$file
   ;;
  esac
  ;;
 *)
?X:
?X: When running Configure remotely ($src is not '.'), we cannot source
?X: the files directly, since that would wrongly cause the extraction
?X: where the source lie instead of withing the current directory. Therefore,
?X: we need to 'sh <file' then, which is okay since they will source the
?X: existing config.sh file. It's not possible to use:
?X:  ../src/Configure -S -O -Dsomething
?X: unfortunately since no new config.sh with the -Dsomething override
?X: will be created before running the .SH files. A minor buglet.
?X:
?X: Note that we must create the directory hierarchy ourselves if it does
```

```
?X: not exist already, and that is done through a shell emulation of the
?X: 'mkdir -p' command. We don't want to use the $installdir metaconfig
?X: symbol here since that would require too much to
 be configured for
?X: this simple extraction task that may happen quickly with 'Configure -S'.
?X:  -- RAM, 18/03/96
?X:
  case "$file" in
  */*)
   dir=`expr X$file : 'X\(.*\)/'`
   file=`expr X$file : 'X.*/\(.*\)'`
   (set x $dir; shift; eval $mkdir_p)
   sh <"$src/$dir/$file"
   ;;
  *)
   sh <"$src/$file"
   ;;
  esac
  ;;
 esac
done
if test -f "$src/config_h.SH"; then
 if test ! -f config.h; then
 : oops, they left it out of MANIFEST, probably, so do it anyway.
 . "$src/config_h.SH"
 fi
fi
EOS

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Extract.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: package.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: package.U,v $
?RCS: Revision 3.0.1.3  1994/10/29  16:27:21  ram
?RCS: patch36: beware of non-ascii character sets when translating case
?RCS:
?RCS: Revision 3.0.1.2  1993/11/10  17:37:02  ram
```

```
?RCS: patch14: skip definition of spackage if not otherwise used
?RCS:
?RCS: Revision 3.0.1.1  1993/09/13  16:11:10  ram
?RCS: patch10: added spackage, suitable for starting sentences
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:28  ram
?RCS: Baseline for dist 3.0
 netwide release.
?RCS:
?MAKE:package spackage: Nothing
?MAKE: -pick wipe $@ %<
?S:package:
?S: This variable contains the name of the package being constructed.
?S: It is primarily intended for the use of later Configure units.
?S:.
?S:spackage:
?S: This variable contains the name of the package being constructed,
?S: with the first letter uppercased, i.e. suitable for starting
?S: sentences.
?S:.
?X: dist-4 has defined PACKAGE: here, which clashes with perly.h
?X:  as package is a reserved keyword in perl
?T:first last
: set package name
package='<PACKAGENAME>'
@if spackage
first=`echo $package | sed -e 's/^\(.\).*/\1/'`
last=`echo $package | sed -e 's/^.\(.*\)/\1/'`
?X:
?X: So early in the Configure script, we don't have ./tr set up and can't
?X: include Tr in our dependency or that would create a cycle. Therefore,
?X: we have to somehow duplicate the work done in Tr. That's life.
?X:
case "`echo AbyZ | tr '[:lower:]' '[:upper:]' 2>/dev/null`"-"`echo AbyZ | tr '[:upper:]' '[:lower:]'
 2>/dev/null`" in
ABYZ-abyz) spackage=`echo $first | tr '[:lower:]' '[:upper:]'`$last;;
*) spackage=`echo $first | tr '[a-z]' '[A-Z]'`$last;;
esac
@end

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/package.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: rcs_branch.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
```

```
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?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: rcs_branch.U,v $
?RCS: Revision 3.0  1993/08/18  12:09:40  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:rcs_branch: Myread contains Loc
?MAKE: -pick add $@ %<
?S:rcs_branch:
?S: This variable will hold "true" if rcs can take the -b<revision>
?S: option, which can make Life Easier on those folks who like to run
?S: rcsdiff manually.
?S:.
?T:xxx
: Tra la la la la
echo " "
echo "Checking to see if RCS understands the -b switch..." >&4
xxx=`./loc
 rcs " $pth`
case "$xxx" in
")
 rcs_branch=false
 echo "Oh.  You don't seem to have RCS here."
 ;;
*)
 rcs > rcsbranch.out 2>&1
 if $contains 'b\[rev\]' rcsbranch.out  >/dev/null 2>&1 ; then
  rcs_branch=true
  echo "Nice!  Your RCS is spiffy!"
 else
  rcs_branch=false
 echo "Well, at least you have RCS.  You know, a newer version is available."
 fi
 ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/rcs_branch.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: vendorman1dir.U,v 1.1 1999/07/08 18:32:57 doughera Exp doughera $
?RCS:
?RCS: Copyright (c) 1999, Andy Dougherty
?RCS:
```

```
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: vendorman1dir.U,v $
?RCS: Revision 1.1  1999/07/08 18:32:57  doughera
?RCS: Initial revision
?RCS:
?MAKE:vendorman1dir vendorman1direxp installvendorman1dir: man1dir Getfile \
 Oldconfig Setprefixvar Prefixit test vendorprefix prefix sed
?MAKE: -pick add $@ %<
?Y:TOP
?S:vendorman1dir:
?S: This variable contains the name of the directory for man1
?S: pages.  It may have a ~ on the front.
?S: The standard distribution will put nothing in this directory.
?S: Vendors
 who distribute perl may wish to place their own
?S: man1 pages in this directory with
?S:  MakeMaker Makefile.PL INSTALLDIRS=vendor
?S: or equivalent.  See INSTALL for details.
?S:.
?S:vendorman1direxp:
?S: This variable is the ~name expanded version of vendorman1dir, so that you
?S: may use it directly in Makefiles or shell scripts.
?S:.
?D:installvendorman1dir="
?S:installvendorman1dir:
?S: This variable is really the same as vendorman1direxp but may differ on
?S: those systems using AFS. For extra portability, only this variable
?S: should be used in makefiles.
?S:.
?LINT:change prefixvar
?LINT:set installvendorman1dir
: Set the vendorman1dir variables
case "$vendorprefix" in
") vendorman1dir="
 vendorman1direxp="
 ;;
*) : determine where vendor-supplied manual pages go.
 case "$vendorman1dir" in
 ") dflt=`echo "$man1dir" | $sed "s#^$prefix#$vendorprefix#"` ;;
 *) dflt=$vendorman1dir ;;
 esac
 case "$dflt" in
 "|' ') dflt=none ;;
```

```
 esac
 fn=nd~+
 rp='Pathname for
 the vendor-supplied manual section 1 pages?'
 . ./getfile
 vendorman1dir="$ans"
 vendorman1direxp="$ansexp"
 ;;
esac
: Use ' ' for none so value is preserved next time through Configure
$test X"$vendorman1dir" = "X" && vendorman1dir=' '
prefixvar=vendorman1dir
. ./installprefix

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/vendorman1dir.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Myinit.U,v 3.0 1993/08/18 12:05:07 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: This file is included with or a derivative work of a file included
?RCS: with the metaconfig program of Raphael Manfredi's "dist" distribution.
?RCS: In accordance with clause 7 of dist's modified Artistic License:
?RCS:
?RCS:     You may distribute under the terms of either the GNU General Public
?RCS:     License or the Artistic License, as specified in the README file.
?RCS:
?RCS: $Log: Myinit.U,v $
?RCS: Revision 3.0  1993/08/18  12:05:07  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: If you want to initialize any default values, copy this unit to your
?X: personal U directory and add the assignments to the end.  This file
?X: is included after variables are initialized but before any old
?X: config.sh file is read in and before any Configure switch processing.
?X:
?MAKE:Myinit
 libswanted: Init
?MAKE: -pick add $@ %<
?S:libswanted:
?S: This variable holds a list of all the libraries we want to
?S: search.  The order is chosen to pick up the c library
?S: ahead of ucb or bsd libraries for SVR4.
?S:.
?LINT:extern usevfork glibpth
```

```
?LINT:change usevfork glibpth
: List of libraries we want.
?X: Put crypt here, even though I should really fix d_crypt.U to look
?X: for it correctly, including possible shared library versions.
: If anyone needs extra -lxxx, put those in a hint file.
libswanted="cl pthread socket bind inet ndbm gdbm dbm db malloc dl ld"
libswanted="$libswanted sun m crypt sec util c cposix posix ucb bsd BSD"
: We probably want to search /usr/shlib before most other libraries.
: This is only used by the lib/ExtUtils/MakeMaker.pm routine extliblist.
glibpth=`echo " $glibpth " | sed -e 's! /usr/shlib ! !'`
glibpth="/usr/shlib $glibpth"
: Do not use vfork unless overridden by a hint file.
usevfork=false

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Myinit.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Finish.U,v $
?RCS: Revision 3.0.1.6  1995/02/15  14:09:30  ram
?RCS: patch51: now clearer about how to edit config.sh at the prompt (WED)
?RCS:
?RCS: Revision 3.0.1.5  1994/10/29  15:53:14  ram
?RCS: patch36: added ?F: line for metalint file checking
?RCS:
?RCS: Revision 3.0.1.4  1994/05/06  14:19:37  ram
?RCS: patch23: added blank lines around 'End of Configure'
?RCS:
?RCS: Revision 3.0.1.3  1993/10/16  13:46:09  ram
?RCS: patch12: replaced Config_h by Magic_h in the dependency line
?RCS:
?RCS:
 Revision 3.0.1.2  1993/09/13  15:45:26  ram
?RCS: patch10: fixed shell evaluation w/o shell escape while in silent mode
?RCS:
?RCS: Revision 3.0.1.1  1993/08/30  08:55:59  ram
?RCS: patch8: prevents myread from blocking on empty answers, exceptionally
?RCS:
```

```
?RCS: Revision 3.0  1993/08/18  12:04:55  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit is the very last one in the Configure script.  It runs all the
?X: SH files, which among other things produce config.h and (usually) Makefile.
?X: It offers to do a make depend if the Makefile contains that target.
?X:
?MAKE:Finish: Chk_MANI Extract Myread Oldsym Magic_h cat rm contains \
 test package make
?MAKE: -pick add $@ %<
?F:!config.sh
?T:pwd
: Finish up by extracting the .SH files
case "$alldone" in
exit)
?X: They supplied the -E switch
 echo "Stopping at your request, leaving temporary files around."
 exit 0
 ;;
cont)
 ;;
")
 dflt="
 nostick=true
 $cat <<EOM

If you'd like to make any changes to the config.sh
 file before I begin
to configure things, do it as a shell escape now (e.g. !vi config.sh).

EOM
 rp="Press return or use a shell escape to edit config.sh:"
 . UU/myread
 nostick="
 case "$ans" in
 ") ;;
 *) : in case they cannot read
  sh 1>&4 -c "$ans";;
 esac
 ;;
esac

: if this fails, just run all the .SH files by hand
. ./config.sh

?X:
?X: Turn silent mode off from now on (we want a verbose file extraction).
```

```
?X: This means we have to explicitly test for '$silent' from now on to
?X: strip off any verbose messages.
?X:
echo " "
exec 1>&4
pwd=`pwd`
. ./UU/extract
cd "$pwd"

if $contains '^depend:' [Mm]akefile >/dev/null 2>&1; then
 dflt=y
 case "$silent" in
 true) ;;
 *)
  $cat <<EOM

Now you need to generate make dependencies by running "$make depend".
You might prefer to run it in background: "$make depend > makedepend.out &"
It can take a while, so you might not want to run it right now.

EOM
  ;;
 esac
 rp="Run $make depend now?"
 . UU/myread
 case "$ans" in
 y*)
  $make depend
 && echo "Now you must run '$make'."
  ;;
 *)
  echo "You must run '$make depend' then '$make'."
  ;;
 esac
elif test -f [Mm]akefile; then
 echo " "
 echo "Now you must run a $make."
else
 echo "Configure done."
fi

if $test -f Policy.sh; then
   $cat <<EOM

If you compile $package on a different machine or from a different object
directory, copy the Policy.sh file from this object directory to the
new one before you run Configure -- this will help you with most of
the policy defaults.
```

```
EOM
fi
if $test -f UU/config.msg; then
  echo "Hmm.  I also noted the following information while running:"
  echo " "
  $cat UU/config.msg >&4
fi
?X:
?X: kit*isdone files are left over by shell archives built using the makedist
?X: script which comes from dist, while ark*isdone files are left over by
?X: the cshar archive maker.
?X:
$rm -f kit*isdone ark*isdone
$rm -rf UU

: End of Configure

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Finish.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: End.U,v $
?RCS: Revision 3.0  1993/08/18  12:04:51  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit serves as the goal which forces make to choose all the units that
?X: ask questions.  The $W on the ?MAKE: line is the list of all symbols wanted.
?X: To force any unit to be included, copy this unit to your private U directory
?X: and add the name of the unit desired to the ?MAKE: dependency line.
?X:
?MAKE:End: $W
?MAKE: -pick add $@ %<
?LINT:use $W
: end of configuration
 questions
echo " "
```

```
echo "End of configuration questions."
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/End.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: libdbm.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: libdbm.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  15:56:57  ram
?RCS: patch61: replaced .a with $_a all over the place
?RCS:
?RCS: Revision 3.0  1993/08/18  12:08:58  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:libdbm: test Loc libpth _a
?MAKE: -pick add $@ %<
?S:libdbm:
?S: This variable contains the argument to pass to the loader in order
?S: to get the dbm library routines.  If there is no dbm or ndbm
?S: library, it is null.
?S:.
?T:xxx
:
 see if we should include -ldbm
echo " "
if $test -r /usr/lib/libndbm$_a || $test -r /usr/local/lib/libndbm$_a ; then
 echo "-lndbm found." >&4
 libdbm='-lndbm'
elif $test -r /usr/lib/libdbm$_a || $test -r /usr/local/lib/libdbm$_a ; then
 echo "-ldbm found." >&4
 libdbm='-ldbm'
else
 xxx=`./loc libdbm$_a x $libpth`
 case "$xxx" in
 x)
  echo "No dbm library found." >&4
  libdbm=''
  ;;
 *)
```

```
 echo "DBM library found in $xxx." >&4
 libdbm="$xxx"
 ;;
 esac
fi
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/libdbm.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Whoa.U,v 3.0.1.2 1997/02/28 15:21:21 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: Whoa.U,v $
?RCS: Revision 3.0.1.2  1997/02/28  15:21:21  ram
?RCS: patch61: whoa script now starts with leading "startsh"
?RCS:
?RCS: Revision 3.0.1.1  1994/10/29  16:02:01  ram
?RCS: patch36: added ?F: line for metalint file checking
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:19  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit produces a bit of shell code that must be dotted in in order
?X: to warn the user in case a change into a variable
 is noticed.
?X:
?X: To use this unit, $was must hold the old value that has changed. Upon
?X: exit, the two variables $td and $tu are set to the correct value for
?X: respectively defining or undefining a variable. For instance, if $vas was
?X: $undef, but now $var is $define, after calling . whoa, you should use
?X: eval "$var=\$tu" to finally set $var to the correct value. See unit Inlibc.
?X:
?MAKE:Whoa: Myread startsh hint
?MAKE: -pick add $@ %<
?F:./whoa
?T:var was td tu hintfile
: set up the script used to warn in case of inconsistency
cat <<EOS >whoa
$startsh
```

```
EOS
cat <<'EOSC' >>whoa
dflt=y
case "$hint" in
  recommended)
 case "$hintfile" in
 ") echo "The $hint value for \$$var on this machine was \"$was\"!" >&4
  ;;
 *) echo "Hmm.  Based on the hints in hints/$hintfile.sh, " >&4
  echo "the $hint value for \$$var on this machine was \"$was\"!" >&4
  ;;
 esac
 ;;
  *) echo " "
 echo "*** WHOA THERE!!! ***" >&4
 echo "    The $hint value for \$$var on this machine was
 \"$was\"!" >&4
 ;;
esac
rp="    Keep the $hint value?"
. ./myread
case "$ans" in
y) td=$was; tu=$was;;
esac
EOSC
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Whoa.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Prefixup.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Prefixup.U,v $
?RCS: Revision 3.0.1.1  1995/01/30  14:30:40  ram
?RCS: patch49: created
?RCS:
?X:
?X: Used as: "set dflt; eval $prefixup" to set $dflt to be $prefix/dir
?X: instead of $prefixexp/dir, in case portability was involved somehow
?X: and $prefix uses ~name expansion.
```

?X:
?MAKE:Prefixup: prefix prefixexp
?MAKE: -pick add $@ %<
?LINT:define prefixup
?S:prefixup:
?S: This shell variable is used internally by Configure to reset
?S: the leading
 installation prefix correctly when $prefix uses
?S: ~name expansion.
?S:  set dflt
?S:  eval $prefixup
?S: That will set $dflt to $prefix/dir if it was $prefixexp/dir and
?S: $prefix differs from $prefixexp.
?S:.
?V:prefixup
: set the prefixup variable, to restore leading tilda escape
prefixup='case "$prefixexp" in
"$prefix") ;;
*) eval "$1=\`echo \$$1 | sed \"s,^$prefixexp,$prefix,\"\`";;
esac'

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Prefixup.U
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_vprintf.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/typedefs/gidsign.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_socket.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_netinettcp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_mmap.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_dosuid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/nblock_io.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/protos/d_getservprotos.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_dosuid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_voidsig.U
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/ccflags.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_castneg.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_endpent.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/mallocsrc.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_flexfnam.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/stdchar.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Signal.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_eofpipe.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_sanemcmp.U

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/intsize.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_gai_strerror.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/orderlib.U
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/vendorscript.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/d_static_inline.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/lseektype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/protos/d_drand48proto.U
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* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/otherlibdirs.U
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* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_wcscmp.U
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*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Config_sh.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_u32align.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_sigaction.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_time.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_gethent.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_grp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/vendorlib.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_access.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_isascii.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/pidtype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/nullified/fpu.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_sbrkproto.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/selecttype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_gnulibc.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/gccvers.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/typedefs/modetype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/voidflags.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/ptrsize.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_closedir.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_wifstat.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/Devel.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_sigprocmask.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/archname.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_htonl.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_termio.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_bitfield.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_socket.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d__fwalk.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_getpgrp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/d_safemcpy.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_shmat.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_wctype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_safemcpy.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/i_neterrno.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_setnent.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_safebcpy.U
*

/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/pager.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/perlpath.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_csh.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_ndbm.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/sitelib.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_sresuproto.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/typedefs/lseektype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/typedefs/pidtype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_open3.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/src.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_dlopen.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/i_grp.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_scannl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_db.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strctcpy.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strftime.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_builtin.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/startperl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/sitearch.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_getpgrp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/ptrsize.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_getprpwnam.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_gethent.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_dir_dd_fd.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_memchr.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/sizetype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_lc_monetary_2008.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_getspnam.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Oldconfig.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/d_eofpipe.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/protos/d_getnetprotos.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/i_varhdr.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_dbminitproto.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/floatsize.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/typedefs/sizesize.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/models.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Cross.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/fpu.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/sockopt.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_gethname.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/fpostype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/uidtype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/typedefs/uidsign.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/i_execinfo.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/i_dirent.U

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/fpossize.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/protos/selecttype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/i_malloc.U
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_syscallproto.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/vendorbin.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/d_sanemcmp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_getespwnam.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/st_dev_def.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_csh.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/fflushall.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/selectminbits.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_shm.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_strerror.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_madvise.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_setsent.U
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_endhent.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/sh.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/protos/d_getprotoprotos.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/randbits.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/libpth.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_malloc.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_wcrtomb.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_telldirproto.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/d_lchown.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/prototype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_dirent.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/byteorder.U
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/cpp_stuff.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_sethent.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/nblock_io.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Cppsym.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_volatile.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_int64_t.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/d_scannl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Config_sh.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_voidsig.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/sbrksmart.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/acl/i_sysaccess.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/protos/d_gethostprotos.U
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/sbrksmart.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Inhdr.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:

```
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Inhdr.U,v $
?RCS: Revision 3.0.1.2  1995/05/12  12:01:31  ram
?RCS: patch54: deleted tabs that caused some /bin/sh to core dump (ADO)
?RCS:
?RCS: Revision 3.0.1.1  1994/10/29  15:55:01  ram
?RCS: patch36: call ./whoa explicitly instead of relying on PATH
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:01  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit checks wether a set of header files exists or not.
?X: If the first header is not
 found, the function tries to locate
?X: the next header, and so on, until one is found or there is no
?X: more header in the list.
?X:
?X: To use it, say:
?X: set header i_header [ header2 i_header2 ... ]
?X: eval $inhdr
?X:
?MAKE:Inhdr: test Findhdr Whoa
?MAKE: -pick add $@ %<
?LINT:define inhdr
?V:inhdr
?S:inhdr:
?S: This shell variable is used internally by Configure to check
?S: wether a set of headers exist or not. A typical use is:
?S:  set header i_header [ header2 i_header2 ... ]
?S:  eval $inhdr
?S: That will print a message, saying wether header was found or not
?S: and set i_header* accordingly. If the first header is not found,
?S: we try the next one, until the list is empty or one is found.
?S:.
?T:xxx xxf var td xxnf tu yyy instead was cont
: define an alternate in-header-list? function
inhdr='echo " "; td=$define; tu=$undef; yyy=$@;
cont=true; xxf="echo \"<\$1> found.\" >&4";
case $# in 2) xxnf="echo \"<\$1> NOT found.\" >&4";;
*) xxnf="echo \"<\$1> NOT found, ...\" >&4";;
```

```
esac;
case
 $# in 4) instead=instead;; *) instead="at last";; esac;
while $test "$cont"; do
 xxx=`./findhdr $1`
 var=$2; eval "was=\$$2";
 if $test "$xxx" && $test -r "$xxx";
 then eval $xxf;
?X: Next line shifted left 1 tabstop to avoid sh core dump on MachTen 2.1.1.
 eval "case \"\$$var\" in $undef) . ./whoa; esac"; eval "$var=\$td";
  cont="";
 else eval $xxnf;
?X: Likewise, the next line has been shifted left 1 tabstop -- ADO, 08/03/95
 eval "case \"\$$var\" in $define) . ./whoa; esac"; eval "$var=\$tu"; fi;
 set $yyy; shift; shift; yyy=$@;
 case $# in 0) cont="";;
 2) xxf="echo \"but I found <\$1> $instead.\" >&4";
  xxnf="echo \"and I did not find <\$1> either.\" >&4";;
 *) xxf="echo \"but I found <\$1\> instead.\" >&4";
  xxnf="echo \"there is no <\$1>, ...\" >&4";;
 esac;
done;
?X: Remaining values are set to 'undef'
while $test "$yyy";
do set $yyy; var=$2; eval "was=\$$2";
 eval "case \"\$$var\" in $define) . ./whoa; esac"; eval "$var=\$tu";
 set $yyy; shift; shift; yyy=$@;
done'

Found
 in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Inhdr.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1998, Jarkko Hietaniemi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?X:
?X: Useless unit dropped.  Use randfunc instead.
?X:
?LINT:empty
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/randbits.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: mansrc.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: mansrc.U,v $
?RCS: Revision 3.0.1.9  1997/02/28  16:12:03  ram
?RCS: patch61: don't ask for AFS when they choose to not install pages
?RCS:
?RCS: Revision 3.0.1.8  1995/09/25  09:16:58  ram
?RCS: patch59: unit is now forced to the top of Configure, if possible
?RCS:
?RCS: Revision 3.0.1.7  1995/02/15  14:15:31  ram
?RCS: patch51: was mistakenly duplicating /usr/local/man/man1 (ADO)
?RCS: patch51: added /opt/man/man1 to the lookpath (ADO)
?RCS:
?RCS: Revision
 3.0.1.6  1995/01/30  14:39:34  ram
?RCS: patch49: can now handle installation prefix changes (from WED)
?RCS:
?RCS: Revision 3.0.1.5  1995/01/11  15:32:25  ram
?RCS: patch45: can now use Loc variables since path stripping is deferred
?RCS:
?RCS: Revision 3.0.1.4  1994/08/29  16:30:38  ram
?RCS: patch32: now uses installation prefix for default setting
?RCS:
?RCS: Revision 3.0.1.3  1994/05/06  15:11:10  ram
?RCS: patch23: added lint hint, assuring that nroff is used
?RCS:
?RCS: Revision 3.0.1.2  1994/01/24  14:14:39  ram
?RCS: patch16: now uses _nroff in case user asked for portability
?RCS:
?RCS: Revision 3.0.1.1  1993/09/13  16:09:31  ram
?RCS: patch10: allows for L1 man page extension (WAD)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:14  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:mansrc mansrcexp manext installmansrc: afs cat nroff Loc Oldconfig \

```
 sysman spackage test Getfile Prefixit prefixexp Prefixup
?MAKE: -pick add $@ %<
?Y:TOP
?S:mansrc:
?S: This variable
 contains the name of the directory in which manual
?S: source pages are to be put.  It is the responsibility of the
?S: Makefile.SH to get the value of this into the proper command.
?S: You must be prepared to do the ~name expansion yourself.
?S:.
?S:mansrcexp:
?S: This variable is the same as the mansrc variable, but is filename
?S: expanded at configuration time, for convenient use in makefiles.
?S:.
?S:installmansrc:
?S: This variable is really the same as mansrcexp, unless you are using
?S: AFS in which case it points to the read/write location whereas
?S: mansrcexp only points to the read-only access location. For extra
?S: portability, you should only use this variable within your makefiles.
?S:.
?S:manext:
?S: This variable contains the extension that the manual page should
?S: have: one of 'n', 'l', or '1'.  The Makefile must supply the '.'.
?S: See mansrc.
?S:.
?T:lookpath
: determine where manual pages go
set mansrc mansrc none
eval $prefixit
$cat <<EOM

$spackage has manual
 pages available in source form.
EOM
case "$nroff" in
nroff)
 echo "However, you don't have nroff, so they're probably useless to you."
 case "$mansrc" in
 ") mansrc="none";;
 esac;;
esac
echo "If you don't want the manual sources installed, answer 'none'."
case "$mansrc" in
")
 lookpath="$prefixexp/share/man/man1 $prefixexp/man/man1"
 lookpath="$lookpath $prefixexp/man/u_man/man1 $prefixexp/man/l_man/man1"
 lookpath="$lookpath /usr/local/man/man1 /opt/man/man1 /usr/man/manl"
 lookpath="$lookpath /usr/share/man/man1 /usr/local/share/man/man1"
```

```
 lookpath="$lookpath /usr/man/local/man1 /usr/man/l_man/man1"
 lookpath="$lookpath /usr/local/man/u_man/man1 /usr/local/man/l_man/man1"
 lookpath="$lookpath /usr/man/man.L"
 mansrc=`./loc . $prefixexp/man/man1 $lookpath`
 if $test -d "$mansrc"; then
  dflt="$mansrc"
 else
  dflt="$sysman"
 fi
 set dflt
 eval $prefixup
 ;;
' ') dflt=none;;
*)  dflt="$mansrc"
 ;;
esac
echo " "
fn=dn~
rp='Where do the manual pages (source) go?'
. ./getfile
if test
 "X$mansrcexp" != "X$ansexp"; then
 installmansrc="
fi
mansrc="$ans"
mansrcexp="$ansexp"
case "$mansrc" in
") mansrc=' '
 installmansrc=";;
esac
if $afs && $test "$mansrc"; then
 $cat <<EOM

Since you are running AFS, I need to distinguish the directory in which
manual pages reside from the directory in which they are installed (and from
which they are presumably copied to the former directory by occult means).

EOM
 case "$installmansrc" in
 ") dflt=`echo $mansrcexp | sed 's#^/afs/#/afs/.#'`;;
 *) dflt="$installmansrc";;
 esac
 fn=de~
 rp='Where will man pages be installed?'
 . ./getfile
 installmansrc="$ans"
else
 installmansrc="$mansrcexp"
```

```
fi

case "$mansrc" in
' ') manext='0';;
*l) manext=l;;
*n) manext=n;;
*o) manext=l;;
*p) manext=n;;
*C) manext=C;;
*L) manext=L;;
*L1) manext=L1;;
*) manext=1;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/mansrc.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: patchlevel.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  16:18:41  ram
?RCS: patch61: added support for src.U
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:31  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:patchlevel: package baserev test rsrc
?MAKE: -pick add $@ %<
?T:Revision
?S:patchlevel:
?S: The patchlevel level of this package.
?S: The value of patchlevel comes from the patchlevel.h file.
?S:.
: get the patchlevel
echo " "
echo "Getting the current patchlevel..." >&4
if $test -r
 $rsrc/patchlevel.h;then
 patchlevel=`awk \
```

```
  '/^#[  ]*define[  ][  ]*PATCHLEVEL/ {print $3}' \
  < $rsrc/patchlevel.h`
else
 patchlevel=0
fi
echo "(You have $package $baserev PL$patchlevel.)"
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/patchlevel.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Oldsym.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Oldsym.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  15:06:58  ram
?RCS: patch61: added support for src.U
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:13  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit follows the creation of the config.sh file. It adds some
?X: special symbols: defines from patchlevel.h file if any and PERL_CONFIG_SH,
?X: which is set to true. Then, we try to keep all the new symbols that
?X: may come from a hint
 file or a previous config.sh file.
?X:
?MAKE:Oldsym: Config_sh cat test hint src sed sort uniq perl_patchlevel
?MAKE: -pick add $@ %<
?T:PERL_CONFIG_SH PERL_PATCHLEVEL sym tmp
?F:!UU
: add special variables
$test -f $src/patchlevel.h && \
awk '/^#define[  ]+PERL_/ {printf "%s=%s\n",$2,$3}' $src/patchlevel.h >>config.sh
echo "PERL_PATCHLEVEL='$perl_patchlevel'" >>config.sh
echo "PERL_CONFIG_SH=true" >>config.sh

: propagate old symbols
if $test -f UU/config.sh; then
?X: Make sure each symbol is unique in oldconfig.sh
```

```
 <UU/config.sh $sort | $uniq >UU/oldconfig.sh
?X:
?X: All the symbols that appear twice come only from config.sh (hence the
?X: two config.sh in the command line). These symbols will be removed by
?X: the uniq -u command. The oldsyms file thus contains all the symbols
?X: that did not appear in the produced config.sh (Larry Wall).
?X:
?X: Do not touch the -u flag of uniq.  This means you too, Jarkko.
?X:
 $sed -n 's/^\([a-zA-Z_0-9]*\)=.*/\1/p' \
  config.sh config.sh UU/oldconfig.sh
 |\
  $sort | $uniq -u >UU/oldsyms
 set X `$cat UU/oldsyms`
 shift
 case $# in
 0) ;;
 *)
  $cat <<EOM
Hmm...You had some extra variables I don't know about...I'll try to keep 'em...
EOM
  echo ": Variables propagated from previous config.sh file." >>config.sh
  for sym in `$cat UU/oldsyms`; do
   echo "    Propagating $hint variable '"'$sym...'"
   eval 'tmp="'"${sym}"'"'
   echo "$tmp" | \
    sed -e "s/'/'\"\'\"'/g" -e "s/^/$sym='/" -e "s/$/'/" >>config.sh
  done
  ;;
 esac
fi

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Oldsym.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1999, Jarkko Hietaniemi
?RCS:
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?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?MAKE:full_ar: ar
?MAKE: -pick add $@ %<
```

```
?S:full_ar:
?S: This variable contains the full pathname to 'ar', whether or
?S: not the user has specified 'portability'.  This is only used
?S: in the Makefile.SH.
?S:.
: Store the full pathname to the ar program for use in the C program
: Respect a hint or command line value for full_ar.
case "$full_ar" in
") full_ar=$ar ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/Loc_ar.U
No license file was found, but licenses were detected in source scan.

```
# $Id: makedir.sh,v 3.0.1.1 1994/01/24 14:00:08 ram Exp ram $
#
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#
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#  as specified in the README file that comes with the distribution.
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#  that same Artistic Licence; a copy of which may be found at the root
#  of the source tree for dist 4.0.
#
# Original Author: Larry Wall <lwall@netlabs.com>
#
# $Log: makedir.sh,v $
# Revision 3.0.1.1  1994/01/24  14:00:08  ram
# patch16: changed top ln-style config.sh lookup into test-style one
#
# Revision 3.0  1993/08/18  12:04:38  ram
# Baseline for dist 3.0 netwide release.
#
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/lib/makedir.SH
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: cf_name.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
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?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
```

```
?RCS:
?RCS: Original Author: Graham Stoney <greyham@research.canon.oz.au>
?RCS:
?RCS: $Log: cf_name.U,v $
?RCS: Revision 3.0.1.2  1994/05/06  14:29:36  ram
?RCS: patch23: fixed user name computation from /etc/passwd in bsd systems
?RCS:
?RCS: Revision 3.0.1.1  1994/01/24  14:05:11  ram
?RCS: patch16: created
?RCS:
?RCS:
?MAKE:+cf_name: cf_by passcat Filexp nametype cat test
?MAKE: -pick add $@ %<
?S:cf_name:
?S: Full name of the person who ran the Configure script and
 answered the
?S: questions. This can be used by units that require the user's full name.
?S: This variable is for internal use only.
?S:.
?T:xxx fn NAME
: figure out their full name
case "$NAME" in
") case "$nametype" in
 other)
  fn=`./filexp ~/.fullname`
  xxx=usg
  $test -f $fn && xxx=other
  ;;
 *)
  xxx="$nametype"
  ;;
 esac

 case "$xxx" in
 bsd)
  cf_name=`$passcat | grep "^$cf_by:" | \
   sed -e 's/^[^:]*:[^:]*:[^:]*:[^:]*:[^:]*:\([^:]*\):.*/\1/' \
   -e 's/,.*//'`
  ;;
   usg)
  cf_name=`$passcat | grep "^$cf_by:" | \
   sed -e 's/^[^:]*:[^:]*:[^:]*:[^:]*:[^:]*:\([^:]*\):.*/\1/' \
   -e 's/[^-]*-\(.*\)(.*)/\1/'`
  ;;
 *)
  cf_name=`$cat $fn`
  ;;
 esac
```

```
 ;;
*)
 cf_name="$NAME"
 ;;
esac
?X:
?X: In the original unit, Graham asked for the user name, in case the above
?X: code was unable to figure it out correctly. Since now cf_name has been
?X: made an internal variable only (i.e. it is not saved in config.sh), letting
?X: the user override the computed default each time would be a pain.
?X:
 Therefore, I have decided to trust the above code to get it right, and for
?X: those rare cases where it will fail, too bad :-) --RAM.
?X:
echo " "
echo "Pleased to meet you, $cf_name."
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/cf_name.U
No license file was found, but licenses were detected in source scan.

```
/*
* $Id: rename.C,v 3.0.1.1 1994/01/24 13:58:42 ram Exp ram $
*
*  Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
*
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*  as specified in the README file that comes with the distribution.
*  You may reuse parts of this distribution only within the terms of
*  that same Artistic Licence; a copy of which may be found at the root
*  of the source tree for dist 4.0.
*
* $Log: rename.C,v $
* Revision 3.0.1.1  1994/01/24  13:58:42  ram
* patch16: created
*
*/
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/lib/C/fake/rename.C
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Myread.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
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```

?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Myread.U,v $
?RCS: Revision 3.0.1.6  1997/02/28  15:05:39  ram
?RCS: patch61: myread script now starts with a "startsh"
?RCS: patch61: miscellaneous fixes
?RCS:
?RCS: Revision 3.0.1.5  1995/01/11  15:14:22  ram
?RCS: patch45: added & escape allowing user to turn on -d from the prompt
?RCS:
?RCS: Revision 3.0.1.4  1994/10/31  09:48:04  ram
?RCS: patch44: added Options to the MAKE line since it's no longer in Init.U
?RCS:
?RCS: Revision 3.0.1.3  1994/10/29
 15:56:20  ram
?RCS: patch36: added ?F: line for metalint file checking
?RCS:
?RCS: Revision 3.0.1.2  1993/08/30  08:57:59  ram
?RCS: patch8: added new visible 'nostick' symbol, mainly for Finish.U
?RCS:
?RCS: Revision 3.0.1.1  1993/08/27  14:39:20  ram
?RCS: patch7: now sticks to the question when no default and empty answer
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:08  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit produces a bit of shell code that must be dotted in in order
?X: to do a read.  It allows for shell escapes, default assignment and
?X: parameter evaluation.
?X:
?X: To use this unit, $rp and $dflt must hold the question and the
?X: default answer. The question will be printed by the script itself.
?X: Neither $rp nor $dflt is altered by the script.
?X:
?X: The myread script will stick to the question if no default is proposed
?X: and the user answer is empty, which prevents mistakes. However, at the
?X: end of Configure, there is an exception
 to this rule (Finish.U) where we
?X: set nostick to a non-empty value to allow the Return key to play its role!
?X:
?MAKE:Myread: Options startsh n c trnl
?MAKE: -pick add $@ %<
?V:ans:dflt rp nostick
?F:./myread
?T:COLUMNS xxxm rp dflt answ aok myecho

```
?LINT:change fastread
?X: Some shells (Ultrix) do not understand ${COLUMNS:-80}, sigh!
: compute the number of columns on the terminal for proper question formatting
case "$COLUMNS" in
'') COLUMNS='80';;
esac

: set up the echo used in my read
?X:
?X: This variable is intended to be eval'ed. It will echo the two
?X: variables $rp and $dflt (provided this latter has a non null value).
?X: It is mainly used by the myread script to echo the questions.
?X:
?X: The $n and $c below are substituted before Loc does its silly echo check
?X: so don't put a $ on the echo below so we get builtin, even if $echo is
?X: pointing to /bin/echo.
?X:
myecho="case \"\$xxxm\" in
'') echo $n \"\$rp $c\" >&4;;
*) case \"\$rp\" in
 '') echo $n \"[\$xxxm] $c\";;
 *)
  if
 test \`echo \"\$rp [\$xxxm]  \" | wc -c\` -ge $COLUMNS; then
   echo \"\$rp\" >&4
   echo $n \"[\$xxxm] $c\" >&4
  else
   echo $n \"\$rp [\$xxxm] $c\" >&4
  fi
  ;;
 esac;;
esac"

: now set up to do reads with possible shell escape and default assignment
cat <<EOSC >myread
$startsh
?X:
?X: Save value of default -- do not alter original in case of eval
?X:
xxxm=\$dflt
$myecho
?X:
?X: If there is no default, then stop, regardless of the value in fastread.
?X: In silent mode, no new-line is to be echoed if the question is empty,
?X: since this is used to wait for the "return" key.
?X:
ans='!'
case "\$fastread" in
```

```
yes) case "\$dflt" in
 '') ;;
 *) ans='';
  case "\$silent-\$rp" in
  true-) ;;
  *) echo " " >&4;;
  esac;;
 esac;;
*) case "\$silent" in
 true) case "\$rp" in
  '') ans='';;
  esac;;
 esac;;
esac
while expr "X\$ans" : "X!" >/dev/null; do
 read answ
?X:
?X: Run 'eval' on the answer, in order to do variable substitution, in case
?X: the user types $HOME or $WHATEVER.
 Variables must be evaluated now.
?X: Typing '\$HOME' won't currently prevent from substitution -- use '\\$HOME'
?X: The $1 .. $9 and $*, as well as $@, are available to refer to the
?X: default value.
?X:
 set x \$xxxm
 shift
 aok=''; eval "ans=\\"\$answ\\"" && aok=y
 case  "\$answ" in
?X:
?X: Use "!" and not a plain ! because of a bug in BSD 4.4 shell
?X: (reported by Wayne Davison)
?X: We must handle the shell escapes before dealing with possible variable
?X: substitution, since the shell we're launching in that case will be able
?X: to do it as well as we can -- RAM, 15/03/96
?X
 "!")
  sh 1>&4
  echo " "
  $myecho
  ;;
 !*)
  set x \`expr "X\$ans" : "X!\(.*\)\$"\`
  shift
  sh 1>&4 -c "\$*"
  echo " "
  $myecho
  ;;
 "\$ans")
```

```
 case "\$ans" in
?X:
?X: Answers starting with & are hooks allowing to dynamically turn on/off
?X: some Configure options. That's for the future. -- RAM, 09/01/95
?X: Today, we only recognize '& -d' to mean 'go on as if Configure -d, which
?X: is a hardwired
 behaviour compatible with our general scheme.
?X:
 \\&*)
  set x \`expr "X\$ans" : "X&\(.*\)\$"\`
  shift
  case "\$1" in
  -d)
   fastread=yes
   echo "(OK, I'll run with -d after this question.)" >&4
   ;;
  -*)
   echo "*** Sorry, \$1 not supported yet." >&4
   ;;
  esac
  $myecho
  ans=!
  ;;
 esac;;
*)
 case "\$aok" in
 y)
  echo "*** Substitution done -- please confirm."
  xxxm="\$ans"
  ans=\`echo $n "\$ans$c" | tr '$trnl' ' '\`
  xxxm="\$ans"
  ans=!
  ;;
 *)
  echo "*** Error -- try again."
  ans=!
  ;;
 esac
 $myecho
 ;;
esac
?X: Stick in myread if no default answer and nothing was answered
 case "\$ans\$xxxm\$nostick" in
 '')
  ans=!
  $myecho
  ;;
 esac
```

```
done
case "\$ans" in
") ans="\$xxxm";;
esac
EOSC
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Myread.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1999 Jarkko Hietaniemi
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?X: This unit generates a $hasstruct string that is used internally
?X: by Configure to check if this system has a field for a
?X: particular struct (of if this system has a particular struct!)
?X:
?X: To use it, say something like:
?X:  set d_statblocks stat i_sysstat sys/stat.h
?X:  eval $hasstruct
?X: Or, for more complicated sets of headers, do something like
?X: hdrs="$define sys/foo.h
?X:  $i_sysbar sys/bar.h
?X:  $i_syszot sys/zot.h
?X:  $i_zappa zappa.h"
?X: set d_statblocks stat $hdrs
?X: eval $hasstruct
?X:
?MAKE:Hasstruct: Setvar rm_try test Compile
?MAKE: -pick add $@ %<
?T:varname struct
?V:hasstruct
: Define hasstruct macro for Configure internal use
hasstruct='varname=$1; struct=$2; shift;
 shift;
while $test $# -ge 2; do
 case "$1" in
 $define) echo "#include <$2>";;
 esac ;
   shift 2;
done > try.c;
echo "int main () { struct $struct foo; }" >> try.c;
set try;
if eval $compile; then
```

```
 val="$define";
else
 val="$undef";
fi;
set $varname;
eval $setvar;
$rm_try'
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/protos/Hasstruct.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
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?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: lib.U,v $
?RCS: Revision 3.0.1.3  1995/09/25  09:16:47  ram
?RCS: patch59: unit is now forced to the top of Configure, if possible
?RCS:
?RCS: Revision 3.0.1.2  1995/01/30  14:38:08  ram
?RCS: patch49: can now handle installation prefix changes (from WED)
?RCS:
?RCS: Revision 3.0.1.1  1994/08/29  16:27:40  ram
?RCS: patch32: now uses installation prefix to set the default
?RCS:
?RCS: Revision 3.0  1993/08/18  12:08:56  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:lib libexp: Getfile
 Loc Oldconfig Prefixit Prefixup prefixexp
?MAKE: -pick add $@ %<
?Y:TOP
?S:lib:
?S: This variable holds the name of the directory in which the user wants
?S: to put public library files for the package in question.  It is most
?S: often a local directory such as /usr/local/lib. Programs using this
?S: variable must be prepared to deal with filename expansion.
?S:.
?S:libexp:
?S: This variable is the same as the lib variable, but is filename expanded
?S: at configuration time, for convenient use in your makefiles.
```

```
?S:.
: determine where public libraries go
set lib lib
eval $prefixit
case "$lib" in
")
 dflt=`./loc . "." $prefixexp/lib /usr/local/lib /usr/lib /lib`
 set dflt
 eval $prefixup
 ;;
*)  dflt="$lib";;
esac
echo " "
fn=d~
rp='Where do you want to put the public libraries?'
. ./getfile
lib="$ans"
libexp="$ansexp"

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/lib.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Myread.U,v $
?RCS: Revision 3.0.1.6  1997/02/28  15:05:39  ram
?RCS: patch61: myread script now starts with a "startsh"
?RCS: patch61: miscellaneous fixes
?RCS:
?RCS: Revision 3.0.1.5  1995/01/11  15:14:22  ram
?RCS: patch45: added & escape allowing user to turn on -d from the prompt
?RCS:
?RCS: Revision 3.0.1.4  1994/10/31  09:48:04  ram
?RCS: patch44: added Options to the MAKE line since it's no longer in Init.U
?RCS:
?RCS: Revision 3.0.1.3  1994/10/29  15:56:20  ram
?RCS: patch36: added ?F:
 line for metalint file checking
?RCS:
```

```
?RCS: Revision 3.0.1.2  1993/08/30  08:57:59  ram
?RCS: patch8: added new visible 'nostick' symbol, mainly for Finish.U
?RCS:
?RCS: Revision 3.0.1.1  1993/08/27  14:39:20  ram
?RCS: patch7: now sticks to the question when no default and empty answer
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:08  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit produces a bit of shell code that must be dotted in in order
?X: to do a read.  It allows for shell escapes, default assignment and
?X: parameter evaluation.
?X:
?X: To use this unit, $rp and $dflt must hold the question and the
?X: default answer. The question will be printed by the script itself.
?X: Neither $rp nor $dflt is altered by the script.
?X:
?X: The myread script will stick to the question if no default is proposed
?X: and the user answer is empty, which prevents mistakes. However, at the
?X: end of Configure, there is an exception to this rule (Finish.U) where we
?X: set
 nostick to a non-empty value to allow the Return key to play its role!
?X:
?MAKE:Myread: Options startsh n c trnl
?MAKE: -pick add $@ %<
?V:ans:dflt rp nostick
?F:./myread
?T:COLUMNS xxxm rp dflt answ aok myecho counter
?LINT:change fastread
?X: Some shells (Ultrix) do not understand ${COLUMNS:-80}, sigh!
: compute the number of columns on the terminal for proper question formatting
case "$COLUMNS" in
") COLUMNS='80';;
esac

: set up the echo used in my read
?X:
?X: This variable is intended to be eval'ed. It will echo the two
?X: variables $rp and $dflt (provided this latter has a non null value).
?X: It is mainly used by the myread script to echo the questions.
?X:
?X: The $n and $c below are substituted before Loc does its silly echo check
?X: so don't put a $ on the echo below so we get builtin, even if $echo is
?X: pointing to /bin/echo.
?X:
myecho="case \"\$xxxm\" in
") echo $n \"\$rp $c\" >&4;;
```

```
*) case \"\$rp\" in
 '') echo $n \"[\$xxxm] $c\";;
 *)
  if test \`echo \"\$rp [\$xxxm]
  \" | wc -c\` -ge $COLUMNS; then
   echo \"\$rp\" >&4
   echo $n \"[\$xxxm] $c\" >&4
  else
   echo $n \"\$rp [\$xxxm] $c\" >&4
  fi
  ;;
 esac;;
esac"

: now set up to do reads with possible shell escape and default assignment
cat <<EOSC >myread
$startsh
?X:
?X: Save value of default -- do not alter original in case of eval
?X:
xxxm=\$dflt
$myecho
?X:
?X: If there is no default, then stop, regardless of the value in fastread.
?X: In silent mode, no new-line is to be echoed if the question is empty,
?X: since this is used to wait for the "return" key.
?X:
ans='!'
counter=42
case "\$fastread" in
yes) case "\$dflt" in
 '') ;;
 *) ans='';
  case "\$silent-\$rp" in
  true-) ;;
  *) echo " " >&4;;
  esac;;
 esac;;
*) case "\$silent" in
 true) case "\$rp" in
  '') ans='';;
  esac;;
 esac;;
esac
while expr "X\$ans" : "X!" >/dev/null; do
 read answ
?X:
?X: Run 'eval' on the answer, in order to do variable substitution, in case
```

```
?X: the user types $HOME or $WHATEVER. Variables must be evaluated
 now.
?X: Typing '\$HOME' won't currently prevent from substitution -- use '\\$HOME'
?X: The $1 .. $9 and $*, as well as $@, are available to refer to the
?X: default value.
?X:
 set x \$xxxm
 shift
 aok=''; eval "ans=\\"\$answ\\"" && aok=y
 case  "\$answ" in
?X:
?X: Use "!" and not a plain ! because of a bug in BSD 4.4 shell
?X: (reported by Wayne Davison)
?X: We must handle the shell escapes before dealing with possible variable
?X: substitution, since the shell we're launching in that case will be able
?X: to do it as well as we can -- RAM, 15/03/96
?X
 "!")
  sh 1>&4
  echo " "
  $myecho
  ;;
 !*)
  set x \`expr "X\$ans" : "X!\(.*\)\$"\`
  shift
  sh 1>&4 -c "\$*"
  echo " "
  $myecho
  ;;
 "\$ans")
  case "\$ans" in
?X:
?X: Answers starting with & are hooks allowing to dynamically turn on/off
?X: some Configure options. That's for the future. -- RAM, 09/01/95
?X: Today, we only recognize '& -d' to mean 'go on as if Configure -d, which
?X: is a hardwired behaviour compatible with
 our general scheme.
?X:
  \\&*)
   set x \`expr "X\$ans" : "X&\(.*\)\$"\`
   shift
   case "\$1" in
   -d)
    fastread=yes
    echo "(OK, I'll run with -d after this question.)" >&4
    ;;
   -*)
    echo "*** Sorry, \$1 not supported yet." >&4
```

```
   ;;
  esac
  $myecho
  ans=!
  ;;
 esac;;
*)
 case "\$aok" in
 y)
  echo "*** Substitution done -- please confirm."
  xxxm="\$ans"
  ans=\`echo $n "\$ans$c" | tr '$trnl' ' '\`
  xxxm="\$ans"
  ans=!
  ;;
 *)
  echo "*** Error -- try again."
  ans=!
  ;;
 esac
 $myecho
 ;;
esac
?X: Stick in myread if no default answer and nothing was answered
 case "\$ans\$xxxm\$nostick" in
 '')
  ans=!
  $myecho
  ;;
 esac
 counter=\`echo \$counter | awk '{ print --\$0 }'\`
 if [ \$counter = 0 ]; then
  echo >&4
  echo >&4 Too many attempts asking the same question.  Giving up.
  exit 1
 fi
done
case "\$ans" in
'') ans="\$xxxm";;
esac
EOSC

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Myread.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: usenm.U,v 3.0.1.1 1997/02/28 16:26:40 ram Exp $
?RCS:
```

```
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?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: usenm.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  16:26:40  ram
?RCS: patch61: don't use nm with the GNU C library
?RCS: patch61: added support for Linux shared libs
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:57  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:usenm runnm nm_opt nm_so_opt: cat test Myread Oldconfig myuname grep \
 nm d_gnulibc osname egrep rsrc
?MAKE: -pick add $@ %<
?S:usenm:
?S: This variable contains 'true' or 'false' depending
 whether the
?S: nm extraction is wanted or not.
?S:.
?S:runnm:
?S: This variable contains 'true' or 'false' depending whether the
?S: nm extraction should be performed or not, according to the value
?S: of usenm and the flags on the Configure command line.
?S:.
?S:nm_opt:
?S: This variable holds the options that may be necessary for nm.
?S:.
?S:nm_so_opt:
?S: This variable holds the options that may be necessary for nm
?S: to work on a shared library but that can not be used on an
?S: archive library.  Currently, this is only used by Linux, where
?S: nm --dynamic is *required* to get symbols from an ELF library which
?S: has been stripped, but nm --dynamic is *fatal* on an archive library.
?S: Maybe Linux should just always set usenm=false.
?S:.
: see if nm is to be used to determine whether a symbol is defined or not
?X: If there is enough inquiries, it might be worth to wait for the nm
?X: extraction. Otherwise, the C compilations might be a better deal.
?X:
?X: Don't bother if we're
 using GNU libc -- skimo
?LINT:extern PASE
case "$usenm" in
```

```
")
 dflt="
 case "$d_gnulibc" in
 "$define")
  echo " "
  echo "nm probably won't work on the GNU C Library." >&4
  dflt=n
  ;;
 esac
 case "$dflt" in
 ")
  if $test "$osname" = aix -a "X$PASE" != "Xdefine" -a ! -f /lib/syscalls.exp; then
   echo " "
   echo "Whoops!  This is an AIX system without /lib/syscalls.exp!" >&4
   echo "'nm' won't be sufficient on this system." >&4
   dflt=n
  fi
  ;;
 esac
 case "$dflt" in
 ") dflt=`$egrep 'inlibc|csym' $rsrc/Configure | wc -l 2>/dev/null`
  if $test $dflt -gt 20; then
   dflt=y
  else
   dflt=n
  fi
  ;;
 esac
 ;;
*)
 case "$usenm" in
 true|$define) dflt=y;;
 *) dflt=n;;
 esac
 ;;
esac
$cat <<EOM

I can use $nm to extract the symbols from your C libraries. This
is a time consuming task which may generate huge output on the disk (up
to 3 megabytes) but that should make the symbols extraction faster. The
alternative is to skip the 'nm' extraction part and to compile a small
test
 program instead to determine whether each symbol is present. If
you have a fast C compiler and/or if your 'nm' output cannot be parsed,
this may be the best solution.

You probably shouldn't let me use 'nm' if you are using the GNU C Library.
```

```
EOM
rp="Shall I use $nm to extract C symbols from the libraries?"
. ./myread
case "$ans" in
[Nn]*) usenm=false;;
*) usenm=true;;
esac

?X: Name extraction is to be run if 'nm' usage is wanted and if no -r flag
?X: was provided to configure (in which case we simply re-use the previous
?X: values).
runnm=$usenm
case "$reuseval" in
true) runnm=false;;
esac

: nm options which may be necessary
case "$nm_opt" in
'') if $test -f /mach_boot; then
  nm_opt='' # Mach
 elif $test -d /usr/ccs/lib; then
  nm_opt='-p' # Solaris (and SunOS?)
 elif $test -f /dgux; then
  nm_opt='-p' # DG-UX
 elif $test -f /lib64/rld; then
  nm_opt='-p' # 64-bit Irix
 else
  nm_opt=''
 fi;;
esac

: nm options which may be necessary for shared libraries but illegal
: for archive
 libraries.  Thank you, Linux.
case "$nm_so_opt" in
'') case "$myuname" in
 *linux*|gnu*)
  if $nm --help | $grep 'dynamic' > /dev/null 2>&1; then
   nm_so_opt='--dynamic'
  fi
  ;;
 esac
 ;;
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/usenm.U
```

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Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_builtin_overflow.U
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?RCS: $Id: libflex.U 1 2006-08-24 12:32:52Z rmanfredi $
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?RCS:
?RCS: $Log: libflex.U,v $
?RCS: Revision 3.0.1.3  1997/02/28  15:57:48  ram
?RCS: patch61: replaced .a with $_a all over the place
?RCS:
?RCS: Revision 3.0.1.2  1994/05/06  15:07:02  ram
?RCS: patch23: now uses full library path instead of -l notation
?RCS:
?RCS: Revision 3.0.1.1  1994/01/24  14:13:25  ram
?RCS: patch16: un-obsoleted this unit to allow smooth lex/flex compilations
?RCS:
?RCS: Revision 3.0  1993/08/18  12:08:59  ram
?RCS: Baseline for dist 3.0 netwide
 release.
?RCS:
?MAKE:libflex: Loc lex libpth _a
?MAKE: -pick add $@ %<
?S:libflex:
?S: This variable contains the argument to pass to the loader in order
?S: to get the flex/lex library routines.  If there is no flex or flex
?S: library, it is null.
?S:.
?T:xxx
: see if we should include -lfl
echo " "
case "$lex" in
*flex)
 xxx=`./loc libfl$_a x $libpth`
 case "$xxx" in
 x)

```
 echo "No flex library found." >&4
 libflex=''
 ;;
*)
 echo "flex library found in $xxx." >&4
 libflex="$xxx"
 ;;
esac
;;
*lex)
xxx=`./loc libl$_a x $libpth`
case "$xxx" in
x)
 echo "No lex library found." >&4
 libflex=''
 ;;
*)
 echo "lex library found in $xxx." >&4
 libflex="$xxx"
 ;;
esac
;;
*)
echo "You don't seem to have lex or flex, so I won't look for libraries." >&4
;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/libflex.U
No license file was found, but licenses were detected in source scan.

```
# $Id: errnolist.sh,v 3.0.1.1 1994/01/24 14:00:00 ram Exp ram $
#
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#  of the source tree for dist 4.0.
#
# Original Author: Harlan Stenn <harlan@mumps.pfcs.com>
#
# $Log: errnolist.sh,v $
# Revision 3.0.1.1  1994/01/24  14:00:00  ram
# patch16: changed top ln-style config.sh lookup into test-style one
#
# Revision 3.0  1993/08/18  12:04:36  ram
```

# Baseline for dist 3.0 netwide release.
#

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/lib/errnolist.SH
No license file was found, but licenses were detected in source scan.

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?RCS:
?RCS: $Log: Options.U,v $
?RCS: Revision 3.0.1.7  1997/02/28  15:08:15  ram
?RCS: patch61: optdef.sh now starts with a "startsh"
?RCS: patch61: moved some code from Head.U
?RCS:
?RCS: Revision 3.0.1.6  1995/09/25  09:14:46  ram
?RCS: patch59: protected option parsing code against 'echo -*' option failure
?RCS:
?RCS: Revision 3.0.1.5  1995/05/12  12:04:52  ram
?RCS: patch54: added -K option for experts
?RCS:
?RCS: Revision 3.0.1.4  1995/01/30  14:27:52  ram
?RCS: patch49: this unit now exports file optdef.sh,
 not a variable
?RCS:
?RCS: Revision 3.0.1.3  1995/01/11  15:19:00  ram
?RCS: patch45: new -O option allowing -D and -U to override config.sh settings
?RCS: patch45: file optdef.sh is no longer removed after sourcing
?RCS:
?RCS: Revision 3.0.1.2  1994/10/29  15:58:06  ram
?RCS: patch36: ensure option definition file is removed before appending
?RCS: patch36: protect variable definitions with spaces in them
?RCS:
?RCS: Revision 3.0.1.1  1994/06/20  06:55:44  ram
?RCS: patch30: now uses new me symbol to tag error messages
?RCS: patch30: new -D and -U options to define/undef symbols (JHI)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:14  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:

```
?X: Command line parsing. It is really important that the variables used here
?X: be not listed in the MAKE line, or they will be saved in config.sh and
?X: loading this file to fetch default answers would clobber the values set
?X: herein.
?X:
?MAKE:Options: startsh
?MAKE: -pick wipe $@ %<
?V:reuseval
 alldone error realsilent silent extractsh fastread \
 override knowitall: config_sh
?T:arg argn symbol config_arg0 config_args config_argc xxx yyy zzz uuu
?T:args_exp args_sep arg_exp
?F:!Configure
?F:./optdef.sh ./cmdline.opt ./posthint.sh ./cmdl.opt
: Save command line options in file UU/cmdline.opt for later use in
: generating config.sh.
?X: This temporary file will be read by Oldsym.U.  I used a temporary
?X: file to preserve all sorts of potential command line quotes and
?X: also because we don't know in advance how many variables we'll
?X: need, so I can't actually declare them on the MAKE line.
?X: The config_args variable won't be quite correct if Configure is
?X: fed something like    ./Configure -Dcc="gcc -B/usr/ccs/bin/"
?X: since the quotes are gone by the time we see them.  You'd have to
?X: reconstruct the command line from the config_arg? lines, but since
?X: I don't imagine anyone actually having to do that, I'm not going
?X: to worry too much.
cat > cmdline.opt
 <<EOSH
: Configure command line arguments.
config_arg0='$0'
config_args='$*'
config_argc=$#
EOSH
argn=1
args_exp="
args_sep="
for arg in "$@"; do
 cat >>cmdline.opt <<EOSH
config_arg$argn='$arg'
EOSH
?X: Extreme backslashitis: replace each ' by """"
 cat <<EOC | sed -e "s/'/""""""""""""""/g" > cmdl.opt
$arg
EOC
 arg_exp=`cat cmdl.opt`
 args_exp="$args_exp$args_sep'$arg_exp'"
 argn=`expr $argn + 1`
 args_sep=' '
```

```
done
?X: args_exp is good for restarting self: eval "set X $args_exp"; shift; $0 "$@"
?X: used by hints/os2.sh in Perl, for instance
rm -f cmdl.opt

: produce awk script to parse command line options
cat >options.awk <<'EOF'
BEGIN {
 optstr = "A:dD:eEf:hKOrsSU:V"; # getopt-style specification

 len = length(optstr);
 for (i = 1; i <= len; i++) {
  c = substr(optstr, i, 1);
?X: some older awk's do not have the C ?: construct
  if (i < len) a = substr(optstr, i + 1, 1); else a = "";
  if (a == ":") {
   arg[c] = 1;
   i++;
  }
  opt[c] = 1;
 }
}
{
 expect = 0;
 str = $0;
 if (substr(str,
 1, 1) != "-") {
  printf("'%s'\n", str);
  next;
 }
 len = length($0);
 for (i = 2; i <= len; i++) {
  c = substr(str, i, 1);
  if (!opt[c]) {
   printf("-%s\n", substr(str, i));
   next;
  }
  printf("-%s\n", c);
  if (arg[c]) {
   if (i < len)
    printf("'%s'\n", substr(str, i + 1));
   else
    expect = 1;
   next;
  }
 }
}
END {
```

```
 if (expect)
  print "?";
}
EOF

: process the command line options
?X: Use "$@" to keep arguments with spaces in them from being split apart.
?X: For the same reason, awk will output quoted arguments and the final eval
?X: removes them and sets a proper $* array. An 'X' is prependend to each
?X: argument before being fed to echo to guard against 'echo -x', where -x
?X: would be understood as an echo option! It is removed before feeding awk.
set X `for arg in "$@"; do echo "X$arg"; done |
 sed -e s/X// | awk -f options.awk`
eval "set $*"
shift
rm -f options.awk

: set up default values
fastread=''
reuseval=false
config_sh=''
alldone=''
error=''
silent=''
extractsh=''
override=''
knowitall=''
rm
 -f optdef.sh posthint.sh
cat >optdef.sh <<EOS
$startsh
EOS

?X:
?X: Given that we now have the possibility to execute Configure remotely
?X: thanks to the new src.U support, we have to face the possibility
?X: of having to ask where the source lie, which means we need the Myread.U
?X: stuff and possibly other things that might echo something on the
?X: screen...
?X:
?X: That's not pretty, and might be confusing in 99% of the time. So...
?X: We introduce a new realsilent variable which is set when -s is given,
?X: and we force silent=true if -S is supplied. The Extractall.U unit
?X: will then undo the >&4 redirection based on the value of the
?X: realsilent variable... -- RAM, 18/93/96
?X:

: option parsing
```

```
while test $# -gt 0; do
 case "$1" in
 -d) shift; fastread=yes;;
 -e) shift; alldone=cont;;
 -f)
  shift
  cd ..
  if test -r "$1"; then
   config_sh="$1"
  else
   echo "$me: cannot read config file $1." >&2
   error=true
  fi
  cd UU
  shift;;
 -h)
 shift; error=true;;
 -r) shift; reuseval=true;;
 -s) shift; silent=true; realsilent=true;;
 -E) shift; alldone=exit;;
 -K) shift; knowitall=true;;
 -O) shift; override=true;;
 -S) shift; silent=true; extractsh=true;;
 -D)
  shift
  case "$1" in
  *=)
   echo "$me: use '-U symbol=', not '-D symbol='." >&2
   echo "$me: ignoring -D $1" >&2
   ;;
  *=*) echo "$1" | \
    sed -e "s/'/'\"'\"'/g" -e "s/=\(.*\)/='\1'/" >> optdef.sh;;
  *) echo "$1='define'" >> optdef.sh;;
  esac
  shift
  ;;
 -U)
  shift
  case "$1" in
  *=) echo "$1" >> optdef.sh;;
  *=*)
   echo "$me: use '-D symbol=val', not '-U symbol=val'." >&2
   echo "$me: ignoring -U $1" >&2
   ;;
  *) echo "$1='undef'" >> optdef.sh;;
  esac
  shift
  ;;
```

```
-A)
   shift
   xxx="
   yyy="$1"
   zzz="
   uuu=undef
   case "$yyy" in
        *=*) zzz=`echo "$yyy"|sed 's!=.*!!'`
            case "$zzz" in
            *:*) zzz=" ;;
            *)   xxx=append
                zzz=" "`echo
"$yyy"|sed 's!^[^=]*=!!'`
                yyy=`echo "$yyy"|sed 's!=.*!!'` ;;
            esac
            ;;
        esac
        case "$xxx" in
        ")  case "$yyy" in
            *:*) xxx=`echo "$yyy"|sed 's!:.*!!'`
                yyy=`echo "$yyy"|sed 's!^[^:]*:!!'`
                zzz=`echo "$yyy"|sed 's!^[^=]*=!!'`
                yyy=`echo "$yyy"|sed 's!=.*!!'` ;;
            *)   xxx=`echo "$yyy"|sed 's!:.*!!'`
                yyy=`echo "$yyy"|sed 's!^[^:]*:!!'` ;;
            esac
            ;;
        esac
   case "$xxx" in
   append)
 echo "$yyy=\"\${$yyy}$zzz\"" >> posthint.sh ;;
   clear)
 echo "$yyy=""   >> posthint.sh ;;
   define)
      case "$zzz" in
 ") zzz=define ;;
 esac
 echo "$yyy='$zzz'"  >> posthint.sh ;;
   eval)
 echo "eval \"$yyy=$zzz\"" >> posthint.sh ;;
   prepend)
 echo "$yyy=\"$zzz\${$yyy}\"" >> posthint.sh ;;
   undef)
      case "$zzz" in
 ")
zzz="$uuu" ;;
 esac
 echo "$yyy=$zzz"  >> posthint.sh ;;
```

```
        *)  echo "$me: unknown -A command '$xxx', ignoring -A $1" >&2 ;;
    esac
    shift
    ;;
 -V) echo "$me generated by metaconfig <VERSION> PL<PATCHLEVEL>." >&2
    exit 0;;
 --) break;;
 -*) echo "$me: unknown option $1" >&2; shift; error=true;;
 *) break;;
 esac
done

case "$error" in
true)
 cat >&2 <<EOM
Usage: $me [-dehrsEKOSV] [-f config.sh] [-D symbol] [-D symbol=value]
            [-U symbol] [-U symbol=] [-A command:symbol...]
 -d : use defaults for all answers.
 -e : go on without questioning past the production of config.sh.
 -f : specify an alternate default configuration file.
 -h : print this help message and exit (with an error status).
 -r : reuse C symbols value if possible (skips costly nm extraction).
 -s : silent mode, only echoes questions and essential information.
 -D : define symbol to have some value:
      -D symbol         symbol gets the value 'define'
      -D symbol=value
  symbol gets the value 'value'
 -E : stop at the end of questions, after having produced config.sh.
 -K : do not use unless you know what you are doing.
 -O : let -D and -U override definitions from loaded configuration file.
 -S : perform variable substitutions on all .SH files (can mix with -f)
 -U : undefine symbol:
      -U symbol    symbol gets the value 'undef'
      -U symbol=   symbol gets completely empty
 -A : manipulate symbol after the platform specific hints have been applied:
  -A symbol=value  append " "value to symbol
  -A append:symbol=value  append value to symbol
  -A define:symbol=value  define symbol to have value
      -A clear:symbol  define symbol to be "
  -A define:symbol  define symbol to be 'define'
  -A eval:symbol=value  define symbol to be eval of value
  -A prepend:symbol=value prepend value to symbol
  -A undef:symbol  define symbol to be 'undef'
  -A undef:symbol=  define symbol to be "
 -V : print version number and exit (with
 a zero status).
EOM
 exit 1
```

```
 ;;
esac

?X:
?X: Unless they specified either -S or both -d and -e/E, make sure we're
?X: running interactively, i.e. attached to a terminal. Moved from Head.U to
?X: be able to handle batch configurations...
?X:
?X: We have to hardwire the Configure name and cannot use $me, since if they
?X: said 'sh <Configure', then $me is 'sh'...
?X:
: Sanity checks
case "$fastread$alldone" in
yescont|yesexit) ;;
*)
 case "$extractsh" in
 true) ;;
 *)
  if test ! -t 0; then
   echo "Say 'sh Configure', not 'sh <Configure'"
   exit 1
  fi
  ;;
 esac
 ;;
esac

?X: In silent mode, the standard output is closed. Questions are asked by
?X: outputing on file descriptor #4, which is the original stdout descriptor.
?X: This filters out all the "junk", since all the needed information is written
?X: on #4. Note that ksh will not let us redirect output if the file descriptor
?X: has not be defined yet, unlike sh, hence the following line...--RAM.
exec 4>&1
case "$silent" in
true)
 exec 1>/dev/null;;
esac

: run the defines and the undefines, if any, but leave the file out there...
touch optdef.sh
. ./optdef.sh
: create the posthint manipulation script and leave the file out there...
?X: this file will be perused by Oldconfig.U
touch posthint.sh

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Options.U
```

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

```
/*
* $Id: getopt.C,v 3.0.1.1 1994/01/24 13:58:40 ram Exp ram $
*
*  Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
*
*  You may redistribute only under the terms of the Artistic Licence,
*  as specified in the README file that comes with the distribution.
*  You may reuse parts of this distribution only within the terms of
*  that same Artistic Licence; a copy of which may be found at the root
*  of the source tree for dist 4.0.
*
* Original Author: unknown, got this off net.sources
*
* $Log: getopt.C,v $
* Revision 3.0.1.1  1994/01/24  13:58:40  ram
* patch16: created
*
*/
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/lib/C/fake/getopt.C
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: cc.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: cc.U,v $
?RCS: Revision 3.0.1.4  1995/05/12  12:06:47  ram
?RCS: patch54: may now abort Configure when cc does not work
?RCS:
?RCS: Revision 3.0.1.3  1995/01/11  15:20:11  ram
?RCS: patch45: changed gcc checking message to a more explicit one (WED)
?RCS:
?RCS: Revision 3.0.1.2  1994/10/29  16:04:29  ram
?RCS: patch36: detect gcc even when not called as 'gcc' (ADO)
?RCS: patch36: simplified gcc version checking (ADO)
?RCS: patch36: added ?F: line for metalint
 file checking
?RCS:
```

```
?RCS: Revision 3.0.1.1  1994/05/06  14:26:06  ram
?RCS: patch23: added support for gcc version (ADO)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:30  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:cc: Myread Oldconfig Checkcc test
?MAKE: -pick add $@ %<
?S:cc:
?S: This variable holds the name of a command to execute a C compiler which
?S: can resolve multiple global references that happen to have the same
?S: name.  Usual values are 'cc' and 'gcc'.
?S: Fervent ANSI compilers may be called 'c89'.  AIX has xlc.
?S:.
?F:!cc.cbu
?D:cc='cc'
: Determine the C compiler to be used
echo " "
case "$cc" in
") dflt=cc;;
*) dflt="$cc";;
esac
rp="Use which C compiler?"
. ./myread
cc="$ans"

: See whether they have no cc but they do have gcc
. ./trygcc
?X: Look for a hint-file generated 'call-back-unit'.  Now that the
?X: user has specified the compiler, we may need to set or change some
?X: other defaults.
if $test -f cc.cbu; then
   . ./cc.cbu
fi
. ./checkcc

Found
 in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/cc.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Csym.U,v 3.0.1.4 1995/07/25 13:36:29 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: Csym.U,v $
?RCS: Revision 3.0.1.4  1995/07/25  13:36:29  ram
?RCS: patch56: re-arranged compile line to include ldflags before objects
?RCS: patch56: added quotes for OS/2 support
?RCS:
?RCS: Revision 3.0.1.3  1995/05/12  12:00:33  ram
?RCS: patch54: fixed C test program to bypass gcc builtin type checks (ADO)
?RCS:
?RCS: Revision 3.0.1.2  1994/10/31  09:34:13  ram
?RCS: patch44: added Options to the MAKE line since it's no longer in Init.U
?RCS:
?RCS: Revision
 3.0.1.1  1993/08/25  14:00:05  ram
?RCS: patch6: added ldflags as a conditional dependency and to compile line
?RCS: patch6: a final double quote was missing in csym variable after eval
?RCS:
?RCS: Revision 3.0  1993/08/18  12:04:50  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:Csym mistrustnm extern_C: Options contains libc libs runnm test \
 +cc +optimize +ccflags +ldflags run rm_try _exe d_cplusplus
?MAKE: -pick add $@ %<
?LINT:define csym
?LINT:use libc
?LINT:extern mistrustnm
?LINT:set mistrustnm
?S:csym:
?S: This shell variable is used internally by Configure to check
?S: whether a given C symbol is defined or not. A typical use is:
?S:  set symbol result [-fva] [previous]
?S:  eval $csym
?S: That will set result to 'true' if the function [-f], variable [-v]
?S: or array [-a] is defined, 'false' otherwise. If a previous value is
?S: given and the -r flag was provided on the command line, that value
?S: is reused without questioning.
?S:.
?S:extern_C:
?S: ANSI C
 requires 'extern' where C++ requires 'extern "C"'. This
?S: variable can be used in Configure to do the right thing.
?S:.
?S:mistrustnm:
?S: This variable can be used to establish a fallthrough for the cases
?S: where nm fails to find a symbol.  If usenm is false or usenm is true
?S: and mistrustnm is false, this variable has no effect.  If usenm is true

```
?S: and mistrustnm is "compile", a test program will be compiled to try to
?S: find any symbol that can't be located via nm lookup.  If mistrustnm is
?S: "run", the test program will be run as well as being compiled.
?S:.
?V:csym
?T:tval tx tlook tf tdc
?F:!try
: is a C symbol defined?
csym='tlook=$1;
case "$3" in
-v) tf=libc.tmp; tdc="";;
-a) tf=libc.tmp; tdc="[]";;
*) tlook="^$1\$"; tf=libc.list; tdc="()";;
esac;
case "$d_cplusplus" in
   $define) extern_C="extern \"C\"" ;;
   *)  extern_C="extern" ;;
esac;
tx=yes;
case "$reuseval-$4" in
true-) ;;
true-*) tx=no; eval "tval=\$$4"; case "$tval" in "") tx=yes;; esac;;
esac;
case "$tx"
 in
yes)
?X:
?X: Put symbol inside a printf to fool optimizing compilers...
?X:
?X: We use 'short' instead of 'int' to try to circumvent overzealous
?X: optimizing compilers using built-in prototypes for commonly used
?X: routines to complain when seeing a different external declaration. For
?X: instance, gcc 2.6.3 fails if we use 'int' and we attempt a test against
?X: memcpy() on machines where sizeof(int) == sizeof(char *) (the usual return
?X: type), the compiler assuming it's a built-in declaration given that the
?X: returned size matches. At least with 'short' we are safe! -- RAM, for ADO
?X:
?X: Let's thank GNU cc for making our lives so easy! :-)
?X: (An alternative for the future would be to use our knowledge about gcc
?X: to force a -fno-builtin option in the compile test, in case the 'short'
?X: trick is obsoleted by future gcc releases). -- RAM
?X:
 tval=false;
 if $test "$runnm" = true; then
  if $contains $tlook $tf >/dev/null 2>&1; then
   tval=true;
  elif $test "$mistrustnm"
```

```
 = compile -o "$mistrustnm" = run; then
   echo "$extern_C void *$1$tdc; void *(*(p()))$tdc { return &$1; } int main(int argc, char **argv) { if(p() && p() !=
(void *)argv[0]) return(0); else return(1); }"> try.c;
   $cc -o try $optimize $ccflags $ldflags try.c >/dev/null 2>&1 $libs && tval=true;
   $test "$mistrustnm" = run -a -x try && { $run ./try$_exe >/dev/null 2>&1 || tval=false; };
   $rm_try;
  fi;
 else
   echo "$extern_C void *$1$tdc; void *(*(p()))$tdc { return &$1; } int main(int argc, char **argv) { if(p() && p() !=
(void *)argv[0]) return(0); else return(1); }"> try.c;
   $cc -o try $optimize $ccflags $ldflags try.c $libs >/dev/null 2>&1 && tval=true;
   $rm_try;
  fi;
  ;;
*)
  case "$tval" in
  $define) tval=true;;
  *) tval=false;;
  esac;
  ;;
esac;
eval "$2=$tval"'
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/Csym.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: mailer.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: mailer.U,v $
?RCS: Revision 3.0.1.3  1995/01/11  15:32:11  ram
?RCS: patch45: can now use Loc variables since path stripping is deferred
?RCS:
?RCS: Revision 3.0.1.2  1994/05/06  15:10:04  ram
?RCS: patch23: ensure full path value is used for rmail also
?RCS:
?RCS: Revision 3.0.1.1  1994/01/24  14:14:18  ram
?RCS: patch16: now use _sendmail vars and friends for portability issues
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:10  ram
```

```
?RCS: Baseline for dist
 3.0 netwide release.
?RCS:
?MAKE:mailer: test cat rmail mail smail sendmail Getfile Oldconfig
?MAKE: -pick add $@ %<
?S:mailer:
?S: This variable contains the full pathname of a reasonable mailer.
?S: By reasonable, we mean some program which can understand internet
?S: addresses or at least forward them to some internet router. This
?S: mailer should be invoked as "mailer [options] recipients <mail".
?S:.
: determine the name of a reasonable mailer
case "$mailer" in
")
 if $test -f "$sendmail"; then
  dflt="$sendmail"
 elif $test -f "$smail"; then
  dflt="$smail"
 elif $test -f "$rmail"; then
  dflt="$rmail"
 elif $test -f /bin/mail; then
  dflt=/bin/mail
 else
  dflt=$mail
 fi
 ;;
*)  dflt="$mailer";;
esac
$cat <<EOM

I need the full pathname of the program used to deliver mail on your system.
A typical answer would be /usr/lib/sendmail or /bin/rmail, but you may choose
any other program, as long as it can be fed from standard input and will
honour any user-supplied headers.

EOM
fn=f
rp='Mail
 transport agent to be used?'
. ./getfile
mailer="$ans"

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/mailer.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: baserev.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
```

?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: baserev.U,v $
?RCS: Revision 3.0  1993/08/18  12:05:24  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:baserev: Null
?MAKE: -pick wipe $@ %<
?S:baserev:
?S: The base revision level of this package, from the .package file.
?S:.
: set the base revision
baserev=<BASEREV>

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/baserev.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: libnm.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
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?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: libnm.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  16:08:26  ram
?RCS: patch61: replaced .a with $_a all over the place
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:01  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:libnm: test Loc libpth _a
?MAKE: -pick add $@ %<
?S:libnm:
?S: This variable contains the argument to pass to the loader in order
?S: to get the new math library routines.  If there is no new math
?S: library, it is null.
?S:.

```
?T:ans
?O:
 use libswanted='-lnm' instead (see libs.U).
: see if we should include -lnm
echo " "
if $test -r /usr/lib/libnm$_a || $test -r /usr/local/lib/libnm$_a ; then
 echo "New math library found." >&4
 libnm='-lnm'
else
 ans=`./loc libnm$_a x $libpth`
 case "$ans" in
 x)
  echo "No nm library found--the normal math library will have to do." >&4
  libnm=''
  ;;
 *)
  echo "New math library found in $ans." >&4
  libnm="$ans"
  ;;
 esac
fi
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/libnm.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: Copyright (c) 2000, Jarkko Hietaniemi
?RCS:
?X:
?X: This unit allows the duplication of the source tree to the current
?X: directory via symbolic links.  This must be requested explicitly
?X: by them issuing a -Dmksymlinks on the command line.
?X:
?MAKE:Mksymlinks: Mkdirp lns issymlink src rsrc pkgsrc
?MAKE: -pick add $@ %<
?F:!UU
?T: dir filename tmppwd filelist
?LINT:extern mksymlinks
```

```
@if {test -f ../MANIFEST}
: Duplicate the tree with symbolic links if -Dmksymlinks was supplied
case "$mksymlinks"
 in
$define|true|[yY]*)
 echo " "
 case "$src" in
 "|'.') echo "Cannot create symlinks in the original directory." >&4
  exit 1
  ;;
 *) case "$lns:$issymlink" in
  *"ln"*" -s:"*"test -"?)
   echo "Creating the symbolic links..." >&4
   echo "(First creating the subdirectories...)" >&4
   cd ..
   awk '{print $1}' $src/MANIFEST | grep / | sed 's:/[^/]*$::' | \
    sort -u | while true
   do
    read dir
    test -z "$dir" && break
    ./UU/mkdirp $dir 2>/dev/null
    if test -d $dir; then
     : ok
    else
     echo "Failed to create '$dir'.  Aborting." >&4
     exit 1
    fi
   done
   echo "(Now creating the symlinks...)" >&4
   awk '{print $1}' $src/MANIFEST | while true; do
    read filename
    test -z "$filename" && break
    if test -f $filename; then
     if $issymlink $filename; then
      rm -f $filename
     fi
    fi
    if test -f $filename; then
     echo "$filename already exists, not symlinking."
    else
?X: Note that the following works because "$pkgsrc" is absolute
      ln
  -s $pkgsrc/$filename $filename
    fi
   done
?X: Check that everything was correctly copied
   echo "(Checking current directory...)" >&4
   cd UU
```

```
  awk '$1 !~ /PACK[A-Z]+/ {print $1}' "$rsrc/MANIFEST" | \
   (split -l 50 2>/dev/null || split -50)
  rm -f missing
  tmppwd=`pwd`
  for filelist in x??; do
   (cd ..; ls `cat "$tmppwd/$filelist"` \
    >/dev/null 2>>"$tmppwd/missing")
  done
  if test -s missing; then
   echo "Failed duplication of source tree.  Aborting." >&4
   exit 1
  fi
  ;;
 *) echo "(I cannot figure out how to do symbolic links, ignoring!)" >&4
  ;;
 esac
 ;;
esac
;;
esac

@end
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Mksymlinks.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: so.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
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?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: so.U,v $
?RCS: Revision 3.0.1.2  1994/10/29  16:30:04  ram
?RCS: patch36: now tells user how he can suppress shared lib lookup (ADO)
?RCS: patch36: removed echo at the top, since it's now in the here-doc (ADO)
?RCS:
?RCS: Revision 3.0.1.1  1994/06/20  07:07:02  ram
?RCS: patch30: created
?RCS:
?X:
?X: This unit computes the shared-object / shared-lib extension
?X:
```

```
?MAKE:so d_libname_unique: test libpth Loc Myread Oldconfig cat Setvar
?MAKE: -pick add $@ %<
?S:so:
?S: This
 variable holds the extension used to identify shared libraries
?S: (also known as shared objects) on the system. Usually set to 'so'.
?S:.
?S:d_libname_unique:
?S: This variable is defined if the target system insists on unique
?S: basenames for shared library files. This is currently true on Android,
?S: false everywhere else we know of.
?S: Defaults to 'undef'.
?S:.
?LINT:set d_libname_unique
?T: xxx
: compute shared library extension
case "$so" in
")
 if xxx=`./loc libc.sl X $libpth`; $test -f "$xxx"; then
  dflt='sl'
 else
  dflt='so'
 fi
 ;;
*) dflt="$so";;
esac
$cat <<EOM

On some systems, shared libraries may be available.  Answer 'none' if
you want to suppress searching of shared libraries for the remainder
of this configuration.

EOM
rp='What is the file extension used for shared libraries?'
. ./myread
so="$ans"

: Does target system insist that shared library basenames are unique
$cat << EOM

Some dynamic loaders assume that the *basename* of shared library
 filenames
are globally unique.  We'll default this to undef as we assume your system
is not this weird. Set to defined if you're on one of them.

EOM

dflt='n'
```

```
rp='Make shared library basenames unique?'
. ./myread
case "$ans" in
y|Y) val="$define" ;;
*)   val="$undef"  ;;
esac
set d_libname_unique
eval $setvar

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/so.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: dlsrc.U,v$
?RCS:
?RCS: Copyright (c) 1996-1998, Andy Dougherty
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?RCS: $Log: dlext.U,v $
?RCS:
?X:  hpux support thanks to Jeff Okamoto <okamoto@hpcc101.corp.hp.com>
?X:
?X:  To create a shared library, you must compile ALL source files in the
?X:  library with +z (or possibly +Z if the library is whopping huge),
?X:  then link the library with -b.  Example:
?X:   cc -c +z module_a.c
?X:   cc -c +z module_b.c
?X:   ld -b module_a.o module_b.o -o module.sl
?X:
?MAKE:dlext: \
 Getfile Myread cat usedl so
?MAKE: -pick add $@ %<
?Y:BOTTOM
?S:dlext:
?S: This variable contains the extension that is to be used for the
?S: dynamically loaded modules that perl generates.
?S:.
: Check what extension to use for shared libs
case "$usedl" in
$define|y|true)
 $cat <<
 EOM

On a few systems, the dynamically loaded modules that perl generates and uses
will need a different extension than shared libs. The default will probably
be appropriate.
```

```
EOM
 case "$dlext" in
 '') dflt="$so" ;;
 *) dflt="$dlext" ;;
 esac
 rp='What is the extension of dynamically loaded modules'
 . ./myread
 dlext="$ans"
 ;;
*)
 dlext="none"
 ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/dlext.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: vendorman3dir.U,v 1.1 1999/07/08 18:32:57 doughera Exp doughera $
?RCS:
?RCS: Copyright (c) 1999-2000, Andy Dougherty
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: vendorman3dir.U,v $
?RCS: Revision 1.1  1999/07/08 18:32:57  doughera
?RCS: Initial revision
?RCS:
?MAKE:vendorman3dir vendorman3direxp installvendorman3dir: man3dir Getfile \
 Oldconfig Setprefixvar Prefixit test vendorprefix prefix sed
?MAKE: -pick add $@ %<
?Y:TOP
?S:vendorman3dir:
?S: This variable contains the name of the directory for man3
?S: pages.  It may have a ~ on the front.
?S: The standard distribution will put nothing in this directory.
?S: Vendors
 who distribute perl may wish to place their own
?S: man3 pages in this directory with
?S:  MakeMaker Makefile.PL INSTALLDIRS=vendor
?S: or equivalent.  See INSTALL for details.
?S:.
?S:vendorman3direxp:
```

```
?S: This variable is the ~name expanded version of vendorman3dir, so that you
?S: may use it directly in Makefiles or shell scripts.
?S:.
?D:installvendorman3dir="
?S:installvendorman3dir:
?S: This variable is really the same as vendorman3direxp but may differ on
?S: those systems using AFS. For extra portability, only this variable
?S: should be used in makefiles.
?S:.
?LINT:change prefixvar
?LINT:set installvendorman3dir
: Set the vendorman3dir variables
case "$vendorprefix" in
") vendorman3dir="
 vendorman3direxp="
 ;;
*) : determine where vendor-supplied module manual pages go.
 case "$vendorman3dir" in
 ") dflt=`echo "$man3dir" | $sed "s#^$prefix#$vendorprefix#"` ;;
 *) dflt=$vendorman3dir ;;
 esac
 case "$dflt" in
 "|' ') dflt=none ;;
 esac
 fn=nd~+
 rp='Pathname
 for the vendor-supplied manual section 3 pages?'
 . ./getfile
 vendorman3dir="$ans"
 vendorman3direxp="$ansexp"
 ;;
esac
: Use ' ' for none so value is preserved next time through Configure
$test X"$vendorman3dir" = "X" && vendorman3dir=' '
prefixvar=vendorman3dir
. ./installprefix

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/vendorman3dir.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: d_byacc.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1996, Andy Dougherty
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
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```

```
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: d_byacc.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  15:31:14  ram
?RCS: patch61: created
?RCS:
?MAKE:d_byacc: byacc Setvar
?MAKE: -pick add $@ %<
?S:d_byacc:
?S: This variable indicates whether byacc is available.
?S: If the user has specified 'portability', then Makefile.SH
?S: sees $byacc='byacc' whether or not the user actually has
?S: byacc.  This variable allows us to determine in a makefile
?S: if we really
 have byacc.
?S:.
?LINT:set d_byacc
: Check if we really have byacc
case "$byacc" in
"|'byacc') val="$undef" ;;
*) val="$define" ;;
esac
set d_byacc
eval $setvar

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_byacc.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: sysman.U,v 3.0.1.2 1994/06/20 07:08:43 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
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?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: sysman.U,v $
?RCS: Revision 3.0.1.2  1994/06/20  07:08:43  ram
?RCS: patch30: now explicitly states that /usr/man/man1 is the default
?RCS: patch30: added /usr/local/man/man1 to the search list
?RCS:
?RCS: Revision 3.0.1.1  1993/09/13  16:13:50  ram
?RCS: patch10: added support for /local/man/man1 (WAD)
```

```
?RCS: patch10: added temporary syspath variable to cut down on line length
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:55  ram
?RCS: Baseline for dist 3.0 netwide
 release.
?RCS:
?MAKE:sysman: test Loc Oldconfig
?MAKE: -pick add $@ %<
?S:sysman:
?S: This variable holds the place where the manual is located on this
?S: system. It is not the place where the user wants to put his manual
?S: pages. Rather it is the place where Configure may look to find manual
?S: for unix commands (section 1 of the manual usually). See mansrc.
?S:.
?T:syspath
: determine where manual pages are on this system
echo " "
case "$sysman" in
")
 syspath='/usr/share/man/man1 /usr/man/man1'
 syspath="$syspath /usr/man/mann /usr/man/manl /usr/man/local/man1"
 syspath="$syspath /usr/man/u_man/man1"
 syspath="$syspath /usr/catman/u_man/man1 /usr/man/l_man/man1"
 syspath="$syspath /usr/local/man/u_man/man1 /usr/local/man/l_man/man1"
 syspath="$syspath /usr/man/man.L /local/man/man1 /usr/local/man/man1"
 sysman=`./loc . /usr/man/man1 $syspath`
 ;;
esac
if $test -d "$sysman"; then
 echo "System manual is in $sysman." >&4
else
 echo "Could not find manual pages in source form."
 >&4
fi

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/sysman.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: siteprefix.U,v 1.1 1999/07/08 18:32:57 doughera Exp doughera $
?RCS:
?RCS: Copyright (c) 1999 Andy Dougherty
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
```

```
?RCS:
?RCS: $Log: siteprefix.U,v $
?RCS: Revision 1.1  1999/07/08 18:32:57  doughera
?RCS: Initial revision
?RCS:
?MAKE:siteprefix siteprefixexp +oldsiteprefix: Getfile Loc Oldconfig cat package prefix
?MAKE: -pick add $@ %<
?S:siteprefix:
?S: This variable holds the full absolute path of the directory below
?S: which the user will install add-on packages.
?S: See INSTALL for usage and examples.
?S:.
?S:siteprefixexp:
?S: This variable holds the full absolute path of the
 directory below
?S: which the user will install add-on packages.  Derived from siteprefix.
?S:.
?S:oldsiteprefix:
?S: This variable is set non-null if the siteprefix was previously defined
?S: and gets set to a new value. Used internally by Configure only.
?S:.
: Set the siteprefix variables
$cat <<EOM

After $package is installed, you may wish to install various
add-on modules and utilities.  Typically, these add-ons will
be installed under $prefix with the rest
of this package.  However, you may wish to install such add-ons
elsewhere under a different prefix.

If you do not wish to put everything under a single prefix, that's
ok.  You will be prompted for the individual locations; this siteprefix
is only used to suggest the defaults.

The default should be fine for most people.

EOM
fn=d~+
rp='Installation prefix to use for add-on modules and utilities?'
: XXX Here might be another good place for an installstyle setting.
case "$siteprefix" in
") dflt=$prefix ;;
*)  dflt=$siteprefix
 ;;
esac
. ./getfile
: XXX Prefixit unit does not yet support siteprefix and vendorprefix
oldsiteprefix="
```

```
case "$siteprefix" in
") ;;
*) case "$ans" in
 "$prefix") ;;
 *) oldsiteprefix="$prefix";;
 esac
 ;;
esac
siteprefix="$ans"
siteprefixexp="$ansexp"
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/siteprefix.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: nis.U,v 3.0.1.3 1997/02/28 16:17:38 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: nis.U,v $
?RCS: Revision 3.0.1.3  1997/02/28  16:17:38  ram
?RCS: patch61: ensure suitable defaults for hostcat and friends
?RCS:
?RCS: Revision 3.0.1.2  1995/03/21  08:48:34  ram
?RCS: patch52: continued fix for NeXT NIS/NetInfo handling
?RCS:
?RCS: Revision 3.0.1.1  1995/02/15  14:16:23  ram
?RCS: patch51: now correctly handles NeXT using NIS rather than NetInfo
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:24  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:passcat
 groupcat hostcat: Myread Oldconfig test contains
?MAKE: -pick add $@ %<
?S:passcat:
?S: This variable contains a command that produces the text of the
?S: /etc/passwd file.  This is normally "cat /etc/passwd", but can be
?S: "ypcat passwd" when NIS is used.
?S: On some systems, such as os390, there may be no equivalent
?S: command, in which case this variable is unset.
?S:.
```

```
?S:groupcat:
?S: This variable contains a command that produces the text of the
?S: /etc/group file.  This is normally "cat /etc/group", but can be
?S: "ypcat group" when NIS is used.
?S: On some systems, such as os390, there may be no equivalent
?S: command, in which case this variable is unset.
?S:.
?S:hostcat:
?S: This variable contains a command that produces the text of the
?S: /etc/hosts file.  This is normally "cat /etc/hosts", but can be
?S: "ypcat hosts" when NIS is used.
?S: On some systems, such as os390, there may be no equivalent
?S: command, in which case this variable is unset.
?S:.
:
 see if we have to deal with yellow pages, now NIS.
?X: NeXT gives us some fun here, as always, by having both NIS (former YP)
?X: and NetInfo. But since it has both, it's ok to put the test inside the if.
?X: Contributed by Thomas Neumann <tom@smart.bo.open.de>.
if $test -d /usr/etc/yp || $test -d /etc/yp || $test -d /usr/lib/yp; then
@if passcat || groupcat
 case "$passcat" in
 nidump*) ;;
 *)
  case "$passcat" in
  *ypcat*) dflt=y;;
  ") if $contains '^\+' /etc/passwd >/dev/null 2>&1; then
    dflt=y
   else
    dflt=n
   fi;;
  *) dflt=n;;
  esac
  echo " "
  rp='Are you getting the passwd file via yellow pages?'
  . ./myread
  case "$ans" in
  y*) passcat='ypcat passwd'
@if groupcat
   echo "(Assuming /etc/group is also distributed.)"
   groupcat='ypcat group'
@end
   ;;
  *) passcat='cat /etc/passwd'
@if groupcat
   echo "(Assuming /etc/group is also local.)"
   groupcat='cat /etc/group'
@end
```

```
  ;;
 esac
 ;;
esac
@end
@if hostcat
 case "$hostcat" in
 nidump*) ;;
 *)
  case
 "$hostcat" in
  *ypcat*) dflt=y;;
  ") if $contains '^\+' /etc/passwd >/dev/null 2>&1; then
    dflt=y
   else
    dflt=n
   fi;;
  *) dflt=n;;
  esac
  echo " "
  rp='Are you getting the hosts file via yellow pages?'
  . ./myread
  case "$ans" in
  y*) hostcat='ypcat hosts';;
  *) hostcat='cat /etc/hosts';;
  esac
  ;;
 esac
@end
fi
?X: Ensure suitable default -- Manoj Srivastava
case "$hostcat" in
") test -f /etc/hosts && hostcat='cat /etc/hosts';;
esac
case "$groupcat" in
") test -f /etc/group && groupcat='cat /etc/group';;
esac
case "$passcat" in
") test -f /etc/passwd && passcat='cat /etc/passwd';;
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/nis.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: sitescript.U,v $
?RCS:
?RCS: Copyright (c) 1999 Andy Dougherty
```

```
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: sitescript.U,v $
?RCS:
?MAKE:sitescript sitescriptexp installsitescript : Getfile Oldconfig test \
 Setprefixvar sitebin siteprefix
?MAKE: -pick add $@ %<
?Y:TOP
?D:sitescript="
?S:sitescript:
?S: This variable holds the name of the directory in which the user wants
?S: to put add-on publicly executable files for the package in question.  It
?S: is most often a local directory such as /usr/local/bin. Programs using
?S: this variable must be prepared to deal with ~name substitution.
?S: The standard
 distribution will put nothing in this directory.
?S: After perl has been installed, users may install their own local
?S: scripts in this directory with
?S:  MakeMaker Makefile.PL
?S: or equivalent.  See INSTALL for details.
?S:.
?D:sitescriptexp="
?S:sitescriptexp:
?S: This is the same as the sitescript variable, but is filename expanded at
?S: configuration time, for use in your makefiles.
?S:.
?D:installsitescript="
?S:installsitescript:
?S: This variable is usually the same as sitescriptexp, unless you are on
?S: a system running AFS, in which case they may differ slightly. You
?S: should always use this variable within your makefiles for portability.
?S:.
?LINT:change prefixvar
?LINT:set installsitescript
?LINT:set sitescript
?LINT:set sitescriptexp
: determine where add-on public executable scripts go
case "$sitescript" in
") dflt=$siteprefix/script
 $test -d $dflt || dflt=$sitebin ;;
*)  dflt="$sitescript" ;;
esac
fn=d~+
```

```
rp='Pathname where add-on public executable scripts
 should be installed?'
. ./getfile
prefixvar=sitescript
. ./setprefixvar

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/sitescript.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Init.U,v $
?RCS: Revision 3.0.1.1  1994/10/31  09:45:59  ram
?RCS: patch44: removed Options from MAKE to prevent Init overrides
?RCS: patch44: option processing now done after Myinit thanks to new Begin.U
?RCS: patch44: moved "Beginning of configuration questions" to Begin.U
?RCS: patch44: moved signal trapping instruction to Begin.U as well
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:02  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This file initializes certain default variables
 used by Configure.  They
?X: may be overridden or added to by definitions in Myinit.U.
?X:
?MAKE:Init eunicefix _exe: Null
?MAKE: -pick add $@ %<
?MAKE: -pick weed $@ ./Init
?S:eunicefix:
?S: When running under Eunice this variable contains a command which will
?S: convert a shell script to the proper form of text file for it to be
?S: executable by the shell.  On other systems it is a no-op.
?S:.
?S:_exe (exe_ext):
?S: This variable defines the extension used for executable files.
?S: For unix it is empty.  Other possible values include '.exe'.
?S: DJGPP, Cygwin and OS/2 use '.exe'.  Stratus VOS uses '.pm'.
?S: On operating systems which do not require a specific extension
```

```
?S: for executable files, this variable is empty.
?S:.
?V:define undef smallmach:rmlist
?X:
?X: Throughout the units, one may make use of $define and $undef to reference
?X: a defined symbol or an undefined one. There is no need to add them in
?X: the dependency line since this unit makes them visible via ?V:, and
?X:
 everyone inherits from those symbols since by convention Init.U is the
?X: root dependency.
?X:
?T: DJGPP
: Initialize wide constants
define='define'
undef='undef'
smallmach='pdp11 i8086 z8000 i80286 iAPX286'
rmlist=''

: We must find out about Eunice early
eunicefix=':'
if test -f /etc/unixtovms; then
 eunicefix=/etc/unixtovms
fi
if test -f /etc/unixtovms.exe; then
 eunicefix=/etc/unixtovms.exe
fi

: Set executable suffix now -- needed before hints available
if test -f "/libs/version.library"; then
 : Amiga OS
  _exe=""
elif test -f "/system/gnu_library/bin/ar.pm"; then
 : Stratus VOS
 _exe=".pm"
elif test -n "$DJGPP"; then
 : DOS DJGPP
  _exe=".exe"
elif test -d c:/. ; then
 : OS/2 or cygwin
 _exe=".exe"
else
 : All other UNIX systems
 _exe=""
fi
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Init.U

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

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1999 Jarkko Hietaniemi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?MAKE:siteman3dir siteman3direxp installsiteman3dir: Getfile \
 Setprefixvar prefix siteprefix man3dir sed
?MAKE: -pick add $@ %<
?Y:TOP
?D:siteman3dir="
?S:siteman3dir:
?S: This variable contains the name of the directory in which site-specific
?S: library man source pages are to be put.  It is the responsibility of the
?S: Makefile.SH to get the value of this into the proper command.
?S: You must be prepared to do the ~name expansion yourself.
?S: The standard distribution will put nothing in this directory.
?S: After
 perl has been installed, users may install their own local
?S: man3 pages in this directory with
?S:  MakeMaker Makefile.PL
?S: or equivalent.  See INSTALL for details.
?S:.
?D:siteman3direxp="
?S:siteman3direxp:
?S: This variable is the same as the siteman3dir variable, but is filename
?S: expanded at configuration time, for convenient use in makefiles.
?S:.
?D:installsiteman3dir="
?S:installsiteman3dir:
?S: This variable is really the same as siteman3direxp, unless you are using
?S: AFS in which case it points to the read/write location whereas
?S: man3direxp only points to the read-only access location. For extra
?S: portability, you should only use this variable within your makefiles.
?S:.
?LINT:change prefixvar
?LINT:set installsiteman3dir
?LINT:set siteman3dir
?LINT:set siteman3direxp
: determine where add-on library man pages go
case "$siteman3dir" in
") dflt=`echo $man3dir | $sed "s#^$prefix#$siteprefix#"` ;;
```

```
*) dflt=$siteman3dir ;;
esac
case "$dflt" in
"|' ') dflt=none ;;
esac
fn=dn+~
rp='Pathname
 where the site-specific library manual pages should be installed?'
. ./getfile
prefixvar=siteman3dir
. ./setprefixvar
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/siteman3dir.U
No license file was found, but licenses were detected in source scan.

Perl5 Metaconfig Units


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    Copyright (c) 1999-2011, H.Merijn Brand
  All rights reserved.


These units are the ones used to build Configure and config_h.SH
in the Perl5 distribution.

metaconfig will first look in its standard locations (specified when you
installed dist).  It will then recurse through the 'U' subdirectory
and find any additional "private" units.  Private units override
standard ones supplied with metaconfig.

Files in this directory:

README
  This file.

Glossary.patch
  The standard dist units contain some strings that make pod2man
  complain.  This patch silences those warnings.  As new units are
  added and Configure is regenerated, this patch may need more and more
  'fuzz' to be applied.  It should be freshly regenerated every once
  in a while. See also mkgloss.pl

ln-all.pl
  Re-generate the all/ folder

mkglossary
  A script

to regenerate Porting/Glossary.  You have to manually
edit the top of the script to point the location of your metaconfig
units.  It is called automatically by 'mksample'. See also mkgloss.pl

mkgloss.pl
A perl script that calls U/mkglossary from the perl source tree, sorts
the list of symbols, and applies the patch mentioned in Glossary.patch.
When called on its own, redirect the output to a temporary file,  and
compare that file to Porting/Glossary before applying.

mksample
A script to regenerate Porting/config.sh and Porting/config.H.
It also calls mkglossary, if necessary.

Subdirectories:

The units and other related files have been broken up into the following
directories.

a_dvisory/
These are units that have to go first in the generated config_h.SH.
A word of explanation:  Configure and config_h.SH are generated from 'Units'
(the *.U files).  Files indicate dependencies (using make(1)), and
Configure is built to follow those dependencies.
However, config_h.SH
is simply built by putting all the units in alphabetical order and
extracting the relevant lines.  (This could be fixed, I suppose, but
it wasn't trivial the one time I looked.)
The a_dvisory/ directory, then, is a place to put units that need
to be early in config_h.SH.  (Most units are self-contained
and ought to be able to go anywhere.  However, some things, like
byteorder, need to have the #defines from multiarch available.)

acl/
This is an old patch to begin to detect and use ACL (access
control list) file protection schemes.

all/
A folder that conveniently holds symbolic links to all the modules
that are used to build the current Configure and config_h.SH.

compline/
These are similar to the standard units, but I have modified them
to have a more uniform compile command line, usually using the
new Compile.U unit.  (The ccflags.U unit is perl-specific since it
mentions -DDEBUGGING and
-DPOSIX_SOURCE, but that's the only place
it is perl-specific.)

dist_patches/
  These are patches to dist that must be applied before it is built
  and installed.  I have submitted these for inclusion in the
  regular dist distribution.  They have already been applied
  to the ../dist-3.0at70b directory.

ebcdic/
  These are units that had to be specially modified to work under
  either EBCDIC or ASCII.

installdirs/
  These are units to handle perl's installation directories and
  related issues.

modified/
  These are modified versions of the standard units.  Also included in
  this directory are new units that are clearly derived from existing
  units.  I have submitted these for inclusion in the regular dist
  distribution.

nullified/
  These are null units that replace units in the standard
  distribution.  Typically they are there because some part of the
  perl source accidentally uses a symbol that metaconfig thinks means we
  want the corresponding
 unit.

perl/
  These are specific to perl.  Some are heavily derived from
  original dist units, and are marked as such.  Others are original.

perl_patches/
  These are patches to the perl source.  This directory
  should ordinarily be empty, but there may have been drift between
  the standard version of perl and the one associated with these
  units.

protos/
  These are units modified to use the new Hasproto.U or Protochk.U
  units to check for prototypes.

threads/
  These are specific to threading perl.

typedefs/
  These are standard units modified to use the modified Typedef.U
  unit to check for typedefs.  (The modified Typdef.U includes a

function to avoid unnecessary prompts if the typdef being searched
for exists.)

Where appropriate, I submitted these units for inclusion into the
regular dist distribution. However, since dist is no longer actively
maintained, and the alternative is for *me* to actively maintain it,
the units just
sit here.

Copyright Information:

Unless otherwise indicated, the files contained in this
distribution are:

Copyright (c) 1996-1998, Andy Dougherty

The following licensing terms apply to all files contained in
this distribution:

You may distribute the files contained in this distribution
under the terms of either

a) the "Artistic License" which comes with Perl, or

b) the "Artistic License" which comes with dist, or

c) the GNU General Public License as published by the Free
Software Foundation; either version 1, or (at your option) any
later version (see the file "Copying" that comes with the
Perl distribution).

Which one to use is your choice.

The units in the "modified" directory have been derived from units
associated with the metaconfig program of Raphael Manfredi's "dist"
distribution. These units list Raphael Manfredi as the Copyright holder.
dist is distributed under a modified version of the Perl Artistic License.
Clause 7 of this modified
license as contained in dist-3.0-pl60 provides:

7. You may reuse parts of this Package in your own programs, provided
that you explicitly state where you got them from, in the source code
(and, left to your courtesy, in the documentation), duplicating
all the associated copyright notices and disclaimers. Besides
your changes, if any, must be clearly marked as such. Parts reused
that way will no longer fall under this license if, and only if,
the name of your program(s) have no immediate connection with the

name of the Package itself or its associated programs.  You may then
apply whatever restrictions you wish on the reused parts or choose
to place them in the Public Domain--this will apply only within the
context of your package.

In accordance with this clause, the versions of these units
contained here are made available under the same terms as the
rest of the units.

If you have any questions about the use of these units or about
the differences
 between these units and the standard versions, please
feel free to ask.

Andy Dougherty  doughera@lafayette.edu
Dept. of Physics
Lafayette College
Easton, PA  18042-1782

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/README
No license file was found, but licenses were detected in source scan.

?RCS: $Id: afs.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: afs.U,v $
?RCS: Revision 3.0.1.2  1997/02/28  15:23:06  ram
?RCS: patch61: can now explicitly tell Configure whether AFS is running
?RCS:
?RCS: Revision 3.0.1.1  1993/08/24  12:24:43  ram
?RCS: patch3: created
?RCS:
?MAKE:afs afsroot: test
?MAKE: -pick add $@ %<
?S:afs:
?S: This variable is set to 'true' if AFS (Andrew File System) is used
?S: on the system, 'false' otherwise.  It is possible to override this
?S: with a hint value or command line option,
 but you'd better know
?S: what you are doing.

```
?S:.
?S:afsroot:
?S: This variable is by default set to '/afs'. In the unlikely case
?S: this is not the correct root, it is possible to override this with
?S: a hint value or command line option.  This will be used in subsequent
?S: tests for AFSness in the configure and test process.
?S:.
: allow them to override the AFS root
case "$afsroot" in
") afsroot=/afs ;;
*) afsroot=$afsroot ;;
esac

: is AFS running?
echo " "
case "$afs" in
$define|true) afs=true ;;
$undef|false) afs=false ;;
*) if $test -d $afsroot; then
  afs=true
 else
  afs=false
 fi
 ;;
esac
if $afs; then
 echo "AFS may be running... I'll be extra cautious then..." >&4
else
 echo "AFS does not seem to be running..." >&4
fi
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/afs.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: usenm.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  16:26:40  ram
?RCS: patch61: don't use nm with the GNU C library
```

```
?RCS: patch61: added support for Linux shared libs
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:57  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:usenm runnm nm_opt nm_so_opt: cat test Myread Oldconfig grep \
 d_gnulibc nm egrep rsrc osname Guess
?MAKE: -pick add $@ %<
?S:usenm:
?S: This variable contains 'true' or 'false' depending whether the
?S: nm extraction is wanted
 or not.
?S:.
?S:runnm:
?S: This variable contains 'true' or 'false' depending whether the
?S: nm extraction should be performed or not, according to the value
?S: of usenm and the flags on the Configure command line.
?S:.
?S:nm_opt:
?S: This variable holds the options that may be necessary for nm.
?S:.
?S:nm_so_opt:
?S: This variable holds the options that may be necessary for nm
?S: to work on a shared library but that can not be used on an
?S: archive library.  Currently, this is only used by Linux, where
?S: nm --dynamic is *required* to get symbols from an ELF library which
?S: has been stripped, but nm --dynamic is *fatal* on an archive library.
?S: Maybe Linux should just always set usenm=false.
?S:.
: see if nm is to be used to determine whether a symbol is defined or not
?X: If there is enough inquiries, it might be worth to wait for the nm
?X: extraction. Otherwise, the C compilations might be a better deal.
?X:
?X: Don't bother if we're using GNU libc -- skimo
case "$usenm"
 in
")
 dflt="
 case "$d_gnulibc" in
 "$define")
  echo " "
  echo "$nm probably won't work on the GNU C Library." >&4
  dflt=n
  ;;
 esac
 case "$dflt" in
 ")
  if $test "$osname" = aix -a ! -f /lib/syscalls.exp; then
```

```
  echo " "
  echo "Whoops!  This is an AIX system without /lib/syscalls.exp!" >&4
  echo "'nm' won't be sufficient on this system." >&4
  dflt=n
 fi
 ;;
esac
case "$dflt" in
")
 if ./gnu; then
  echo " "
  echo "Hmm...  A GNU system without a GNU C Library?  Weird..." >&4
  dflt=n
 else
  dflt=`$egrep 'inlibc|csym' $rsrc/Configure | wc -l 2>/dev/null`
  if $test $dflt -gt 20; then
   dflt=y
  else
   dflt=n
  fi
 fi
 ;;
esac
;;
*)
 case "$usenm" in
 true|$define) dflt=y;;
 *) dflt=n;;
 esac
 ;;
esac
$cat <<EOM

I can use $nm to extract the symbols from your C libraries. This
is a time consuming task which may generate huge output on the disk (up
to 3 megabytes) but that should make the symbols extraction faster. The
alternative is to skip the
 'nm' extraction part and to compile a small
test program instead to determine whether each symbol is present. If
you have a fast C compiler and/or if your 'nm' output cannot be parsed,
this may be the best solution.

EOM
rp='Shall I use nm to extract C symbols from the libraries?'
. ./myread
case "$ans" in
[Nn]*) usenm=false;;
*) usenm=true;;
```

```
esac

?X: Name extraction is to be run if 'nm' usage is wanted and if no -r flag
?X: was provided to configure (in which case we simply re-use the previous
?X: values).
runnm=$usenm
case "$reuseval" in
true) runnm=false;;
esac

: nm options which may be necessary
case "$nm_opt" in
'') if $test -f /mach_boot; then
  nm_opt=''  # Mach
 elif $test -d /usr/ccs/lib; then
  nm_opt='-p'  # Solaris (and SunOS?)
 elif $test -f /dgux; then
  nm_opt='-p'  # DG-UX
 elif $test -f /lib64/rld; then
  nm_opt='-p'  # 64-bit Irix
 else
  nm_opt=''
 fi;;
esac

?X: nm options which may be necessary for shared libraries but illegal
?X: for archive libraries.  Thank you,
 Linux.
case "$nm_so_opt" in
'') case "$osname" in
 *linux*)
  if $nm --help | $grep 'dynamic' > /dev/null 2>&1; then
   nm_so_opt='--dynamic'
  fi
  ;;
 esac
 ;;
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/usenm.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Null.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
```

?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Null.U,v $
?RCS: Revision 3.0  1993/08/18  12:05:10  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit ends up producing shell code to set all variables to ".  This
?X: probably isn't necessary, but I'm paranoid.  About certain things.
?X:
?MAKE:Null: Head
?MAKE: -pick add.Null $@ %<

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Null.U
No license file was found, but licenses were detected in source scan.

* Feel free to modify any of this as the need arises.  Note, however,

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/metaconfig.html
No license file was found, but licenses were detected in source scan.

?RCS: $Id: patchlevel.U,v 3.0.1.1 1997/02/28 16:18:41 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: This file is included with or a derivative work of a file included
?RCS: with the metaconfig program of Raphael Manfredi's "dist" distribution.
?RCS: In accordance with clause 7 of dist's modified Artistic License:
?RCS:
?RCS:    You may distribute under the terms of either the GNU General Public
?RCS:    License or the Artistic License, as specified in the README file.
?RCS:
?RCS: $Log: patchlevel.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  16:18:41  ram
?RCS: patch61: added support for src.U
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:31  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:patchlevel revision version subversion \
 perl_patchlevel version_patchlevel_string \
 api_revision api_version api_subversion api_versionstring: \
 package test rsrc echo awk osname

```
?MAKE: -pick
 add $@ %<
?S:revision:
?S: The value of revision comes from the patchlevel.h file.
?S: In a version number such as 5.6.1, this is the "5".
?S: In patchlevel.h, this is referred to as "PERL_REVISION".
?S:.
?S:patchlevel:
?S: The patchlevel level of this package.
?S: The value of patchlevel comes from the patchlevel.h file.
?S: In a version number such as 5.6.1, this is the "6".
?S: In patchlevel.h, this is referred to as "PERL_VERSION".
?S:.
?S:subversion:
?S: The subversion level of this package.
?S: The value of subversion comes from the patchlevel.h file.
?S: In a version number such as 5.6.1, this is the "1".
?S: In patchlevel.h, this is referred to as "PERL_SUBVERSION".
?S: This is unique to perl.
?S:.
?S:version:
?S: The full version number of this package, such as 5.6.1 (or 5_6_1).
?S: This combines revision, patchlevel, and subversion to get the
?S: full version number, including any possible subversions.
?S: This is suitable for use as a directory name, and hence is
?S: filesystem
 dependent.
?S:.
?S:api_revision:
?S: The three variables, api_revision, api_version, and
?S: api_subversion, specify the version of the oldest perl binary
?S: compatible with the present perl.  In a full version string
?S: such as '5.6.1', api_revision is the '5'.
?S: Prior to 5.5.640, the format was a floating point number,
?S: like 5.00563.
?S:
?S: perl.c:incpush() and lib/lib.pm will automatically search in
?S: $sitelib/.. for older directories back to the limit specified
?S: by these api_ variables.  This is only useful if you have a
?S: perl library directory tree structured like the default one.
?S: See INSTALL for how this works.  The versioned site_perl
?S: directory was introduced in 5.005, so that is the lowest
?S: possible value.  The version list appropriate for the current
?S: system is determined in inc_version_list.U.
?S:
?S: XXX To do:  Since compatibility can depend on compile time
?S: options (such as bincompat, longlong, etc.) it should
?S: (perhaps) be set by
```

```
 Configure, but currently it isn't.
?S: Currently, we read a hard-wired value from patchlevel.h.
?S: Perhaps what we ought to do is take the hard-wired value from
?S: patchlevel.h but then modify it if the current Configure
?S: options warrant.  patchlevel.h then would use an #ifdef guard.
?S:.
?S:api_version:
?S: The three variables, api_revision, api_version, and
?S: api_subversion, specify the version of the oldest perl binary
?S: compatible with the present perl.  In a full version string
?S: such as '5.6.1', api_version is the '6'.  See api_revision for
?S: full details.  As a special case, 5.5.0 is rendered in the
?S: old-style as 5.005.  (In the 5.005_0x maintenance series,
?S: this was the only versioned directory in $sitelib.)
?S:.
?S:api_subversion:
?S: The three variables, api_revision, api_version, and
?S: api_subversion, specify the version of the oldest perl binary
?S: compatible with the present perl.  In a full version string
?S: such as '5.6.1', api_subversion is the
 '1'.  See api_revision for
?S: full details.
?S:.
?S:api_versionstring:
?S: This variable combines api_revision, api_version, and
?S: api_subversion in a format such as 5.6.1 (or 5_6_1) suitable
?S: for use as a directory name.  This is filesystem dependent.
?S:.
?S:perl_patchlevel:
?S: This is the Perl patch level, a numeric change identifier,
?S: as defined by whichever source code maintenance system
?S: is used to maintain the patches; currently Perforce.
?S: It does not correlate with the Perl version numbers or
?S: the maintenance versus development dichotomy except
?S: by also being increasing.
?S:.
?S:version_patchlevel_string:
?S: This is a string combining version, subversion and
?S: perl_patchlevel (if perl_patchlevel is non-zero).
?S: It is typically something like
?S: 'version 7 subversion 1'  or
?S: 'version 7 subversion 1 patchlevel 11224'
?S: It is computed here to avoid duplication of code in myconfig.SH
?S: and lib/Config.pm.
?S:.
?LINT:extern LC_ALL
?LINT:extern LANGUAGE
:
```

```
 get the patchlevel
echo " "
echo "Getting the current patchlevel..." >&4
if $test -r $rsrc/patchlevel.h;then
 revision=`awk '/define[  ]+PERL_REVISION/ {print $3}' $rsrc/patchlevel.h`
 patchlevel=`awk '/define[  ]+PERL_VERSION/ {print $3}' $rsrc/patchlevel.h`
 subversion=`awk '/define[  ]+PERL_SUBVERSION/ {print $3}' $rsrc/patchlevel.h`
 api_revision=`awk '/define[  ]+PERL_API_REVISION/ {print $3}' $rsrc/patchlevel.h`
 api_version=`awk '/define[  ]+PERL_API_VERSION/ {print $3}' $rsrc/patchlevel.h`
 api_subversion=`awk '/define[  ]+PERL_API_SUBVERSION/ {print $3}' $rsrc/patchlevel.h`
 perl_patchlevel=`egrep ','"(MAINT|SMOKE)[0-9][0-9]*"' $rsrc/patchlevel.h|tail -1|sed 's/[^0-9]//g'`
else
 revision=0
 patchlevel=0
 subversion=0
 api_revision=0
 api_version=0
 api_subversion=0
 perl_patchlevel=0
 $echo "(You do not have patchlevel.h.  Eek.)"
fi
: Define a handy string here to avoid duplication in myconfig.SH and configpm.
version_patchlevel_string="version $patchlevel subversion $subversion"
case
 "$perl_patchlevel" in
0|'') ;;
*)  perl_patchlevel=`echo $perl_patchlevel | sed 's/.* //'`
   version_patchlevel_string="$version_patchlevel_string patch $perl_patchlevel"
   ;;
esac

$echo "(You have $package $version_patchlevel_string.)"

case "$osname" in
dos|vms)
 : XXX Should be a Configure test for double-dots in filenames.
 version=`echo $revision $patchlevel $subversion | \
   $awk '{ printf "%d_%d_%d", $1, $2, $3 }'`
 api_versionstring=`echo $api_revision $api_version $api_subversion | \
   $awk '{ printf "%d_%d_%d", $1, $2, $3 }'`
 ;;
*)
 version=`echo $revision $patchlevel $subversion | \
   $awk '{ printf "%d.%d.%d", $1, $2, $3 }'`
 api_versionstring=`echo $api_revision $api_version $api_subversion | \
   $awk '{ printf "%d.%d.%d", $1, $2, $3 }'`
 ;;
esac
```

```
: Special case the 5.005_xx maintenance series, which used 5.005
: without any subversion label as a subdirectory in $sitelib
if test "${api_revision}${api_version}${api_subversion}" = "550"; then
 api_versionstring='5.005'
fi
```

Found
in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/patchlevel.U
No license file was found, but licenses were detected in source scan.

Perl5 Metaconfig Units

Copyright (c) 1996-1998, Andy Dougherty
Copyright (c) 1999-2011, H.Merijn Brand
All rights reserved.

These units are the ones I used to build Configure and config_h.SH
in the Perl5 distribution.

The Configure script and config_h.SH file in the Perl distribution are
generated by a program called metaconfig. To run metaconfig, you will
need the full dist 3.0 distribution, maintained by Raphael Manfredi.
As of this writing, the current version is dist3.0, patchlevel 70.
Dist version dist-3.0@70.tar.gz is available on CPAN (the Comprehensive
Perl Archive Network) as
<http://www.perl.com/perl/CPAN/authors/id/RAM/dist-3.0@70.tar.gz>.

Instructions:

1. Unpack the full perl5 sources. Execute the following command

```
chmod +w Configure config_h.SH Porting/Glossary Porting/config*
```

2. Unpack the archive containing this file in the perl5 source
directory. This will create a directory
'U' under the perl5
sources. That directory will contain the metaconfig units for perl5.
This will also create two files in the perl5 source tree:
MANIFEST.new and .package.

3. Apply any patches to perl in the perl_patches/ directory.
(This may well be empty.)

4. Obtain and install dist-3.0pl70.

4. Apply any patches to dist under the dist_patches subdirectory.

5. From your main perl5 source directory, run packinit to
regenerate the .package file. IMPORTANT: Change the name and
address of the maintainer to your own name and address. I don't
want bug reports intended for you coming to me.

6. From your main perl5 source directory, run

metalint (or mlint)

and repair every failure it reports.

7. From your main perl5 source directory, run

metaconfig -m (or mconfig -m)

8. Edit U/mkglossary and/or U/mkgloss.pl to point to your dist-3.0pl70
location. (See comments at the top.)

9. Run the Porting/mksample script to update the contents
of the Porting/
subdirectory, or run all parts by hand. (see README)

NB: this script used to be U/mksample replaced by Porting/mksample;
see Porting/pumpkin.pod instead for current documentation on its
use.

10. Let me know about any changes, corrections, or enhancements.

Things to watch out for:

1. Future support of better random number generators should probably
start with the randfunc.U unit included here. It's currently
broken, but well commented and probably a good place to start.

Descriptions:

The units and other related files have been broken up into the following
directories:

acl/
This is an old patch to begin to detect and use ACL (access
control list) file protection schemes.

compline/
These are similar to the standard units, but I have modified them
to have a more uniform compile command line, usually using the new
Compile.U unit. I have submitted these for inclusion into the
regular dist distribution. (The ccflags.U

unit is actually
perl-specific since it mentions -DDEBUGGING and -DPOSIX_SOURCE,
but that's the only place it is perl-specific.)

dist_patches/
These are patches to dist that must be applied before it is built
and installed. I have submitted these for inclusion in the
regular dist distribution.

modified/
These are modified versions of the standard units. Also included in
this directory are new units that are clearly derived from existing
units. I have submitted these for inclusion in the regular dist
distribution.

perl/
These are specific to perl. Some are heavily derived from
original dist units, and are marked as such. Others are original.

perl_patches/
These are patches to the perl source. This directory
should ordinarily be empty, but there may have been drift between
the standard version of perl and the one associated with these
units.

protos/
These are units modified to use the new Hasproto.U or Protochk.U
units to check for prototypes. I have submitted these for inclusion
into the regular dist distribution.

target/
This is the very, very beginning of cross-compiler support.
It doesn't work yet, and many standard units will need
modification.

typedefs/
These are standard units modified to use the modified Typedef.U
unit to check for typedefs. (The modified Typdef.U includes a
function to avoid unnecessary prompts if the typdef being searched
for exists.) I have submitted these for inclusion into the
regular dist distribution.

threads/
These are specific to threading perl.

Copyright Information:

Unless otherwise indicated, the files contained in this

distribution are:

Copyright (c) 1996-1998, Andy Dougherty

The following licensing terms apply to all files contained in
this distribution:

You may distribute the files contained in this distribution
under the terms of either

a) the "Artistic License" which comes with Perl,
or

b) the "Artistic License" which comes with dist, or

c) the GNU General Public License as published by the Free
Software Foundation; either version 1, or (at your option) any
later version (see the file "Copying" that comes with the
Perl distribution).

Which one to use is your choice.

The units in the "modified" directory have been derived from units
associated with the metaconfig program of Raphael Manfredi's "dist"
distribution. These units list Raphael Manfredi as the Copyright holder.
dist is distributed under a modified version of the Perl Artistic License.
Clause 7 of this modified license as contained in dist-3.0-pl60 provides:

7. You may reuse parts of this Package in your own programs, provided
that you explicitly state where you got them from, in the source code
(and, left to your courtesy, in the documentation), duplicating
all the associated copyright notices and disclaimers. Besides
your changes, if any, must be clearly marked
as such. Parts reused
that way will no longer fall under this license if, and only if,
the name of your program(s) have no immediate connection with the
name of the Package itself or its associated programs. You may then
apply whatever restrictions you wish on the reused parts or choose
to place them in the Public Domain--this will apply only within the
context of your package.

In accordance with this clause, the versions of these units
contained here are made available under the same terms as the
rest of the units.

If you have any questions about the use of these units or about
the differences between these units and the standard versions, please
feel free to ask.

Andy Dougherty doughera@lafayette.edu
Dept. of Physics
Lafayette College
Easton, PA 18042-1782

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/README.dist
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Extras.U,v$
?RCS:
?RCS: Copyright (c) 2001, Jarkko Hietaniemi
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:extras: Myread Oldconfig Setvar rm
?MAKE: -pick add $@ %<
?Y:TOP
?S:extras:
?S: This variable holds a list of extra modules to install.
?S:.
: See if we want extra modules installed
echo " "
case "$extras" in
'') dflt='n';;
*) dflt='y';;
esac
cat <<EOM
Perl can be built with extra modules or bundles of modules which
will be fetched from the CPAN and installed alongside Perl.

Notice that you will need access to the CPAN; either via the Internet,
or a local copy, for example a CD-ROM or a local CPAN mirror.  (You will
be asked later to configure the CPAN.pm module which will in turn do
the installation of the rest of the extra modules or bundles.)

Notice also that if the modules require
 any external software such as
libraries and headers (the libz library and the zlib.h header for the
Compress::Zlib module, for example) you MUST have any such software
already installed, this configuration process will NOT install such
things for you.

If this doesn't make any sense to you, just accept the default '$dflt'.
EOM
rp='Install any extra modules (y or n)?'
```

```
. ./myread
case "$ans" in
y|Y)
 cat <<EOM

Please list any extra modules or bundles to be installed from CPAN,
with spaces between the names.  The names can be in any format the
'install' command of CPAN.pm will understand.  (Answer 'none',
without the quotes, to install no extra modules or bundles.)
EOM
 rp='Extras?'
 dflt="$extras"
 . ./myread
 extras="$ans"
esac
case "$extras" in
"|'none')
 val="
 $rm -f ../extras.lst
 ;;
*) echo "(Saving the list of extras for later...)"
 echo "$extras" > ../extras.lst
 val="'$extras'"
 ;;
esac
set extras
eval $setvar
echo " "

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/Extras.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1996, Andy Dougherty
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: man1dir.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  16:10:29  ram
?RCS: patch61: created
?RCS:
```

```
?X:
?X: This was originally specific to perl5.  Since perl5 has man pages that
?X: go in both man1/ and man3/ directories, we need both man1dir
?X: and man3dir.  This unit is basically dist's mansrc.U with
?X: man1 used instead of man everywhere.
?X:
?MAKE:man1dir man1direxp man1ext installman1dir: afs cat nroff Loc Oldconfig \
 spackage test Getfile Prefixit prefixexp
 Prefixup sysman Myread
?MAKE: -pick add $@ %<
?Y:TOP
?S:man1dir:
?S: This variable contains the name of the directory in which manual
?S: source pages are to be put.  It is the responsibility of the
?S: Makefile.SH to get the value of this into the proper command.
?S: You must be prepared to do the ~name expansion yourself.
?S:.
?S:man1direxp:
?S: This variable is the same as the man1dir variable, but is filename
?S: expanded at configuration time, for convenient use in makefiles.
?S:.
?S:installman1dir:
?S: This variable is really the same as man1direxp, unless you are using
?S: AFS in which case it points to the read/write location whereas
?S: man1direxp only points to the read-only access location. For extra
?S: portability, you should only use this variable within your makefiles.
?S:.
?S:man1ext:
?S: This variable contains the extension that the manual page should
?S: have: one of 'n', 'l', or '1'.  The Makefile must supply the '.'.
?S: See man1dir.
?S:.
?T:lookpath
: determine
 where manual pages go
set man1dir man1dir none
eval $prefixit
$cat <<EOM

$spackage has manual pages available in source form.
EOM
case "$nroff" in
nroff)
 echo "However, you don't have nroff, so they're probably useless to you."
 case "$man1dir" in
 ") man1dir="none";;
 esac;;
esac
```

```
echo "If you don't want the manual sources installed, answer 'none'."
case "$man1dir" in
' ') dflt=none
 ;;
")
 lookpath="$prefixexp/man/man1 $prefixexp/man/l_man/man1"
 lookpath="$lookpath $prefixexp/man/p_man/man1"
 lookpath="$lookpath $prefixexp/man/u_man/man1"
 lookpath="$lookpath $prefixexp/man/man.1"
?X: Experience has shown people expect man1dir to be under prefix,
?X: so we now always put it there.  Users who want other behavior
?X: can answer interactively or use a command line option.
?X: Does user have System V-style man paths.
 case "$sysman" in
 */?_man*) dflt=`./loc . $prefixexp/l_man/man1 $lookpath` ;;
 *) dflt=`./loc . $prefixexp/man/man1 $lookpath` ;;
 esac
 set dflt
 eval $prefixup
 ;;
*)
  dflt="$man1dir"
 ;;
esac
echo " "
fn=dn+~
rp="Where do the main $spackage manual pages (source) go?"
. ./getfile
if $test "X$man1direxp" != "X$ansexp"; then
 installman1dir="
fi
man1dir="$ans"
man1direxp="$ansexp"
case "$man1dir" in
") man1dir=' '
 installman1dir="";;
esac
if $afs; then
 $cat <<EOM

Since you are running AFS, I need to distinguish the directory in which
manual pages reside from the directory in which they are installed (and from
which they are presumably copied to the former directory by occult means).

EOM
 case "$installman1dir" in
 ") dflt=`echo $man1direxp | sed 's#^/afs/#/afs/.#'`;;
 *) dflt="$installman1dir";;
```

```
 esac
 fn=de~
 rp='Where will man pages be installed?'
 . ./getfile
 installman1dir="$ans"
else
 installman1dir="$man1direxp"
fi

: What suffix to use on installed man pages

case "$man1dir" in
' ')
 man1ext='0'
 ;;
*)
 rp="What suffix should be used for the main $spackage man pages?"
 case "$man1ext" in
 '') case "$man1dir" in
  *1)  dflt=1 ;;
  *1p)
 dflt=1p ;;
  *1pm) dflt=1pm ;;
  *l) dflt=l;;
  *n) dflt=n;;
  *o) dflt=o;;
  *p) dflt=p;;
  *C) dflt=C;;
  *L) dflt=L;;
  *L1) dflt=L1;;
  *) dflt=1;;
  esac
  ;;
 *) dflt="$man1ext";;
 esac
 . ./myread
 man1ext="$ans"
 ;;
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/man1dir.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
```

```
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: yacc.U,v $
?RCS: Revision 3.0.1.1  1994/05/13  15:28:48  ram
?RCS: patch27: added byacc as another alternative (ADO)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:10:03  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:yacc yaccflags: Guess Myread Loc Oldconfig byacc bison cat test
?MAKE: -pick add $@ %<
?S:yacc:
?S: This variable holds the name of the compiler compiler we
?S: want to use in the Makefile. It can be yacc, byacc, or bison -y.
?S:.
?S:yaccflags:
?S: This variable contains any
 additional yacc flags desired by the
?S: user.  It is up to the Makefile to use this.
?S:.
?T:comp
: determine compiler compiler
echo " "
comp='yacc'
if $test -f "$byacc$_exe"; then
 comp="byacc or $comp"
fi
if $test -f "$bison$_exe"; then
 comp="$comp or bison -y"
fi
case "$yacc" in
")
 yacc=`./loc yacc yacc $pth`
 if $test -f "$yacc$_exe"; then
  dflt='yacc'
 elif $test -f "$byacc$_exe"; then
  dflt='byacc'
 elif $test -f "$bison$_exe"; then
  dflt='bison'
 else
  dflt=''
 fi
 ;;
*) dflt="$yacc";;
```

```
esac
rp="Which compiler compiler ($comp) shall I use?"
. ./myread
yacc="$ans"
case "$yacc" in
*bis*)
 case "$yacc" in
 *-y*) ;;
 *)
  yacc="$yacc -y"
  echo "(Adding -y option to bison to get yacc-compatible behaviour.)"
  ;;
 esac
 ;;
esac

@if yaccflags
: see if we need extra yacc flags
dflt="$yaccflags"
case "$dflt" in
") dflt=none;;
esac
$cat <<EOH

Your yacc program may need extra flags to normally process the parser sources.
Do NOT specify any -d or -v flags here, since those are
 explicitly known
by the various Makefiles. However, if your machine has strange/undocumented
options (like -Sr# on SCO to specify the maximum number of grammar rules), then
please add them here.  To use no flags, specify the word "none".

EOH
rp="Any additional yacc flags?"
. ./myread
case "$ans" in
none) yaccflags=";;
*) yaccflags="$ans";;
esac

@end

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/yacc.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: warnflags.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
```

```
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
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?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: Orginal Author: Graham Stoney <greyham@research.canon.oz.au>
?RCS:
?RCS: $Log: warnflags.U,v $
?RCS: Revision 3.0  1993/08/18  12:10:02  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:warnflags: cat cc contains Myread Guess Oldconfig Findhdr
?MAKE: -pick add $@ %<
?S:warnflags:
?S: This variable contains any additional C compiler flags to generate
?S: warnings from the compiler. It is up to the Makefile to use this.
?S:.
: offer additional
 warning flags for compilation
$cat <<EOH

You may wish to compile with extra compiler warnings enabled.
Note that doing so enhances your chance of receiving your free set of steak
knives, particularly if you find any bugs and report them.
If you don't want extra warnings, answer "none".

EOH
case "$warnflags" in
'') case "$cc" in
 *gcc*)
  dflt="-Wall -Wno-comment"
  if $contains 'fprintf' `./findhdr stdio.h` >/dev/null 2>&1; then
   :
  else
   dflt="$dflt -Wno-implicit"
  fi
  ;;
 *) dflt="none";;
 esac
 ;;
' ') dflt="none";;
*) dflt="$warnflags";;
esac

rp="Any $cc flags to enable warnings?"
. ./myread
```

```
case "$ans" in
none) warnflags=' ';;
*) warnflags="$ans";;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/warnflags.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Warn_v7EXT.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Warn_v7EXT.U,v $
?RCS: Revision 3.0.1.1  1994/10/29  16:01:42  ram
?RCS: patch36: call ./v7 explicitly instead of relying on PATH
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:17  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit issues warnings to V7 sites that they are living dangerously.
?X: This unit needs to get mentioned in End.U to get included.
?X:
?MAKE:Warn_v7EXT: package Guess
?MAKE: -pick add $@ %<
: Warnings
if ./v7;
 then
 cat <<EOM

NOTE: the V7 compiler may ignore some #undefs that $package uses.  If so,
you may get messages about redefining EXT.  Some V7 compilers also have
difficulties with #defines near buffer boundaries, so beware.  You may have
to play with the spacing in some .h files, believe it or not.
EOM
fi
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Warn_v7EXT.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Mkdirp.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Extract.U,v $
?RCS: Revision 3.0.1.2  1997/02/28  14:58:52  ram
?RCS: patch61: added support for src.U
?RCS:
?RCS: Revision 3.0.1.1  1994/10/29  15:51:46  ram
?RCS: patch36: added ?F: line for metalint file checking
?RCS:
?RCS: Revision 3.0  1993/08/18  12:04:52  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit produces a shell script which can launched to create a
?X: directory path like "mkdir -p" would do.
?X:
?MAKE:Mkdirp:
 eunicefix startsh
?MAKE: -pick add $@ %<
?F:./mkdirp
?T:name create file
: script used to emulate mkdir -p
cat >mkdirp <<EOS
$startsh
EOS
cat >>mkdirp <<'EOS'
name=$1;
create="";
while test $name; do
 if test ! -d "$name"; then
  create="$name $create"
  name=`echo $name | sed -e "s|^[^/]*$||"`
  name=`echo $name | sed -e "s|\(.*\)/.*|\1|"`
 else
  name=""
 fi
done
for file in $create; do
 mkdir $file
done
```

```
EOS
chmod +x mkdirp
$eunicefix mkdirp
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Mkdirp.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: packadmin.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1996, Andy Dougherty
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?MAKE:packadmin: cf_email Oldconfig Myread cat spackage package
?MAKE: -pick add $@ %<
?Y:TOP
?S:packadmin:
?S: Electronic mail address of the package administrator.
?S:.
: check wehther they will act as local admin for the package
$cat <<EOM

If you or somebody else will be maintaining $package at your site, please
fill in the correct e-mail address here so that they may be contacted
if necessary.  You may enter "none"
 for no administrator.

EOM
case "$packadmin" in
") dflt="$cf_email";;
*) dflt="$packadmin";;
esac
rp="$spackage administrator e-mail address"
. ./myread
packadmin="$ans"
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/packadmin.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: libs.U,v 3.0.1.6 1997/02/28 16:09:11 ram Exp $
?RCS:
```

?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: libs.U,v $
?RCS: Revision 3.0.1.6  1997/02/28  16:09:11  ram
?RCS: patch61: replaced .a with $_a all over the place
?RCS:
?RCS: Revision 3.0.1.5  1995/07/25  14:12:05  ram
?RCS: patch56: now knows about OS/2 platforms
?RCS:
?RCS: Revision 3.0.1.4  1994/10/29  16:24:22  ram
?RCS: patch36: removed old broken thislib/thatlib processing (ADO)
?RCS:
?RCS: Revision 3.0.1.3  1994/06/20  07:05:44  ram
?RCS: patch30: code cleanup with if/elif by ADO and RAM
?RCS: patch30:
 undone patch23 for libswanted default setting
?RCS:
?RCS: Revision 3.0.1.2  1994/05/06  15:08:45  ram
?RCS: patch23: now includes ordered default libswanted variable (ADO)
?RCS: patch23: major cleanup for library lookups (ADO)
?RCS:
?RCS: Revision 3.0.1.1  1993/08/25  14:02:31  ram
?RCS: patch6: added default for libs
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:03  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:libs ignore_versioned_solibs libsfound libsfiles libsdirs libspath: \
 test cat Myread Oldconfig Loc libpth package xlibpth so _a \
 usesocks sed uselongdouble
?MAKE: -pick add $@ %<
?S:libs:
?S: This variable holds the additional libraries we want to use.
?S: It is up to the Makefile to deal with it.  The list can be empty.
?S:.
?S:libsfound:
?S: This variable holds the full pathnames of the libraries
?S: we found and accepted.
?S:.
?S:libsfiles:
?S: This variable holds the filenames aka basenames of the libraries
?S: we found and accepted.

```
?S:.
?S:libsdirs:
?S: This
 variable holds the directory names aka dirnames of the libraries
?S: we found and accepted, duplicates are removed.
?S:.
?S:libspath:
?S: This variable holds the directory names probed for libraries.
?S:.
?S:ignore_versioned_solibs:
?S: This variable should be non-empty if non-versioned shared
?S: libraries (libfoo.so.x.y) are to be ignored (because they
?S: cannot be linked against).
?S:.
?T:xxx yyy thislib thisdir libswanted libstyle
?D:libs="
?X:
?X: This order is chosen so that libraries  -lndir, -ldir, -lucb, -lbsd,
?X: -lBSD, -lPW, and -lx only get used if there are unresolved
?X: routines at link time.  Usually, these are backwards compatibility
?X: libraries, and may not be as reliable as the standard c library.
?X:
?X: The -lsocket -linet -lnsl order has been reported to be necessary
?X: for at least one SVR4 implementation.
?X: -lc must proceed -lucb or -lbsd for most Solaris applications.
?X: -lc_s proceeds -lc so we pick up the shared library version, if
?X: it is
 available.
?X:
?X: The ordering of c, posix, and cposix is a guess and almost
?X: certainly wrong on about half of all systems.
?X:
?X: Set proper libswanted in your private Myinit.U if needed.
?X:
?X:: default ordered library list
?X:libswanted='net socket inet bind nsl nm sdbm gdbm ndbm dbm malloc dl'
?X:libswanted="$libswanted dld sun m c_s c posix cposix ndir dir ucb"
?X:libswanted="$libswanted bsd BSD PW x"
?X:
?INIT:: default library list
?INIT:libswanted="
?INIT:: some systems want to use only the non-versioned libso:s
?INIT:ignore_versioned_solibs="
?LINT:extern usecbacktrace
?LINT:extern libscheck
?LINT:extern p
?LINT:use uselongdouble
: Looking for optional libraries
```

```
echo " "
echo "Checking for optional libraries..." >&4
case "$libs" in
' '|'') dflt='';;
*) dflt="$libs";;
esac
case "$libswanted" in
'') libswanted='c_s';;
esac
?X: libsocks has nasty naming scheme.
?X: This does not work if somebody wants SOCKS 4.
case "$usesocks" in
"$define") libswanted="$libswanted socks5
 socks5_sh" ;;
esac
case "$usecbacktrace" in
"$define") libswanted="$libswanted bfd" ;;
esac
libsfound="
libsfiles="
libsdirs="
libspath="
for thisdir in $libpth $xlibpth; do
 test -d $thisdir && libspath="$libspath $thisdir"
done
for thislib in $libswanted; do
 for thisdir in $libspath; do
    xxx="
    if $test ! -f "$xxx" -a "X$ignore_versioned_solibs" = "X"; then
  xxx=`ls $thisdir/lib$thislib.$so.[0-9] 2>/dev/null|sed -n '$p'`
        $test -f "$xxx" && eval $libscheck
  $test -f "$xxx" && libstyle=shared
  xxx=`ls $thisdir/lib$thislib.[0-9].$so 2>/dev/null|sed -n '$p'`
        $test -f "$xxx" && eval $libscheck
  $test -f "$xxx" && libstyle=shared
    fi
    if test ! -f "$xxx"; then
  xxx=$thisdir/lib$thislib.$so$_a
  $test -f "$xxx" && eval $libscheck
  $test -f "$xxx" && libstyle="import"
    fi
    if test ! -f "$xxx"; then
  xxx=$thisdir/$thislib.$so$_a
  $test -f "$xxx" && eval $libscheck
  $test -f "$xxx" && libstyle="import"
    fi
    if test ! -f "$xxx";
```

```
then
 xxx=$thisdir/lib$thislib.$so
       $test -f "$xxx" && eval $libscheck
 $test -f "$xxx" && libstyle=shared
   fi
   if test ! -f "$xxx"; then
 xxx=$thisdir/lib$thislib$_a
       $test -f "$xxx" && eval $libscheck
 $test -f "$xxx" && libstyle=static
   fi
   if test ! -f "$xxx"; then
 xxx=$thisdir/$thislib$_a
       $test -f "$xxx" && eval $libscheck
 $test -f "$xxx" && libstyle=static
   fi
   if test ! -f "$xxx"; then
 xxx=$thisdir/lib${thislib}_s$_a
       $test -f "$xxx" && eval $libscheck
 $test -f "$xxx" && libstyle=static
 $test -f "$xxx" && thislib=${thislib}_s
   fi
   if test ! -f "$xxx"; then
 xxx=$thisdir/Slib$thislib$_a
       $test -f "$xxx" && eval $libscheck
 $test -f "$xxx" && libstyle=static
   fi
   if $test -f "$xxx"; then
 case "$libstyle" in
 shared) echo "Found -l$thislib (shared)." ;;
 static) echo "Found -l$thislib." ;;
 *)      echo "Found -l$thislib ($libstyle)." ;;
 esac
 case " $dflt " in
 *"-l$thislib "*);;
 *)
dflt="$dflt -l$thislib"
   libsfound="$libsfound $xxx"
   yyy=`basename $xxx`
   libsfiles="$libsfiles $yyy"
   yyy=`echo $xxx|$sed -e "s%/$yyy\\$%%"`
   case " $libsdirs " in
   *" $yyy "*) ;;
   *) libsdirs="$libsdirs $yyy" ;;
   esac
   ;;
 esac
 break
   fi
```

```
 done
 if $test ! -f "$xxx"; then
    echo "No -l$thislib."
 fi
done
set X $dflt
shift
dflt="$*"
case "$libs" in
") dflt="$dflt";;
*) dflt="$libs";;
esac
case "$dflt" in
' '|") dflt='none';;
esac

$cat <<EOM

In order to compile $package on your machine, a number of libraries
are usually needed.  Include any other special libraries here as well.
Say "none" for none.  The default list is almost always right.
EOM

echo " "
rp="What libraries to use?"
. ./myread
case "$ans" in
none) libs=' ';;
*) libs="$ans";;
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/libs.U
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?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: Copyright (c) 1998 Andy Dougherty
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
```

```
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?RCS:
?X:
?X: This unit is just a quick shorthand for the compile command
?X: to be used in all the other metaconfig units.
?X:
?MAKE:Compile: +cc +optimize +ccflags +ldflags +libs
?MAKE: -pick add $@ %<
?LINT:define compile compile_ok
?V:compile compile_ok mc_file
?S:compile:
?S: This shell variable is used internally
 by Configure to provide
?S: a convenient shorthand for the typical compile command, namely
?S: $cc $optimize $ccflags $ldflags -o $1 $1.c $libs > /dev/null 2>&1
?S: Note that the output filename does _not_ include the _exe
?S: extension.  Instead we assume that the linker will be
?S: "helpful" and automatically appending the correct suffix.
?S: OS/2 users will apparently need to supply the -Zexe flag to
?S: get this behavior.
?S:
?S: To use this variable, say something like:
?S:  echo 'int main() { exit(0); }' > try.c
?S:  set try
?S:  if eval $compile; then
?S:   echo "success"   # and do whatever . . .
?S:  else
?S:   echo "failure"   # and do whatever . . .
?S:  fi
?S: To add extra flags cc flags (e.g. -DWHATEVER) just put them
?S: in $*, e.g.
?S:  set try -DTRY_THIS_FLAG
?S:.
?S:compile_ok:
?S: This shell variable is used internally by Configure to provide
?S: a convenient shorthand for the typical compile command that you
?S: expect to work ok.  It is the same as $compile,
 except we
?S: deliberately let the user see any error messages.
?S:.
: define a shorthand compile call
compile='
mc_file=$1;
shift;
$cc -o ${mc_file} $optimize $ccflags $ldflags $* ${mc_file}.c $libs > /dev/null 2>&1;'
: define a shorthand compile call for compilations that should be ok.
compile_ok='
```

```
mc_file=$1;
shift;
$cc -o ${mc_file} $optimize $ccflags $ldflags $* ${mc_file}.c $libs;'
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Compile.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: Copyright (c) 2000, Jarkko Hietaniemi
?RCS:
?X:
?X: This unit produces a bit of shell code that must be dotted in order
?X: to make quick check on whether the current C compiler is working.
?X:
?MAKE:Checkcc ccname ccversion: Myread Warn startsh cat contains test
?MAKE: -pick add $@ %<
?S:ccname:
?S: This can set either by hints files or by Configure.  If using
?S: gcc, this is gcc, and if not, usually equal to cc, unimpressive, no?
?S: Some platforms, however, make good use of this by storing the
?S: flavor
 of the C compiler being used here.  For example if using
?S: the Sun WorkShop suite, ccname will be 'workshop'.
?S:.
?S:ccversion:
?S: This can set either by hints files or by Configure.  If using
?S: a (non-gcc) vendor cc, this variable may contain a version for
?S: the compiler.
?S:.
?F:./checkcc ./trygcc !checktmp
?V:despair
?T:trygcc
?LINT:extern cc rm ccflags ldflags
?LINT:change cc ccflags
?LINT:usefile checktmp
?INIT:ccname=''
?INIT:ccversion=''
: generate the trygcc script for later perusal
```

```
cat <<EOS >trygcc
$startsh
EOS
cat <<'EOSC' >>trygcc
case "$cc" in
") ;;
*)  $rm -f try try.*
  $cat >try.c <<EOM
int main(int argc, char *argv[]) {
 (void) argc;
 (void) argv;
 return 0;
}
EOM
  if $cc -o try $ccflags $ldflags try.c; then
    :
  else
     echo "Uh-oh, the C compiler '$cc' doesn't seem to be working." >&4
     despair=yes
     trygcc=yes
     case "$cc" in
     *gcc*) trygcc=no ;;
     esac
     case "`$cc -v -c try.c 2>&1`" in

    *gcc*) trygcc=no ;;
     esac
     if $test X"$trygcc" = Xyes; then
        if gcc -o try -c try.c; then
           echo " "
           echo "You seem to have a working gcc, though." >&4
           rp="Would you like to use it?"
           dflt=y
           if $test -f myread; then
              . ./myread
           else
              if $test -f UU/myread; then
                 . ./UU/myread
              else
                 echo "Cannot find myread, sorry.  Aborting." >&2
                 exit 1
              fi
           fi
           case "$ans" in
           [yY]*) cc=gcc; ccname=gcc; ccflags=''; despair=no;
?X: Look whether we have 'call-back units' generated by hints that would
?X: seemingly affect the compiling environment.
                $cat *.cbu >checktmp 2>/dev/null
```

```
                if $contains ccflags checktmp >/dev/null; then

        ./warn <<EOM
Any previous setting of the C compiler flags has been lost.
It may be necessary to pass -Dcc=gcc to Configure right away.
EOM
                fi;;
            esac
        fi
    fi
  fi
  $rm -f try try.*
  ;;
esac
EOSC

: generate the checkcc script for later perusal
cat <<EOS >checkcc
$startsh
EOS
cat <<'EOSC' >>checkcc
case "$cc" in
") ;;
*)  $rm -f try try.*
  $cat >try.c <<EOM
int main(int argc, char *argv[]) {
 (void) argc;
 (void) argv;
 return 0;
}
EOM
  if $cc -o try $ccflags $ldflags try.c; then
    :
  else
    if $test X"$despair" = Xyes; then
      echo "Uh-oh, the C compiler '$cc' doesn't seem to be working." >&4
    fi
    $cat >&4 <<EOM
You need to find a working C compiler.
Either (purchase and) install the C compiler supplied by your OS vendor,
or for a free C compiler try http://gcc.gnu.org/
I cannot continue any further, aborting.
EOM
    exit 1
  fi

 $rm -f try try.*
  ;;
```

```
esac
EOSC

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Checkcc.U
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?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: libs.U,v $
?RCS: Revision 3.0.1.6  1997/02/28  16:09:11  ram
?RCS: patch61: replaced .a with $_a all over the place
?RCS:
?RCS: Revision 3.0.1.5  1995/07/25  14:12:05  ram
?RCS: patch56: now knows about OS/2 platforms
?RCS:
?RCS: Revision 3.0.1.4  1994/10/29  16:24:22  ram
?RCS: patch36: removed old broken thislib/thatlib processing (ADO)
?RCS:
?RCS: Revision 3.0.1.3  1994/06/20  07:05:44  ram
?RCS: patch30: code cleanup with if/elif by ADO and RAM
?RCS: patch30: undone patch23 for libswanted default
 setting
?RCS:
?RCS: Revision 3.0.1.2  1994/05/06  15:08:45  ram
?RCS: patch23: now includes ordered default libswanted variable (ADO)
?RCS: patch23: major cleanup for library lookups (ADO)
?RCS:
?RCS: Revision 3.0.1.1  1993/08/25  14:02:31  ram
?RCS: patch6: added default for libs
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:03  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:libs libsfound libsfiles libsdirs libspath libscheck: \
 test cat Myread Oldconfig Loc libpth package xlibpth so _a \
 +usesocks sed +cc +ccflags +ldflags rm
?MAKE: -pick add $@ %<
?S:libs:
?S: This variable holds the additional libraries we want to use.
```

?S: It is up to the Makefile to deal with it.  The list can be empty.
?S:.
?S:libsfound:
?S: This variable holds the full pathnames of the libraries
?S: we found and accepted.
?S:.
?S:libsfiles:
?S: This variable holds the filenames aka basenames of the libraries
?S: we found and accepted.
?S:.
?S:libsdirs:
?S: This variable holds the directory
 names aka dirnames of the libraries
?S: we found and accepted, duplicates are removed.
?S:.
?S:libspath:
?S: This variable holds the directory names probed for libraries.
?S:.
?S:libscheck:
?S: This variable is intended to be set by hint files, if needed.
?S: It should contain shell code that will be eval'ed with $xxx holding
?S: some library file.  It may change $xxx if needed.
?S: For instance, on an Irix platform, you may make sure the right
?S: library file is used depending on the cc command line, so that the
?S: correct library is used depending on the selected ABI (for 32 and
?S: 64-bit compilations).
?S:
?S: Here is an example of code that could be found in a hint file on Irix
?S: when the selected compiler was for 32-bit -- that code is put in the
?S: cc.cbu call-back unit to be invoked AFTER the C compiler and its
?S: flags have been chosen:
?S:
?S:  libscheck='case "$xxx" in
?S:  *.a) /bin/ar p $xxx `/bin/ar t $xxx | sed q` >$$.o;
?S:   case "`/usr/bin/file $$.o`" in
?S:   *N32*)
 rm -f $$.o ;;
?S:   *) rm -f $$.o; xxx=/no/n32$xxx ;;
?S:   esac ;;
?S:  *) case "`/usr/bin/file $xxx`" in
?S:   *N32*) ;;
?S:   *) xxx=/no/n32$xxx ;;
?S:   esac ;;
?S:  esac'
?S:.
?D:libs="
?LINT:extern libswanted
?LINT:change libswanted

```
?INIT:: default library list
?INIT:libswanted="
?X: This order is chosen so that libraries  -lndir, -ldir, -lucb, -lbsd,
?X: -lBSD, -lPW, and -lx only get used if there are unresolved
?X: routines at link time.  Usually, these are backwards compatability
?X: libraries, and may not be as reliable as the standard c library.
?X:
?X: The -lsocket -linet -lnsl order has been reported to be necessary
?X: for at least one SVR4 implementation.
?X: -lc must proceed -lucb or -lbsd for most Solaris applications.
?X: -lc_s proceeds -lc so we pick up the shared library version, if
?X: it is available.
?X:
?X: The ordering of c, posix, and cposix is a guess and almost
?X: certainly wrong on about half of all systems.
?X:
?X: Set proper libswanted in your private
 Myinit.U if needed.
?X:
?X:: default ordered library list
?X:libswanted='net socket inet bind nsl nm sdbm gdbm ndbm dbm malloc dl'
?X:libswanted="$libswanted dld sun m c_s c posix cposix ndir dir ucb"
?X:libswanted="$libswanted bsd BSD PW x"
?X:
?INIT:: should be set by hint files if needed
?INIT:libscheck="
?T:xxx yyy thislib thisdir libstyle linkmsg
?F:lt.c lt
: Looking for optional libraries
echo " "
echo "Checking for optional libraries..." >&4
case "$libs" in
' '|'') dflt='';;
*) dflt="$libs";;
esac
case "$libswanted" in
'') libswanted='c_s';;
esac
?X: libsocks has nasty naming scheme.
?X: This does not work if somebody wants SOCKS 4.
case "$usesocks" in
"$define") libswanted="$libswanted socks5 socks5_sh" ;;
esac
?X: Used later for link checks
echo "extern char printf(); int main() { printf(); return 0; }" > lt.c
libsfound="
libsfiles="
libsdirs="
```

```
libspath="
for thisdir in $libpth $xlibpth; do
 test -d $thisdir && libspath="$libspath $thisdir"
done
for thislib in $libswanted;
 do
 for thisdir in $libspath; do
    xxx="
    if $test ! -f "$xxx" ; then
  xxx=`ls $thisdir/lib$thislib.$so.[0-9]* 2>/dev/null | $sed -n '1p'`
  $test -f "$xxx" && eval $libscheck
  $test -f "$xxx" && libstyle=shared
    fi
    if test ! -f "$xxx"; then
  xxx=$thisdir/lib$thislib.$so
  $test -f "$xxx" && eval $libscheck
  $test -f "$xxx" && libstyle=shared
    fi
    if test ! -f "$xxx"; then
  xxx=$thisdir/lib$thislib$_a
       $test -f "$xxx" && eval $libscheck
  $test -f "$xxx" && libstyle=static
    fi
    if test ! -f "$xxx"; then
  xxx=$thisdir/$thislib$_a
       $test -f "$xxx" && eval $libscheck
  $test -f "$xxx" && libstyle=static
    fi
    if test ! -f "$xxx"; then
  xxx=$thisdir/lib${thislib}_s$_a
       $test -f "$xxx" && eval $libscheck
  $test -f "$xxx" && libstyle=static
  $test -f "$xxx" && thislib=${thislib}_s
    fi
    if test ! -f "$xxx"; then
  xxx=$thisdir/Slib$thislib$_a
       $test -f "$xxx" && eval $libscheck
  $test
 -f "$xxx" && libstyle=static
    fi
    if $test -f "$xxx"; then
?X:
?X: It is not sufficient to find a .so on the disk.  We must make sure
?X: that we can indeed supply the -lfoo line on the cc line to link against
?X: that library.  On Linux for instance, a versionned .so will not be
?X: implicitly linked against, whereas it will work fine on Solaris 2.6.
?X:  --RAM, 10/10/2003
?X:
```

```
  if $cc -o lt $ccflags $ldflags lt.c -l$thislib >/dev/null 2>&1;
  then
   linkmsg=""
  else
   linkmsg=" but I can't link against it"
  fi
  case "$libstyle" in
  shared) echo "Found -l$thislib (shared)$linkmsg." ;;
  static) echo "Found -l$thislib$linkmsg." ;;
  *)      echo "Found -l$thislib ($libstyle)$linkmsg." ;;
  esac
  case " $dflt " in
  *"-l$thislib "*) ;;
  *)
   case "$linkmsg" in
   ")
    dflt="$dflt -l$thislib"
    libsfound="$libsfound $xxx"
    yyy=`basename $xxx`
    libsfiles="$libsfiles $yyy"
    yyy=`echo $xxx|$sed -e "s%/$yyy\\$%%"`
    case " $libsdirs
 " in
    *" $yyy "*) ;;
    *) libsdirs="$libsdirs $yyy" ;;
    esac
      ;;
   esac
   ;;
  esac
  break
    fi
 done
 if $test ! -f "$xxx"; then
    echo "No -l$thislib."
 fi
done
set X $dflt
shift
dflt="$*"
case "$libs" in
") dflt="$dflt";;
*) dflt="$libs";;
esac
case "$dflt" in
' '|") dflt='none';;
esac
$rm -f lt.c lt
```

```
$cat <<EOM

In order to compile $package on your machine, a number of libraries
are usually needed.  Include any other special libraries here as well.
Say "none" for none.  The default list is almost always right.
EOM

echo " "
rp="Which libraries to use?"
. ./myread
case "$ans" in
none) libs=' ';;
*) libs="$ans";;
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/libs.U
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?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: so.U,v $
?RCS: Revision 3.0.1.2  1994/10/29  16:30:04  ram
?RCS: patch36: now tells user how he can suppress shared lib lookup (ADO)
?RCS: patch36: removed echo at the top, since it's now in the here-doc (ADO)
?RCS:
?RCS: Revision 3.0.1.1  1994/06/20  07:07:02  ram
?RCS: patch30: created
?RCS:
?X:
?X: This unit computes the shared-object / shared-lib extension
?X:
?MAKE:so: test libpth Loc Myread Oldconfig cat
?MAKE: -pick add $@ %<
?S:so:
?S: This variable holds the extension used to identify
 shared libraries
?S: (also known as shared objects) on the system. Usually set to 'so'.
?S:.
```

```
?T: xxx
: compute shared library extension
case "$so" in
")
 if xxx=`./loc libc.sl X $libpth`; $test -f "$xxx"; then
  dflt='sl'
 else
  dflt='so'
 fi
 ;;
*) dflt="$so";;
esac
$cat <<EOM

On some systems, shared libraries may be available.  Answer 'none' if
you want to suppress searching of shared libraries for the remainder
of this configuration.

EOM
rp='What is the file extension used for shared libraries?'
. ./myread
so="$ans"

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/so.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: n.U 1 2006-08-24 12:32:52Z rmanfredi $
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: n.U,v $
?RCS: Revision 3.0  1993/08/18  12:09:19  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:n c: contains
?MAKE: -pick add $@ %<
?S:n:
?S: This variable contains the -n flag if that is what causes the echo
?S: command to suppress newline.  Otherwise it is null.  Correct usage is
?S:     $echo $n "prompt for a question: $c".
?S:.
```

```
?S:c:
?S: This variable contains the \c string if that is what causes the echo
?S: command to suppress newline.
  Otherwise it is null.  Correct usage is
?S:     $echo $n "prompt for a question: $c".
?S:.
: first determine how to suppress newline on echo command
echo " "
echo "Checking echo to see how to suppress newlines..."
(echo "hi there\c" ; echo " ") >.echotmp
if $contains c .echotmp >/dev/null 2>&1 ; then
 echo "...using -n."
 n='-n'
 c=''
else
 cat <<'EOM'
...using \c
EOM
 n=''
 c='\c'
fi
echo $n "The star should be here-->$c"
echo '*'
rm -f .echotmp
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/n.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: lns.U,v 3.0.1.1 1994/06/20 07:05:52 ram Exp $
?RCS:
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?RCS:
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?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: Original Author: Andy Dougherty <doughera@lafcol.lafayette.edu>
?RCS:
?RCS: $Log: lns.U,v $
?RCS: Revision 3.0.1.1  1994/06/20  07:05:52  ram
?RCS: patch30: created by ADO
?RCS:
?X:
?X: This unit checks whether symbolic links are really supported.
?X: We can't rely on d_symlink because that may be listed in the
```

```
?X: C library but unimplemented.
?X:
?MAKE:lns: ln rm touch
?MAKE: -pick add $@ %<
?S:lns:
?S: This variable holds the name of the command to make
?S: symbolic
 links (if they are supported).  It can be used
?S: in the Makefile. It is either 'ln -s' or 'ln'
?S:.
: determine whether symbolic links are supported
echo " "
$touch blurfl
if $ln -s blurfl sym > /dev/null 2>&1 ; then
 echo "Symbolic links are supported." >&4
 lns="$ln -s"
else
 echo "Symbolic links are NOT supported." >&4
 lns="$ln"
fi
$rm -f blurfl sym
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/lns.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Instruct.U,v $
?RCS: Revision 3.0.1.3  1997/02/28  15:02:55  ram
?RCS: patch61: logname / whoami sequence rewritten to use case
?RCS:
?RCS: Revision 3.0.1.2  1995/02/15  14:11:34  ram
?RCS: patch51: author name now appears at the end of the paragraph (WED)
?RCS:
?RCS: Revision 3.0.1.1  1995/01/11  15:12:05  ram
?RCS: patch45: now documents the & escape to turn -d on at the read prompt
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:04  ram
?RCS: Baseline for dist 3.0 netwide release.
```

```
?RCS:
?X:
?X:
 This unit spew out the directions that we want everyone to read.  I try to
?X: keep the first "pagefull" much less than a page since they don't know it
?X: isn't going to go shooting off the top of the screen, and we don't want
?X: to panic them yet.
?X:
?MAKE:Instruct: Begin Myread Configdir contains
?MAKE: -pick wipe $@ %<
?T:user needman firsttime
: general instructions
needman=true
firsttime=true
user=`(logname) 2>/dev/null`
case "$user" in
") user=`whoami 2>&1`;;
esac
if $contains "^$user\$" ../.config/instruct >/dev/null 2>&1; then
 firsttime=false
 echo " "
 rp='Would you like to see the instructions?'
 dflt=n
 . ./myread
 case "$ans" in
 [yY]*) ;;
 *) needman=false;;
 esac
fi
if $needman; then
 cat <<EOH

This installation shell script will examine your system and ask you questions
to determine how the <PACKAGENAME> package should be installed. If you get
stuck on a question, you may use a ! shell escape to start a subshell or
execute a command.  Many of the questions will have
 default answers in square
brackets; typing carriage return will give you the default.

On some of the questions which ask for file or directory names you are allowed
to use the ~name construct to specify the login directory belonging to "name",
even if you don't have a shell which knows about that.  Questions where this is
allowed will be marked "(~name ok)".

EOH
 rp="
 dflt='Type carriage return to continue'
 . ./myread
```

```
cat <<'EOH'

The prompter used in this script allows you to use shell variables and
backticks in your answers.  You may use $1, $2, etc...  to refer to the words
in the default answer, as if the default line was a set of arguments given to a
script shell.  This means you may also use $* to repeat the whole default line,
so you do not have to re-type everything to add something to the default.

Everytime there is a substitution, you will have to confirm.  If there is an
error (e.g. an unmatched backtick), the default answer will remain unchanged
and you will be prompted
 again.

If you are in a hurry, you may run 'Configure -d'.  This will bypass nearly all
the questions and use the computed defaults (or the previous answers if there
was already a config.sh file). Type 'Configure -h' for a list of options.
You may also start interactively and then answer '& -d' at any prompt to turn
on the non-interactive behaviour for the remainder of the execution.

EOH
. ./myread
cat <<EOH

Much effort has been expended to ensure that this shell script will run on any
Unix system.  If despite that it blows up on yours, your best bet is to edit
Configure and run it again.  If you can't run Configure for some reason,
you'll have to generate a config.sh file by hand.  Whatever problems you
have, let me (<MAINTLOC>) know how I blew it.

This installation script affects things in two ways:

1) it may do direct variable substitutions on some of the files included
  in this kit.
2) it builds a config.h file for inclusion in C programs.  You may edit
  any of these
 files as the need arises after running this script.

If you make a mistake on a question, there is no easy way to back up to it
currently.  The easiest thing to do is to edit config.sh and rerun all the SH
files.  Configure will offer to let you do this before it runs the SH files.

EOH
?X: In case they played with the prompter...
dflt='Type carriage return to continue'
. ./myread
case "$firsttime" in
true) echo $user >>../.config/instruct;;
esac
```

fi

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Instruct.U
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Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/files/Jmake.tmpl
No license file was found, but licenses were detected in source scan.

# $Id: errnolist.a,v 3.0 1993/08/18 12:04:35 ram Exp ram $
#
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#
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#  that same Artistic Licence; a copy of which may be found at the root
#  of the source tree for dist 4.0.
#
# Original Author: Harlan Stenn <harlan@mumps.pfcs.com>
#
# $Log: errnolist.a,v $
# Revision 3.0  1993/08/18 12:04:35  ram
# Baseline for dist 3.0 netwide release.
#
#
# This is a simple-minded awk script to generate an initialization for
# sys_errnolist on systems that don't have it.
# This file now depends only on sys/errno.h error numbers under maxerr being
# in order.  It will complain and die if not.  NOTE: It will still produce
# a compilable output file, even with errors, so you must
 check the output.

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/lib/errnolist.a
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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```
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Extract.U,v $
?RCS: Revision 3.0.1.2  1997/02/28  14:58:52  ram
?RCS: patch61: added support for src.U
?RCS:
?RCS: Revision 3.0.1.1  1994/10/29  15:51:46  ram
?RCS: patch36: added ?F: line for metalint file checking
?RCS:
?RCS: Revision 3.0  1993/08/18  12:04:52  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit produces a shell script which can be doted in order to extract
?X: .SH files with variable substitutions.
?X:
?X: When running Configure from a remote directory ($src
 is not '.'),
?X: then the files will be created in that directory, so beware!
?X:
?MAKE:Extract: Mkdirp src
?MAKE: -pick add $@ %<
?F:./extract
?T:CONFIG SRC dir file
: script used to extract .SH files with variable substitutions
cat >extract <<EOS
CONFIG=true
SRC="$src"
EOS
cat >>extract <<'EOS'
echo "Doing variable substitutions on .SH files..."
if test -f "$SRC/MANIFEST"; then
 set x `awk '{print $1}' <$SRC/MANIFEST | grep '\.SH'`
else
 echo "(Looking for .SH files under the source directory.)"
 set x `(cd "$SRC"; find . -name "*.SH" -print)`
fi
shift
case $# in
0) set x `(cd "$SRC"; echo *.SH)`; shift;;
esac
if test ! -f "$SRC/$1"; then
 shift
fi
for file in $*; do
 case "$SRC" in
 ".")
  case "$file" in
```

```
 */*)
  dir=`expr X$file : 'X\(.*\)/'`
  file=`expr X$file : 'X.*/\(.*\)'`
  (cd $dir && . ./$file)
  ;;
 *)
  . ./$file
  ;;
 esac
 ;;
*)
?X:
?X: When running Configure remotely ($src is not '.'), we cannot source
?X: the files directly, since that would wrongly cause
 the extraction
?X: where the source lie instead of withing the current directory. Therefore,
?X: we need to 'sh <file' then, which is okay since they will source the
?X: existing config.sh file. It's not possible to use:
?X:  ../src/Configure -S -O -Dsomething
?X: unfortunately since no new config.sh with the -Dsomething override
?X: will be created before running the .SH files. A minor buglet.
?X:
?X: Note that we must create the directory hierarchy ourselves if it does
?X: not exist already, and that is done through a shell emulation of the
?X: 'mkdir -p' command. We don't want to use the $installdir metaconfig
?X: symbol here since that would require too much to be configured for
?X: this simple extraction task that may happen quickly with 'Configure -S'.
?X:  -- RAM, 18/03/96
?X:
 case "$file" in
 */*)
  dir=`expr X$file : 'X\(.*\)/'`
  file=`expr X$file : 'X.*/\(.*\)'`
  ./mkdirp $dir
  sh <"$SRC/$dir/$file"
  ;;
 *)
  sh <"$SRC/$file"
  ;;
 esac
 ;;
esac
done
if
 test -f "$SRC/config_h.SH"; then
 if test ! -f config.h; then
?X: oops, they left it out of MANIFEST, probably, so do it anyway.
  sh <"$SRC/config_h.SH"
```

```
 fi
fi
EOS
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Extract.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: contains.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: contains.U,v $
?RCS: Revision 3.0  1993/08/18  12:05:35  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:contains: Nothing
?MAKE: -pick add $@ %<
?S:contains:
?S: This variable holds the command to do a grep with a proper return
?S: status.  On most sane systems it is simply "grep".  On insane systems
?S: it is a grep followed by a cat followed by a test.  This variable
?S: is primarily for the use of other Configure units.
?S:.
: Some
 greps do not return status, grrr.
echo "grimblepritz" >grimble
if grep blurfldyick grimble >/dev/null 2>&1 ; then
 contains=contains
elif grep grimblepritz grimble >/dev/null 2>&1 ; then
 contains=grep
else
 contains=contains
fi
rm -f grimble
: the following should work in any shell
case "$contains" in
contains*)
 echo " "
 echo "AGH!  Grep doesn't return a status.  Attempting remedial action."
 cat >contains <<'EOSS'
grep "$1" "$2" >.greptmp && cat .greptmp && test -s .greptmp
```

EOSS
chmod +x contains
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/contains.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: lex.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: Orginal Author: Graham Stoney <greyham@research.canon.oz.au>
?RCS:
?RCS: $Log: lex.U,v $
?RCS: Revision 3.0.1.3  1994/10/29  16:22:50  ram
?RCS: patch36: spurious single quote could cause Configure to crash
?RCS: patch36: (reported by Xavier Le Vourch <xavierl@eiffel.com>.)
?RCS:
?RCS: Revision 3.0.1.2  1994/08/29  16:27:09  ram
?RCS: patch32: added lexflags variable for lex flags setting
?RCS:
?RCS: Revision 3.0.1.1  1994/05/06  15:06:01  ram
?RCS: patch23: added
 trailing blank line for metalint
?RCS:
?RCS: Revision 3.0  1993/08/18  12:08:55  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:lex lexflags: Guess Myread Oldconfig flex test
?MAKE: -pick add $@ %<
?S:lex:
?S: This variable holds the name of the lexical analyser generator we
?S: want to use in the Makefile. It can be lex or flex.
?S:.
?S:lexflags:
?S: This variable holds any flags that should be passed to the lexical
?S: analyzer.  It is up to the Makefile to use it.
?S:.
: determine lexical analyser generator
case "$lex" in
")

```
 dflt=lex;;
*)
 dflt="$lex";;
esac
echo " "
if $test -f "$flex"; then
 rp='Which lexical analyser generator (lex or flex) shall I use?'
else
 rp='Which lexical analyser generator shall I use?'
fi
. ./myread
lex="$ans"

@if lexflags
: if using lex this will normally be useless, but flex frequently takes args
echo " "
case "$lexflags" in
'') dflt='none';;
*) dflt="$lexflags";;
esac
rp="What flags should be given to $lex?"
. ./myread
case "$ans"
 in
none) lexflags='';;
*) lexflags="$ans";;
esac

@end
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/lex.U
No license file was found, but licenses were detected in source scan.

```
/*|?:[\\/]*)
if test -f "$xxx"; then
: ok
else
./warn "no $xxx -- ignoring your setting for $file."
xxx=`./loc $file $file $pth`
fi
;;
'') xxx=`./loc $file $file $pth`;;
*) xxx=`./loc $xxx $xxx $pth`;;
esac
eval $file=$xxx$_exe
eval _$file=$xxx
case "$xxx" in
```

```
/*)
echo $file is in $xxx.
;;
?X: Under OS/2, we have PC-like paths
?:[\\/]*)
echo $file is in $xxx.
;;
*)
echo "I don't know where '$file' is, and my life depends on it." >&4
echo "Go find a public domain implementation or fix your PATH setting!" >&4
exit 1
;;
esac
done
echo " "
echo "Don't worry if any of the following aren't found..."
say=offhand
for file in $trylist; do
?X: Allow them to -Dmake=pmake on the command line for instance (see above)
eval xxx=\$$file
case "$xxx" in
/*|?:[\\/]*)
if test -f "$xxx"; then
: ok
else
./warn "no $xxx -- ignoring your setting for $file."
xxx=`./loc $file $file $pth`
fi
;;
") xxx=`./loc $file $file $pth`;;
*) xxx=`./loc $xxx
 $xxx $pth`;;
esac
eval $file=$xxx$_exe
eval _$file=$xxx
case "$xxx" in
/*)
echo $file is in $xxx.
;;
?X: Under OS/2, we have PC-like paths
?:[\\/]*)
echo $file is in $xxx.
;;
*)
echo "I don't see $file out there, $say."
say=either
;;
esac
```

```
done
case "$egrep" in
egrep)
echo "Substituting grep for egrep."
egrep=$grep
_egrep=$_grep
;;
esac
@if ln
case "$ln" in
ln)
echo "Substituting cp for ln."
ln=$cp
_ln=$_cp
;;
esac
@end
@if make || gmake
case "$make" in
make)
case "$gmake" in
gmake)
echo "I can't find make or gmake, and my life depends on it." >&4
echo "Go find a public domain implementation or fix your PATH setting!" >&4
exit 1
;;
esac
;;
esac
case "$gmake" in
gmake) ;;
*) # We can't have osname yet.
if test -f "/system/gnu_library/bin/ar.pm"; then # Stratus VOS
# Assume that gmake, if found, is definitely GNU make
# and prefer it over the system make.
echo "Substituting gmake for make."
make=$gmake
_make=$_gmake
fi
;;
esac
@end
case "$test" in
test)
echo "Hopefully test is built into
 your sh."
;;
*)
```

```
if `sh -c "PATH= test true" >/dev/null 2>&1`; then
echo "Using the test built into your sh."
?X:
?X: We need to set both test and _test, since Oldconfig.U will use the _test
?X: value to systematically restore computed paths, which may be wrong if
?X: we choose to load an old config.sh generated on another platform.
?X:
test=test
_test=test
fi
;;
esac
?LINT:change n c
case "$echo" in
echo)
echo "Hopefully echo is built into your sh."
;;
?X: For those rare cases where we don't need $echo...
") ;;
*)
echo " "
echo "Checking compatibility between $echo and builtin echo (if any)..." >&4
$echo $n "hi there$c" >foo1
echo $n "hi there$c" >foo2
if cmp foo1 foo2 >/dev/null 2>&1; then
echo "They are compatible.  In fact, they may be identical."
else
case "$n" in
'-n') n='' c='\c';;
*) n='-n' c='';;
esac
cat <<FOO
They are not compatible!  You are probably running ksh on a non-USG system.
I'll have to use $echo instead of the builtin, since Bourne shell doesn't
have echo built
 in and we may have to run some Bourne shell scripts.  That
means I'll have to use '$n$c' to suppress newlines now.  Life is ridiculous.

FOO
$echo $n "The star should be here-->$c"
$echo "*"
fi
$rm -f foo1 foo2
;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Loc.U

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```
?RCS: $Id: End.U,v 3.0 1993/08/18 12:04:51 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
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?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: End.U,v $
?RCS: Revision 3.0  1993/08/18  12:04:51  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit serves as the goal which forces make to choose all the units that
?X: ask questions.  The $W on the ?MAKE: line is the list of all symbols wanted.
?X: To force any unit to be included, copy this unit to your private U directory
?X: and add the name of the unit desired to the ?MAKE: dependency line.
?X:
?MAKE:End perllibs: $W cppstdin gzip zip
 libs usedl osname osvers
?MAKE: -pick add $@ %<
?S:perllibs:
?S: The list of libraries needed by Perl only (any libraries needed
?S: by extensions only will by dropped, if using dynamic loading).
?S:.
?INIT:perllibs="
?LINT:use $W
?LINT:use gzip zip
?LINT:change cppstdin
: Remove libraries needed only for extensions
: The appropriate ext/Foo/Makefile.PL will add them back in, if necessary.
: The exception is SunOS 4.x, which needs them.
case "${osname}X${osvers}" in
sunos*X4*)
   perllibs="$libs"
   ;;
*) case "$usedl" in
   $define|true|[yY]*)
     set X `echo " $libs " | sed -e 's@ -lndbm @ @' -e 's@ -lgdbm @ @' -e 's@ -lgdbm_compat @ @' -e 's@ -ldbm @
@' -e 's@ -ldb @ @'`
     shift
     perllibs="$*"
     ;;
   *) perllibs="$libs"
```

```
    ;;
  esac
  ;;
esac

?X: If the user has the cppstdin wrapper, perl.c will try to call
?X: CPPSTDIN, but that will point to a location in the build
?X: directory, not the installed version!.  Here, we'll just strip the
?X: name down to 'cppstdin',
 and rely on the fact that perl.c will
?X: then call SCRIPTDIR/cppstdin, but local things like 'make depend'
?X: will continue to work.
: Remove build directory name from cppstdin so it can be used from
: either the present location or the final installed location.
echo " "
: Get out of the UU directory to get correct path name.
cd ..
case "$cppstdin" in
`pwd`/cppstdin)
 echo "Stripping down cppstdin path name"
 cppstdin=cppstdin
 ;;
esac
cd UU

: end of configuration questions
echo " "
echo "End of configuration questions."
echo " "

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/End.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: shm_for.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: shm_for.U,v $
?RCS: Revision 3.0.1.1  1994/10/29  16:28:37  ram
?RCS: patch36: call ./Cppsym explicitly instead of relying on PATH
?RCS:
```

```
?RCS: Revision 3.0  1993/08/18  12:09:46  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:shm_for shm_att shm_lim: Cppsym Myread ipc uname
?MAKE: -pick add $@ %<
?S:shm_for:
?S: This variable tells us the type of machine we're expecting the
?S: shared memory code to run on.  The value is available to C
 programs
?S: in the C_SHM_FOR manifest.
?S:.
?S:shm_att:
?S: This variable tells us where a shared memory segment should be
?S: attached.  Good values are HIGH, LOW, and ZERO.
?S:.
?S:shm_lim:
?S: This variable tells us if shared memory attached HIGH should
?S: have an upper limit.
?S:.
?X: ------------------------------------------------------------
?X: It's a potential lose to define anything beginning with SHM...
?X: At least we can think that S_ stands for "String version of ..." -- HMS
?X: ------------------------------------------------------------
?C:S_SHM_FOR ~ %<:
?C: This symbol identifies what we chose for the target system's
?C: default shared memory configuration parameters.
?C:.
?C:S_SHM_ATT ~ %<:
?C: This symbol holds the default "place" to attach shared memory.
?C: Values are "HIGH", "ZERO", and "LOW".
?C:.
?C:S_SHM_LIM ~ %<:
?C: This symbol holds the default upper bound address limit if shared
?C: memory is attached HIGH.  If zero, there is no upper limit.
?C:.
?H:?%<:#ifdef
 SERVE_SHM
?H:?%<:#define S_SHM_FOR "$shm_for"
?H:?%<:#define S_SHM_ATT "$shm_att"
?H:?%<:#define S_SHM_LIM "$shm_lim"
?H:?%<:#endif
?H:.
?W:%<:S_SHM_FOR S_SHM_ATT S_SHM_LIM
: see how to attach shared memory
echo " "
echo "Deciding how to attach shared memory..." >&4

case "$ipc" in
```

```
shm)
 shm_for='Default case'
 shm_att='HIGH'
 shm_lim='0x0'
 if ./Cppsym tower32 tower32_600; then
  echo "NCR Towers are usually normal..."
  : echo "Oh, an NCR Tower."
  : This works for the 600
  shm_for='NCR Tower 32'
  shm_att='LOW'
 else
  case "$uname" in
  */uname)
   case "`uname -m`" in
   ACS??68*)
    echo "Oh, an Altos 3068."
    shm_for='Altos 3068:'
    shm_lim='0x800000'
    ;;
    esac
    ;;
  *)
   echo "Looks normal to me..."
   ;;
  esac
 fi

 dflt="$shm_for"
 rp='Description of shared memory configuration?'
 . ./myread
 shm_for="$ans"

 dflt="$shm_att"
 rp='Where should shared memory be attached?'
 . ./myread
 shm_att="$ans"

 case "$shm_att" in
 HIGH)
  dflt="$shm_lim"
  rp='What is
 the upper address limit for shared memory?'
  . ./myread
  shm_lim="$ans"
  ;;
 *)
  shm_lim="
  ;;
```

```
 esac
 ;;

*)
 echo "but you aren't using shared memory so I won't bother." >&4
 shm_for='NOT CONFIGURED'
 shm_att='NONE'
 shm_lim='-1'
 ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/shm_for.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Typedef.U,v 3.0.1.3 1995/07/25 13:42:07 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
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?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: Typedef.U,v $
?RCS: Revision 3.0.1.3  1995/07/25  13:42:07  ram
?RCS: patch56: added backslash escapes within evals to prevent space problems
?RCS:
?RCS: Revision 3.0.1.2  1994/10/29  16:01:16  ram
?RCS: patch36: don't clobber visible 'val' variable, use 'varval' instead
?RCS:
?RCS: Revision 3.0.1.1  1994/08/29  16:05:14  ram
?RCS: patch32: created
?RCS:
?X:
?X: This unit checks for the definition of a given typedef.
?X:
?X: To use it, say:
?X: set typedef
 val_t default [includes]
?X: eval $typedef
?X:
?MAKE:Typedef: cppstdin cppminus cppflags rm sed contains Oldconfig Myread
?MAKE: -pick add $@ %<
?LINT:define typedef
?LINT:define typedef_ask
?V:typedef typedef_ask
```

```
?S:typedef:
?S: This shell variable is used internally by Configure to check
?S: whether a given typedef is defined or not. A typical use is:
?S:  set typedef val_t default [includes]
?S:  eval $typedef
?S: That will return val_t set to default if the typedef was not found,
?S: to typedef otherwise. If no includes are specified, look in sys/types.h.
?S:.
?S:typedef_ask:
?S: This shell variable is used internally by Configure to check
?S: whether a given typedef is defined or not.  If it is not defined,
?S: this will call the ./myread script to prompt for an answer.
?S: It is intended to be used to avoid unnecessary prompts.
?S: A typical use is
?S:  rp="What is the type for file position used by fsetpos()?"
?S:  set fpos_t fpostype long stdio.h sys/types.h
?S:  eval $typedef_ask
?S: This
 will set fpostype=fpos_t, if fpos_t is available.  Otherwise
?S: it will call myread with a default of 'long', and a prompt of $rp.
?S:.
?T:type var def inclist varval inc
?F:!temp.c
: define an is-a-typedef? function
typedef='type=$1; var=$2; def=$3; shift; shift; shift; inclist=$@;
case "$inclist" in
"") inclist="sys/types.h";;
esac;
eval "varval=\$$var";
case "$varval" in
"")
 $rm -f temp.c;
 for inc in $inclist; do
  echo "#include <$inc>" >>temp.c;
 done;
?X: Maybe it's a #define instead of a typedef.
 echo "#ifdef $type" >> temp.c;
 echo "printf(\"We have $type\");" >> temp.c;
 echo "#endif" >> temp.c;
 $cppstdin $cppflags $cppminus < temp.c >temp.E 2>/dev/null;
 if $contains $type temp.E >/dev/null 2>&1; then
  eval "$var=\$type";
 else
  eval "$var=\$def";
 fi;
 $rm -f temp.?;;
*) eval "$var=\$varval";;
esac'
```

```
?X: Originally, I eval'd $typedef and then checked the results against
?X: $type.  Unfortunately, it then became complicated to check
?X: whether you are re-using
 an old config.sh value, and the logic got
?X: so convoluted it became easier to just copy the function above
?X: and alter it slightly.  A.D.  3/1998
: define an is-a-typedef? function that prompts if the type is not available.
typedef_ask='type=$1; var=$2; def=$3; shift; shift; shift; inclist=$@;
case "$inclist" in
"") inclist="sys/types.h";;
esac;
eval "varval=\$$var";
case "$varval" in
"")
 $rm -f temp.c;
 for inc in $inclist; do
  echo "#include <$inc>" >>temp.c;
 done;
?X: Maybe it's a #define instead of a typedef.
 echo "#ifdef $type" >> temp.c;
 echo "printf(\"We have $type\");" >> temp.c;
 echo "#endif" >> temp.c;
 $cppstdin $cppflags $cppminus < temp.c >temp.E 2>/dev/null;
 echo " " ;
 echo "$rp" | $sed -e "s/What is/Looking for/" -e "s/?/./";
 if $contains $type temp.E >/dev/null 2>&1; then
  echo "$type found." >&4;
  eval "$var=\$type";
 else
  echo "$type NOT found." >&4;
  dflt="$def";
  . ./myread ;
  eval "$var=\$ans";
 fi;
 $rm -f temp.?;;
*) eval "$var=\$varval";;
esac'

Found
 in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/typedefs/Typedef.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: yacc.U,v 3.0.1.1 1994/05/13 15:28:48 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
```

```
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?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: yacc.U,v $
?RCS: Revision 3.0.1.1  1994/05/13  15:28:48  ram
?RCS: patch27: added byacc as another alternative (ADO)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:10:03  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:yacc yaccflags: Guess Myread Oldconfig byacc bison cat test _exe
?MAKE: -pick add $@ %<
?S:yacc:
?S: This variable holds the name of the compiler compiler we
?S: want to use in the Makefile. It can be yacc, byacc, or bison -y.
?S:.
?S:yaccflags:
?S: This
 variable contains any additional yacc flags desired by the
?S: user.  It is up to the Makefile to use this.
?S:.
?T:comp
: determine compiler compiler
case "$yacc" in
")
 dflt=yacc;;
*)
 dflt="$yacc";;
esac
echo " "
comp='yacc'
if $test -f "$byacc$_exe"; then
 dflt="$byacc"
 comp="byacc or $comp"
fi
if $test -f "$bison$_exe"; then
 comp="$comp or bison -y"
fi
rp="Which compiler compiler ($comp) shall I use?"
. ./myread
yacc="$ans"
case "$yacc" in
*bis*)
 case "$yacc" in
 *-y*) ;;
```

```
 *)
  yacc="$yacc -y"
  echo "(Adding -y option to bison to get yacc-compatible behavior.)"
  ;;
 esac
 ;;
esac

@if yaccflags
: see if we need extra yacc flags
dflt="$yaccflags"
case "$dflt" in
'') dflt=none;;
esac
$cat <<EOH

Your yacc program may need extra flags to normally process the parser sources.
Do NOT specify any -d or -v flags here, since those are explicitly known
by the various Makefiles. However, if your machine has strange/undocumented
options (like -Sr# on SCO to specify the
 maximum number of grammar rules), then
please add them here.  To use no flags, specify the word "none".

EOH
rp="Any additional yacc flags?"
. ./myread
case "$ans" in
none) yaccflags='';;
*) yaccflags="$ans";;
esac

@end

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/yacc.U
No license file was found, but licenses were detected in source scan.

?RCS: Copyright (c) 1996, Andy Dougherty
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?MAKE:perladmin: cf_email Oldconfig Myread cat
?MAKE: -pick add $@ %<
?Y:TOP
?S:perladmin:
?S: Electronic mail address of the perl5 administrator.
?S:.
```

```
: Ask e-mail of administrator
$cat <<EOM

If you or somebody else will be maintaining perl at your site, please
fill in the correct e-mail address here so that they may be contacted
if necessary. You may enter "none" for no administrator.

EOM
case "$perladmin" in
'') dflt="$cf_email";;
*) dflt="$perladmin";;
esac
rp='Perl administrator e-mail address'
. ./myread
perladmin="$ans"

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/perladmin.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: inc.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: inc.U,v $
?RCS: Revision 3.0  1993/08/18  12:08:51  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:inc incexp: Loc Oldconfig Getfile usrinc
?MAKE: -pick add $@ %<
?S:inc:
?S: This variable holds the name of the directory in which the user wants
?S: to put public header files for the package in question.  It is most
?S: often a local directory such as /usr/local/include.
?S:.
?S:incexp:
?S: This is the same as the inc variable, but is filename
 expaned
?S: at configuration time for convenient use in your makefiles.
?S:.
: determine where public header files go
case "$inc" in
```

")
 dflt=`./loc . "." /usr/local/include /usr/include/local $usrinc`
 ;;
*)  dflt="$inc"
 ;;
esac
fn=d~
rp='Where do you want to put the public header files?'
. ./getfile
inc="$ans"
incexp="$ansexp"

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/inc.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: install.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: install.U,v $
?RCS: Revision 3.0.1.2  1995/09/25  09:16:37  ram
?RCS: patch59: all possible install programs are now looked for
?RCS:
?RCS: Revision 3.0.1.1  1995/01/11  15:30:41  ram
?RCS: patch45: created
?RCS:
?MAKE:install installdir: Loc Oldconfig Getfile cat test startsh rm +cc \
 eunicefix package contains mkdir echo n c
?MAKE: -pick add $@ %<
?S:install:
?S: This variable contains the name of an install program that can accept
?S: BSD-style arguments.
 It must correctly support -c, -s, and -m at least.
?S: It is a fully qualified pathname when found. If you have a local
?S: install.SH file at the root directory of your package, it is assumed to
?S: be the default script emulating a BSD install and the variable will be
?S: set to ./install. Otherwise, it is set to plain 'install', relying on
?S: the user's PATH to perform miracles.
?S:.
?S:installdir:
?S: This variable contains the name of a program that can install nested

```
?S: directories. Often set to 'mkdir -p', it can also be 'install -d' if
?S: you have such a beast and lack the former. If you have an install.SH
?S: file at the root directory of your package, it will be used in last
?S: resort, setting the variable to './install -d'. Otherwise, it is set to
?S: plain 'mkdir', and cross your fingers!
?S:.
?T:dir file tryit prog creatdir either
?F:!tryinst
: locate a BSD compatible install program
echo " "
echo "Looking for a BSD-compatible install program..." >&4
@if installdir
creatdir="
@end
case
 "$install" in
")
 tryit="
 for dir in $pth; do
  for file in ginstall installbsd scoinst install; do
   if $test -f $dir/$file; then
    tryit="$tryit $dir/$file"
   fi
  done
 done
 $cat >try.c <<EOC
int main()
{
 printf("OK\n");
 exit(0);
}
EOC
 if $cc -o try try.c >/dev/null 2>&1; then
  cp try try.ns
  strip try >/dev/null 2>&1
 else
  echo "(I can't seem to compile a trivial C program -- bypassing.)"
  echo "try" >try
  cp try try.ns
 fi
 $cat >tryinst <<EOS
$startsh
$rm -rf foo d
@if installdir
\$1 -d foo/bar
@end
$mkdir d
\$1 -c -m 764 try.ns d
```

```
\$1 -c -s -m 642 try.ns d/try
EOS
 chmod +x tryinst
 $eunicefix tryinst
 dflt="
 either="
 for prog in $tryit; do
  $echo $n "Checking $prog... $c"
  ./tryinst $prog >/dev/null 2>&1
@if installdir
  if $test -d foo/bar; then
   creatdir="$prog -d"
  fi
@end
  (ls -l d/try >try.ls; ls -l d/try.ns >tryno.ls) 2>/dev/null
  if (cmp -s d/try try && cmp -s d/try.ns try.ns && \
   $contains 'rwxrw-r--' tryno.ls &&
 \
   $contains 'rw-r---w-' try.ls) >/dev/null 2>&1
  then
   dflt="$prog"
   echo "ok, that will do."
   break
  fi
  echo "not good$either."
  either=' either'
  $rm -f try*.ls
 done
 $rm -rf foo d tryinst try try*.ls try.*
 case "$dflt" in
 ")
@if {test -f ../install.SH}
  echo "Hopefully, $package comes with its own install script!"
  dflt='./install'
@else
  dflt='install'
@end
  ;;
 esac
 ;;
*) dflt="$install";;
esac
$cat <<EOM

I will be requiring a BSD-compatible install program (one that allows
options like -s to strip executables or -m to specify a file mode) to
install $package.
```

```
If the question below contains a fully qualified default path, then it
is probably ok. If it is an unqualified name such as 'install', then it
means I was unable to find out a good install program I could use. If
@if {test -f ../install.SH}
you know of one, please tell me about it. If the default is './install',
then I shall be using the install script supplied with $package.
@else
you know of one,
 please tell me about it.
@end

EOM
@if {test -f ../install.SH}
fn='/fe~(install,./install)'
@else
fn='/fe~(install)'
@end
rp='Which install program shall I use?'
. ./getfile
install="$ans"

@if installdir
: how can we create nested directories?
echo " "
echo "Ok, let's see how we can create nested directories..." >&4
case "$installdir" in
")
?X: First time, maybe we already found out a working one in $creatdir above...
?X: Prefer "mkdir -p" because of bugs in GNU install when not running as root
 $mkdir -p foo/bar >/dev/null 2>&1
 if $test -d foo/bar; then
  echo "Great, we can build them using 'mkdir -p'."
  creatdir='mkdir -p'
 else
  case "$creatdir" in
  ")
   if eval "$install -d foo/bar"; $test -d foo/bar; then
    creatdir="install -d"
    echo "It looks like '$creatdir' will do it for us."
   fi
   ;;
  *)
   eval "$creatdir foo/bar" >/dev/null 2>&1
   if $test -d foo/bar; then
    echo "Ah! We can use '$creatdir' to do just that."
   else
    creatdir="
   fi
```

```
  ;;
 esac
fi
$rm
-rf foo
case "$creatdir" in
")
 echo "Heck! Another ancient system lacking the comfort of modern ones!"
@if {test -f ../install.SH}
 echo "You can thank $package for bringing you its own install script!"
 installdir='./install -d'
@else
 echo "We have no choice but to use plain old 'mkdir' -- wish me luck!"
 installdir=mkdir
@end
 ;;
*) installdir="$creatdir";;
esac
;;
*) echo "As you already told me, '$installdir' should work.";;
esac

@end
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/install.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Filexp.U,v $
?RCS: Revision 3.0.1.2  1994/10/29  15:52:53  ram
?RCS: patch36: added ?F: line for metalint file checking
?RCS: patch36: added HOME to the ?T: line since metalint now checks ${HOME}
?RCS:
?RCS: Revision 3.0.1.1  1994/05/06  14:03:00  ram
?RCS: patch23: made sure error status from csh is propagated (WED)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:04:53  ram
?RCS: Baseline for dist 3.0 netwide release.
```

```
?RCS:
?X:
?X: This unit produces a shell script which will expand filenames beginning
?X:
 with tildes.  The script is deleted at the end of Configure.
?X:
?MAKE:Filexp: startsh sed test expr eunicefix
?MAKE: -pick add $@ %<
?F:./filexp
?T:HOME LOGDIR dir me name failed
: set up shell script to do ~ expansion
cat >filexp <<EOSS
$startsh
: expand filename
?X:
?X: The case entries below escape the ~ as some shells have shown expansion
?X: of the ~ during here-doc processing.
?X:
case "\$1" in
\~/*|\~)
 echo \$1 | $sed "s|~|\${HOME-\$LOGDIR}|"
 ;;
\~*)
 if $test -f /bin/csh; then
  /bin/csh -f -c "glob \$1"
  failed=\$?
  echo ""
  exit \$failed
 else
  name=\`$expr x\$1 : '..\([^/]*\)'\`
  dir=\`$sed -n -e "/^\${name}:/{s/^[^:]*:[^:]*:[^:]*:[^:]*:[^:]*:[^:]*:\([^:]*\).*"'\$'"/\1/" -e p -e q -e '}' </etc/passwd\`
  if $test ! -d "\$dir"; then
   me=\`basename \$0\`
   echo "\$me: can't locate home directory for: \$name" >&2
   exit 1
  fi
  case "\$1" in
  */*)
   echo \$dir/\`$expr x\$1 : '..[^/]*/\(.*\)'\`
   ;;
  *)
   echo \$dir
   ;;
  esac
 fi
 ;;
*)
 echo \$1
```

```
 ;;
esac
EOSS
chmod
 +x filexp
$eunicefix filexp
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Filexp.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: Original Author: Andy Dougherty <doughera@lafcol.lafayette.edu>
?RCS:
?RCS: $Log: lns.U,v $
?RCS: Revision 3.0.1.1  1994/06/20  07:05:52  ram
?RCS: patch30: created by ADO
?RCS:
?X:
?X: This unit checks whether symbolic links are really supported.
?X: We can't rely on d_symlink because that may be listed in the
?X: C library but unimplemented.
?X:
?MAKE:lns: ln rm touch test
?MAKE: -pick add $@ %<
?S:lns:
?S: This variable holds the name of the command to make
?S: symbolic links (if they are supported).
  It can be used
?S: in the Makefile. It is either 'ln -s' or 'ln'
?S:.
: determine whether symbolic links are supported
echo " "
$rm -f blurfl sym
$touch blurfl
if $ln -s blurfl sym > /dev/null 2>&1 && $test -f sym; then
 echo "Symbolic links are supported." >&4
 lns="$ln -s"
else
```

```
 echo "Symbolic links are NOT supported." >&4
 lns="$ln"
fi
$rm -f blurfl sym
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/lns.U
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```
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: cf_who.U,v $
?RCS: Revision 3.0.1.2  1997/02/28  15:28:50  ram
?RCS: patch61: new computation method avoiding use of temporary file
?RCS:
?RCS: Revision 3.0.1.1  1994/05/06  14:42:34  ram
?RCS: patch23: login name now computed the hard way
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:32  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: Oldconfig dependency is there to ensure computation occurs after old values
?X: from config.sh have been loaded, so that we can supersede them.
?X:
?MAKE:cf_time
 cf_by: date Oldconfig
?MAKE: -pick add $@ %<
?S:cf_time:
?S: Holds the output of the "date" command when the configuration file was
?S: produced. This is used to tag both config.sh and config_h.SH.
?S:.
?S:cf_by:
?S: Login name of the person who ran the Configure script and answered the
?S: questions. This is used to tag both config.sh and config_h.SH.
?S:.
?LINT:change LC_ALL LANGUAGE
: who configured the system
?X: Ensure English date -- Jarkko Hietaniemi
cf_time=`LC_ALL=C; LANGUAGE=C; export LC_ALL; export LANGUAGE; $date 2>&1`
```

```
?X:
?X: Leave a white space between first two '(' for ksh. The sub-shell is needed
?X: on some machines to avoid the error message when logname is not found; e.g.
?X: on SUN-OS 3.2, (logname || whoami) would not execute whoami if logname was
?X: not found. Sigh!
?X:
?X: Convex had a broken logname executable which returned a non-zero status,
?X: and that broke the previous:
?X:   cf_by=`( (logname) 2>/dev/null || whoami) 2>&1`
?X: Switch to emergency
 mode... -- RAM, 19/04/94
?X:
?X: Parentheses needed to avoid error message if the program does not exist.
?X: Uses case instead of $test so it can be put before $test is defined.
?X: Don't redirect to a file because on Ultrix (under script?) logname
?X: outputs a blank line first.  This method will apparently work.
case "$cf_by" in
"")
 cf_by=`(logname) 2>/dev/null`
 case "$cf_by" in
 "")
  cf_by=`(whoami) 2>/dev/null`
  case "$cf_by" in
  "") cf_by=unknown ;;
  esac ;;
 esac ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/cf_who.U
No license file was found, but licenses were detected in source scan.

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```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/files/fixcpp
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/lib/errnolist.mk
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/makegloss
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/bindex
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_perror.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_link.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_table.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/filexp_path.U

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_sysun.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strtod.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_getopt.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_systimeb.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_popen.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/mboxchar.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_rmdir.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/cpp_trad.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setreuid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_pwritev.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_pidcheck.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/vaproto.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_linuxstd.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_select.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_mkdir.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_siglist.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strchr.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_scorfl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strxfrm.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_sysndir.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_tzmin.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_tcgtpgrp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_syssock.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_locconv.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_pause.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_sbrk.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_rusage.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/defeditor.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_internet.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/nametype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_dup2.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_ftrncate.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_values.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/cppfilecom.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_getpgrp2.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_limits.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_mblen.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_memcpy.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_wcstombs.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_systypes.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/sbrktype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Assert.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_SHM_MAC.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_alarm.U
*

/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_normsig.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setrgid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_fgetpos.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strcoll.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_sysparam.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/vaproto.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_sysselct.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_arpainet.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_systable.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_syspoll.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_itimer.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_fchmod.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_waitpid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_ckeypad.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_mkostemp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_readlink.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setregid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strtok.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/rootid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_pipe.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_syslog.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_pipe2.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_ffs.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_strxfrm_l.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_fcntl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_drem.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_PORTAR.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_sighold.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_munmap.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_msem_lck.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_dbm.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/newslib.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Loc_sed.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_tminsys.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_float.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_stdint.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setpgid.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_dlerror.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/mailfile.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_gdbm.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_memcmp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_sigvec.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_umask.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/compiler_warning.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_scandir.U

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_bsdjmp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_mbtowc.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_msgsnd.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_systimes.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_syswait.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_pwrite.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Prefixit.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_ctermid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_havetlib.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_symlink.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_msync.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_truncate.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_msgget.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setlnbuf.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_string.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_raster.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_seteuid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_fcntl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_fenv.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_memory.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Getfile.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setprior.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_inetd.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_usleep.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setsid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_lockf.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_difftime.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_shmdt.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strcspn.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_fchown.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_sjis2jis.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_wait3.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Obsol_sh.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_bcopy.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_cuserid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_usendir.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Obsol_h.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_preadv.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_chroot.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_pread.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setlocale.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_regcmp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_mkfifo.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/newsspool.U

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/locdist.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_sysresrc.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_setlocale.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_memmove.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_dlfcn.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_dbl_dig.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_wait4.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_dld.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_semctl.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_getpgid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/mkdep.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_memalign.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_lstat.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_regex.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_fmod.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_syscall.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/nlist_pfx.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_unistd.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_nice.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_sfio.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/orgname.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_charsprf.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_pathconf.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_stdlib.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_getgrps.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_xdrs.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/prefshell.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_locale.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_nolnbuf.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setruid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_killpg.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_vfork.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_ftime.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_sysstat.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_utime.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/ilp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strdup.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_sysioctl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_psignal.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_speedopt.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/basicshell.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_brokstat.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_flock.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_semop.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_tzname.U

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_ulimit.U
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/registers.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/i_stdlib.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_rename.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_euc2jis.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_stddef.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_dbl_dig.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_dup3.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_whoami.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_cbrt.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_bzero.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setgrps.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_su_chown.U
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_wctomb.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_ffs.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_shmget.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_uwait.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_gethid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/pkgsrc.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setegid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_sigblock.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_tcstpgrp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Magic_h.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_niin.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_mktime.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_fsetpos.U
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_getprior.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_shmctl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_fork.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/i_termio.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_setpgrp2.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_accept4.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_msgctl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_chown.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_getlogin.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_stat.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_bcmp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_NeWS.U
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_chsize.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_getwd.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_inetaton.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_mbstowcs.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_getppid.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_hidnet.U

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_newsadm.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_sigsetmk.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_system.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/groupstype.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strstr.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_msgrcv.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_memset.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_rdchk.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_sysfile.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_memccpy.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_sysconf.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_math.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_semget.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strccmp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/ipc.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_crypt.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_systwgcf.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_readdir.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_strtol.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_poll.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/i_sysdir.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Whoa.U,v $
?RCS: Revision 3.0.1.2  1997/02/28  15:21:21  ram
?RCS: patch61: whoa script now starts with leading "startsh"
?RCS:
?RCS: Revision 3.0.1.1  1994/10/29  16:02:01  ram
?RCS: patch36: added ?F: line for metalint file checking
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:19  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit produces a bit of shell code that must be dotted in in order
?X: to warn the user in case a change into a variable is noticed.

```
?X:
?X: To use this
 unit, $was must hold the old value that has changed. Upon
?X: exit, the two variables $td and $tu are set to the correct value for
?X: respectively defining or undefining a variable. For instance, if $vas was
?X: $undef, but now $var is $define, after calling . whoa, you should use
?X: eval "$var=\$tu" to finally set $var to the correct value. See unit Inlibc.
?X:
?MAKE:Whoa: Myread startsh hint
?MAKE: -pick add $@ %<
?F:./whoa
?T:var was
?LINT:change td tu
: set up the script used to warn in case of inconsistency
cat <<EOS >whoa
$startsh
EOS
cat <<'EOSC' >>whoa
dflt=y
echo " "
echo "*** WHOA THERE!!! ***" >&4
echo "    The $hint value for \$$var on this machine was \"$was\"!" >&4
rp="    Keep the $hint value?"
. ./myread
case "$ans" in
y) td=$was; tu=$was;;
esac
EOSC
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Whoa.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1999 Jarkko Hietaniemi
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?MAKE:sitehtml1dir sitehtml1direxp installsitehtml1dir: Getfile \
 Setprefixvar prefix siteprefix html1dir sed
?MAKE: -pick add $@ %<
?Y:TOP
?D:sitehtml1dir="
```

```
?S:sitehtml1dir:
?S: This variable contains the name of the directory in which site-specific
?S: html source pages are to be put.  It is the responsibility of the
?S: Makefile.SH to get the value of this into the proper command.
?S: You must be prepared to do the ~name expansion yourself.
?S: The standard distribution will put nothing in this directory.
?S: After perl
 has been installed, users may install their own local
?S: html pages in this directory with
?S:  MakeMaker Makefile.PL
?S: or equivalent.  See INSTALL for details.
?S:.
?D:sitehtml1direxp="
?S:sitehtml1direxp:
?S: This variable is the same as the sitehtml1dir variable, but is filename
?S: expanded at configuration time, for convenient use in makefiles.
?S:.
?D:installsitehtml1dir="
?S:installsitehtml1dir:
?S: This variable is really the same as sitehtml1direxp, unless you are using
?S: AFS in which case it points to the read/write location whereas
?S: html1direxp only points to the read-only access location. For extra
?S: portability, you should only use this variable within your makefiles.
?S:.
?LINT:change prefixvar
?LINT:set installsitehtml1dir
?LINT:set sitehtml1dir
?LINT:set sitehtml1direxp
: determine where add-on html pages go
: There is no standard location, so try to copy the previously-selected
: directory structure for the core html pages.
case "$sitehtml1dir" in
")
   dflt=`echo "$html1dir" | $sed "s#^$prefix#$siteprefix#"` ;;
*)     dflt=$sitehtml1dir ;;
esac
case "$dflt" in
"|' ') dflt=none ;;
esac
fn=dn+~
rp='Pathname where the site-specific html pages should be installed?'
. ./getfile
prefixvar=sitehtml1dir
. ./setprefixvar

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/sitehtml1dir.U
```

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

```
?RCS: $Id$
?RCS:
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?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: sysman.U,v $
?RCS: Revision 3.0.1.2  1994/06/20  07:08:43  ram
?RCS: patch30: now explicitly states that /usr/man/man1 is the default
?RCS: patch30: added /usr/local/man/man1 to the search list
?RCS:
?RCS: Revision 3.0.1.1  1993/09/13  16:13:50  ram
?RCS: patch10: added support for /local/man/man1 (WAD)
?RCS: patch10: added temporary syspath variable to cut down on line length
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:55  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:sysman: test
 Loc Oldconfig
?MAKE: -pick add $@ %<
?S:sysman:
?S: This variable holds the place where the manual is located on this
?S: system. It is not the place where the user wants to put his manual
?S: pages. Rather it is the place where Configure may look to find manual
?S: for unix commands (section 1 of the manual usually). See mansrc.
?S:.
?T:syspath
: determine where manual pages are on this system
echo " "
case "$sysman" in
")
 syspath='/usr/share/man/man1 /usr/man/man1'
 syspath="$syspath /usr/man/mann /usr/man/manl /usr/man/local/man1"
 syspath="$syspath /usr/man/u_man/man1 /usr/share/man/man1"
 syspath="$syspath /usr/catman/u_man/man1 /usr/man/l_man/man1"
 syspath="$syspath /usr/local/man/u_man/man1 /usr/local/man/l_man/man1"
 syspath="$syspath /usr/man/man.L /local/man/man1 /usr/local/man/man1"
 sysman=`./loc . /usr/man/man1 $syspath`
 ;;
esac
if $test -d "$sysman"; then
```

```
 echo "System manual is in $sysman." >&4
else
 echo "Could not find manual pages in source form." >&4
fi
```

Found
 in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/sysman.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: vendorprefix.U,v 1.1 1999/07/08 18:32:57 doughera Exp doughera $
?RCS:
?RCS: Copyright (c) 1999 Andy Dougherty
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: vendorprefix.U,v $
?RCS: Revision 1.1  1999/07/08 18:32:57  doughera
?RCS: Initial revision
?RCS:
?MAKE:usevendorprefix vendorprefix vendorprefixexp +oldvendorprefix: \
 Getfile Loc Oldconfig cat prefix Myread
?MAKE: -pick add $@ %<
?S:usevendorprefix:
?S: This variable tells whether the vendorprefix
?S: and consequently other vendor* paths are in use.
?S:.
?S:vendorprefix:
?S: This variable holds the full absolute path of the directory below
?S: which
 the vendor will install add-on packages.
?S: See INSTALL for usage and examples.
?S:.
?S:vendorprefixexp:
?S: This variable holds the full absolute path of the directory below
?S: which the vendor will install add-on packages.  Derived from vendorprefix.
?S:.
?S:oldvendorprefix:
?S: This variable is set non-null if the vendorprefix was previously defined
?S: and gets set to a new value. Used internally by Configure only.
?S:.
: Set the vendorprefix variables
$cat <<EOM
```

```
The installation process will also create a directory for
vendor-supplied add-ons.  Vendors who supply perl with their system
may find it convenient to place all vendor-supplied files in this
directory rather than in the main distribution directory.  This will
ease upgrades between binary-compatible maintenance versions of perl.

Of course you may also use these directories in whatever way you see
fit.  For example, you might use them to access modules shared over a
company-wide network.

The default answer should be
 fine for most people.
This causes further questions about vendor add-ons to be skipped
and no vendor-specific directories will be configured for perl.

EOM
rp='Do you want to configure vendor-specific add-on directories?'
case "$usevendorprefix" in
define|true|[yY]*) dflt=y ;;
*) : User may have set vendorprefix directly on Configure command line.
 case "$vendorprefix" in
 "|' ') dflt=n ;;
 *) dflt=y ;;
 esac
 ;;
esac
. ./myread
case "$ans" in
[yY]*) fn=d~+
 rp='Installation prefix to use for vendor-supplied add-ons?'
 case "$vendorprefix" in
 '') dflt="$prefix" ;;
 *)  dflt=$vendorprefix ;;
 esac
 . ./getfile
 : XXX Prefixit unit does not yet support siteprefix and vendorprefix
 oldvendorprefix=''
 case "$vendorprefix" in
 '') ;;
 *) case "$ans" in
  "$prefix") ;;
  *) oldvendorprefix="$prefix";;
  esac
  ;;
 esac
 usevendorprefix="$define"
 vendorprefix="$ans"
 vendorprefixexp="$ansexp"
```

```
 ;;
*) usevendorprefix="$undef"
 vendorprefix=''
 vendorprefixexp=''
 ;;
esac
```

Found in path(s):

```
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/vendorprefix.U
```

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

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Extractall.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  15:00:43  ram
?RCS: patch61: created
?RCS:
?X:
?X: If extraction has been requested, load the configuration file, perform
?X: the extraction and exit.
?X:
?X: This unit was originally a part of Options.U. It had to be removed from
?X: it to prevent a dependency cycle: Extract -> src -> Options -> Extract
?X: The Begin.U unit now requires us before beginning to do anything
?X: interesting, to ensure proper semantics. -- RAM, 15/03/96
?X:
?MAKE:Extractall:
 Extract Options
?MAKE: -pick wipe $@ %<
: extract files and exit if asked to do so
case "$extractsh" in
true)
?X: Undo the forced silent=true when -S was supplied, by probing realsilent
?X: which was set iff -s was also given. See Options.U for details.
 case "$realsilent" in
 true) ;;
 *) exec 1>&4;;
 esac
 case "$config_sh" in
```

```
 ") config_sh='config.sh';;
 esac
 echo " "
 echo "Fetching answers from $config_sh..."
 cd ..
 . $config_sh
 test "$override" && . ./optdef.sh
 echo " "
?X: extract has to be run from the top directory, not within UU.
 . UU/extract
 rm -rf UU
 echo "Extraction done."
 exit 0
 ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Extractall.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: libpth.U,v $
?RCS: Revision 3.0.1.6  1997/02/28  16:08:49  ram
?RCS: patch61: new loclibpth variable
?RCS:
?RCS: Revision 3.0.1.5  1995/01/11  15:31:30  ram
?RCS: patch45: call ./mips instead of just mips (WED)
?RCS:
?RCS: Revision 3.0.1.4  1994/08/29  16:29:15  ram
?RCS: patch32: added /lib/pa1.1 for HP-UX specially tuned PA-RISC libs (ADO)
?RCS: patch32: fixed information message, making it clearer (ADO)
?RCS:
?RCS: Revision 3.0.1.3  1994/06/20  07:03:54  ram
?RCS: patch30: added /usr/shlib to
 glibpth for shared-only libraries
?RCS:
?RCS: Revision 3.0.1.2  1994/05/13  15:26:57  ram
?RCS: patch27: fixed a typo (libpth -> glibpth)
?RCS:
```

?RCS: Revision 3.0.1.1  1994/05/06  15:07:53  ram
?RCS: patch23: now asks for library directories to be searched (ADO)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:02  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit initializes the path for C library lookup.
?X:
?MAKE:libpth glibpth xlibpth plibpth loclibpth: \
 usrinc incpath test cat Myread Oldconfig
?MAKE: -pick add $@ %<
?S:libpth:
?S: This variable holds the general path (space-separated) used to find
?S: libraries. It is intended to be used by other units.
?S:.
?S:glibpth:
?S: This variable holds the general path (space-separated) used to
?S: find libraries.  It may contain directories that do not exist on
?S: this platform, libpth is the cleaned-up version.
?S:.
?S:xlibpth:
?S: This variable holds extra path (space-separated) used to find
?S: libraries on this platform,
 for example CPU-specific libraries
?S: (on multi-CPU platforms) may be listed here.
?S:.
?S:loclibpth:
?S: This variable holds the paths (space-separated) used to find local
?S: libraries.  It is prepended to libpth, and is intended to be easily
?S: set from the command line.
?S:.
?S:plibpth:
?S: Holds the private path used by Configure to find out the libraries.
?S: Its value is prepend to libpth. This variable takes care of special
?S: machines, like the mips.  Usually, it should be empty.
?S:.
?T: xxx dlist
?LINT:use usrinc
?INIT:: change the next line if compiling for Xenix/286 on Xenix/386
?INIT:xlibpth='/usr/lib/386 /lib/386'
?INIT:: Possible local library directories to search.
?INIT:loclibpth="/usr/local/lib /opt/local/lib /usr/gnu/lib"
?INIT:loclibpth="$loclibpth /opt/gnu/lib /usr/GNU/lib /opt/GNU/lib"
?INIT:
?INIT:: general looking path for locating libraries
?INIT:glibpth="/lib /usr/lib $xlibpth"
?INIT:glibpth="$glibpth /usr/ccs/lib /usr/ucblib /usr/local/lib"

```
?X: /shlib
 is for Digital Unix 4.0
?X: /usr/shlib is for OSF/1 systems.
?INIT:test -f /usr/shlib/libc.so && glibpth="/usr/shlib $glibpth"
?INIT:test -f /shlib/libc.so     && glibpth="/shlib $glibpth"
?INIT:
?INIT:: Private path used by Configure to find libraries.  Its value
?INIT:: is prepended to libpth. This variable takes care of special
?INIT:: machines, like the mips.  Usually, it should be empty.
?INIT:plibpth="
?INIT:
: Set private lib path
case "$plibpth" in
'') if ./mips; then
?X: on mips, we DO NOT want /lib, and we want $incpath/usr/lib
  plibpth="$incpath/usr/lib /usr/local/lib /usr/ccs/lib"
 fi;;
esac
case "$libpth" in
' ') dlist='';;
'') dlist="$loclibpth $plibpth $glibpth";;
*) dlist="$libpth";;
esac

: Now check and see which directories actually exist, avoiding duplicates
libpth=''
for xxx in $dlist
do
   if $test -d $xxx; then
  case " $libpth " in
  *" $xxx "*) ;;
  *) libpth="$libpth $xxx";;
  esac
   fi
done
$cat <<'EOM'

Some systems have incompatible or broken versions
 of libraries.  Among
the directories listed in the question below, please remove any you
know not to be holding relevant libraries, and add any that are needed.
Say "none" for none.

EOM
case "$libpth" in
'') dflt='none';;
*)
?X: strip leading space
```

```
 set X $libpth
 shift
 dflt=${1+"$@"}
 ;;
esac
rp="Directories to use for library searches?"
. ./myread
case "$ans" in
none) libpth=' ';;
*) libpth="$ans";;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/libpth.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: html1dir.U,v $
?RCS:
?RCS: Copyright (c) 1999 Andy Dougherty
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: html1dir.U,v $
?RCS:
?MAKE:html1dir html1direxp installhtml1dir: cat Loc Myread \
 spackage test Getfile Setprefixvar Prefixit Prefixup
?MAKE: -pick add $@ %<
?Y:TOP
?D:html1dir="
?S:html1dir:
?S: This variable contains the name of the directory in which html
?S: source pages are to be put.  This directory is for pages
?S: that describe whole programs, not libraries or modules.  It
?S: is intended to correspond roughly to section 1 of the Unix
?S: manuals.
?S:.
?D:html1direxp="
?S:html1direxp:
?S: This
 variable is the same as the html1dir variable, but is filename
?S: expanded at configuration time, for convenient use in makefiles.
?S:.
?D:installhtml1dir="
?S:installhtml1dir:
```

```
?S: This variable is really the same as html1direxp, unless you are
?S: using a different installprefix.  For extra portability, you
?S: should only use this variable within your makefiles.
?S:.
?LINT:change prefixvar
?LINT:set html1direxp
?LINT:set installhtml1dir
: determine where html pages for programs go
set html1dir html1dir none
eval $prefixit
$cat <<EOM

If you wish to install html files for programs in $spackage, indicate
the appropriate directory here.  To skip installing html files,
answer "none".
EOM
case "$html1dir" in
"|none|$undef|' ') dflt=none ;;
*) dflt=$html1dir ;;
esac
fn=dn+~
rp="Directory for the main $spackage html pages?"
. ./getfile
prefixvar=html1dir
. ./setprefixvar
: Use ' ' for none so value is preserved next time through Configure
$test X"$html1dir" = "X" && html1dir=' '

Found
 in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/html1dir.U
No license file was found, but licenses were detected in source scan.

/*
* $Id: setsid.C,v 3.0.1.1 1994/01/24 13:58:47 ram Exp ram $
*
*  Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
*
*  You may redistribute only under the terms of the Artistic Licence,
*  as specified in the README file that comes with the distribution.
*  You may reuse parts of this distribution only within the terms of
*  that same Artistic Licence; a copy of which may be found at the root
*  of the source tree for dist 4.0.
*
* $Log: setsid.C,v $
* Revision 3.0.1.1  1994/01/24  13:58:47  ram
* patch16: created
*
```

*/

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/lib/C/fake/setsid.C
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: libc.U,v $
?RCS: Revision 3.0.1.10  1997/02/28  15:56:48  ram
?RCS: patch61: replaced .a with $_a all over the place
?RCS: patch61: added support for HPUX-10 nm output
?RCS:
?RCS: Revision 3.0.1.9  1995/07/25  14:11:56  ram
?RCS: patch56: now knows about OS/2 platforms
?RCS:
?RCS: Revision 3.0.1.8  1995/05/12  12:20:47  ram
?RCS: patch54: made sure only most recent version of shared lib is picked
?RCS: patch54: final "nm -p" check now uses xscan and xrun like everybody
?RCS: patch54: can now grok
 linux nm output with lead __IO (ADO)
?RCS: patch54: added support for linux ELF output, using 'W' for alias (ADO)
?RCS:
?RCS: Revision 3.0.1.7  1994/10/29  16:23:40  ram
?RCS: patch36: now looks for shared libraries before anything else (ADO)
?RCS: patch36: added new nm output format (ADO)
?RCS:
?RCS: Revision 3.0.1.6  1994/08/29  16:28:10  ram
?RCS: patch32: added I-type symbols for nm output parsing on Linux
?RCS:
?RCS: Revision 3.0.1.5  1994/06/20  07:03:24  ram
?RCS: patch30: checks are now presented by succession of if/elif
?RCS: patch30: uniformized checks for shared objects with new so symbol
?RCS:
?RCS: Revision 3.0.1.4  1994/05/06  15:06:33  ram
?RCS: patch23: added shared library knowledge (ADO and WED)
?RCS:
?RCS: Revision 3.0.1.3  1994/01/24  14:12:17  ram
?RCS: patch16: can now export nm_extract as an internal-use only variable
?RCS:

```
?RCS: Revision 3.0.1.2  1993/09/13  16:09:03  ram
?RCS: patch10: added special handling for Apollo systems (WAD)
?RCS:
?RCS: Revision 3.0.1.1
  1993/08/27  14:40:03  ram
?RCS: patch7: added entry for /usr/shlib/libc.so (OSF/1 machines)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:08:57  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:libc libnames +nm_extract: echo n c rm test grep Getfile Myread \
 Oldconfig Loc sed libs incpath libpth ar runnm nm nm_opt nm_so_opt \
 contains xlibpth so osname trnl tr sort uniq _o _a
?MAKE: -pick add $@ %<
?S:libc:
?S: This variable contains the location of the C library.
?S:.
?S:libnames:
?S: The constructed list of library names.  Normally empty, but hint files
?S: may set this for later perusal by Configure.
?S:.
?S:nm_extract:
?S: This variable holds the name of the extraction command used to process
?S: the output of nm and yield the list of defined symbols. It is used
?S: internally by Configure.
?S:.
?T:thislib try libnames xxx xscan xrun thisname com tans file
?F:!libnames !libc.tmp !tmp.imp
?LINT:change nm_opt runnm
?INIT:libnames="
: Figure out where the libc is located
case
 "$runnm" in
true)
?X: indentation is wrong on purpose--RAM
: get list of predefined functions in a handy place
echo " "
case "$libc" in
") libc=unknown
 case "$libs" in
 *-lc_s*) libc=`./loc libc_s$_a $libc $libpth`
 esac
 ;;
esac
case "$libs" in
") ;;
*)  for thislib in $libs; do
 case "$thislib" in
```

```
-lc|-lc_s)
 : Handle C library specially below.
 ;;
-l*)
 thislib=`echo $thislib | $sed -e 's/^-l//'`
 if try=`./loc lib$thislib.$so.'*' X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc lib$thislib.$so X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc lib$thislib$_a X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc $thislib$_a X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc lib$thislib X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc $thislib X $libpth`; $test -f "$try"; then
  :
 elif try=`./loc Slib$thislib$_a X $xlibpth`; $test -f "$try"; then
  :
 else
  try=''
 fi
 libnames="$libnames $try"
 ;;
 *) libnames="$libnames $thislib"
 ;;
 esac
 done
 ;;
esac
?X:
?X: Some systems (e.g. DG/UX) use "environmental" links, which make the test
?X: -f fail. Ditto for symbolic links. So in order to reliably check the
?X: existence of a file, we use test -r. It will still fail with DG/UX links
?X: though, but at least it will detect symbolic links. At some strategic
?X: points, we make use of (test -h), using a sub-shell in case builtin test
?X: does not implement the -h check for symbolic links. This makes it
?X: possible to preset libc in a hint file for instance and have it show up
?X: as-is in the question.
?X:
xxx=normal
case "$libc" in
unknown)
?X:
?X: The sed below transforms .so.9 .so.12 into something like .so.0009 .so.0012,
?X: then sorts on it to allow keeping .so.12 instead of .so.9 as the latest
?X: up-to-date library. The initial filename (before sed munging, saved in hold
?X: space via 'h') is appended via 'G' before sorting, then the leading munged
```

```
?X: part is removed after sorting. Nice efficient work
 from Tye McQueen.
?X: The initial blurfl is here to prevent the trailing pipe from producing an
?X: empty string, causing Configure to output all its set variables!
?X:
 set /lib/libc.$so
 for xxx in $libpth; do
  $test -r $1 || set $xxx/libc.$so
  : The messy sed command sorts on library version numbers.
  $test -r $1 || \
   set `echo blurfl; echo $xxx/libc.$so.[0-9]* | \
   tr ' ' $trnl | egrep -v '\.[A-Za-z]*$' | $sed -e '
    h
    s/[0-9][0-9]*/0000&/g
    s/0*\([0-9][0-9][0-9][0-9][0-9]\)/\1/g
    G
    s/\n/ /' | \
    $sort | $sed -e 's/^.* //'`
  eval set \$$#
 done
 $test -r $1 || set /usr/ccs/lib/libc.$so
 $test -r $1 || set /lib/libsys_s$_a
 ;;
*)
?X: ensure the test below for the (shared) C library will fail
 set blurfl
 ;;
esac
if $test -r "$1"; then
 echo "Your (shared) C library seems to be in $1."
 libc="$1"
elif $test -r /lib/libc && $test -r /lib/clib; then
?X:
?X: Apollo has its C library in /lib/clib AND /lib/libc
?X: not to mention its math library in /lib/syslib...
?X:
 echo
 "Your C library seems to be in both /lib/clib and /lib/libc."
 xxx=apollo
 libc='/lib/clib /lib/libc'
 if $test -r /lib/syslib; then
  echo "(Your math library is in /lib/syslib.)"
?X: Put syslib in libc -- not quite right, but won't hurt
  libc="$libc /lib/syslib"
 fi
elif $test -r "$libc" || (test -h "$libc") >/dev/null 2>&1; then
 echo "Your C library seems to be in $libc, as you said before."
?X: For mips, and...
```

```
elif $test -r $incpath/usr/lib/libc$_a; then
 libc=$incpath/usr/lib/libc$_a;
 echo "Your C library seems to be in $libc.  That's fine."
elif $test -r /lib/libc$_a; then
 libc=/lib/libc$_a;
 echo "Your C library seems to be in $libc.  You're normal."
else
 if tans=`./loc libc$_a blurfl/dyick $libpth`; $test -r "$tans"; then
  :
 elif tans=`./loc libc blurfl/dyick $libpth`; $test -r "$tans"; then
  libnames="$libnames "`./loc clib blurfl/dyick $libpth`
 elif tans=`./loc clib blurfl/dyick $libpth`; $test -r "$tans"; then
  :
 elif tans=`./loc Slibc$_a blurfl/dyick
 $xlibpth`; $test -r "$tans"; then
  :
 elif tans=`./loc Mlibc$_a blurfl/dyick $xlibpth`; $test -r "$tans"; then
  :
 else
  tans=`./loc Llibc$_a blurfl/dyick $xlibpth`
 fi
 if $test -r "$tans"; then
  echo "Your C library seems to be in $tans, of all places."
  libc=$tans
 else
  libc='blurfl'
 fi
fi
if $test $xxx = apollo -o -r "$libc" || (test -h "$libc") >/dev/null 2>&1; then
 dflt="$libc"
 cat <<EOM

If the guess above is wrong (which it might be if you're using a strange
compiler, or your machine supports multiple models), you can override it here.

EOM
else
 dflt="
 echo $libpth | $tr ' ' $trnl | $sort | $uniq > libpath
 cat >&4 <<EOM
I can't seem to find your C library.  I've looked in the following places:

EOM
 $sed 's/^/ /' libpath
 cat <<EOM

None of these seems to contain your C library. I need to get its name...
```

```
EOM
fi
fn=f
rp='Where is your C library?'
. ./getfile
libc="$ans"

echo " "
echo $libc $libnames | $tr ' ' $trnl | $sort | $uniq > libnames
set X `cat libnames`
shift
xxx=files
case
 $# in 1) xxx=file; esac
echo "Extracting names from the following $xxx for later perusal:" >&4
echo " "
$sed 's/^/ /' libnames >&4
echo " "
$echo $n "This may take a while...$c" >&4

?X:
?X: Linux may need the special Dynamic option to nm for shared libraries.
?X: In general, this is stored in the nm_so_opt variable.
?X: Unfortunately, that option may be fatal on non-shared libraries.
?X:
for file in $*; do
 case $file in
 *$so*) $nm $nm_so_opt $nm_opt $file 2>/dev/null;;
 *) $nm $nm_opt $file 2>/dev/null;;
 esac
done >libc.tmp

$echo $n ".$c"
?X:
?X: To accelerate processing, we look at the correct 'sed' command
?X: by using a small subset of libc.tmp, i.e. fprintf function.
?X: When we know which sed command to use, do the name extraction
?X:
$grep fprintf libc.tmp > libc.ptf
?X:
?X: In order to enhance readability and save some space, we define
?X: some variables that will be "eval"ed.
?X:
xscan='eval "<libc.ptf $com >libc.list"; $echo $n ".$c" >&4'
xrun='eval
 "<libc.tmp $com >libc.list"; echo "done." >&4'
?X: BSD-like output, I and W types added for Linux
?X: Some versions of Linux include a leading __IO in the symbol name.
```

```
?X: HPUX10 reportedly has trailing spaces, though I'm surprised it has
?X: BSD-like output.  (AD).
xxx='[ADTSIW]'
if com="$sed -n -e 's/__IO//' -e 's/^.* $xxx  *_[_.]*//p' -e 's/^.* $xxx  *//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
?X: SYSV-like output
elif com="$sed -n -e 's/^__*//' -e 's/^\([a-zA-Z_0-9$]*\).*xtern.*/\1/p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e '/|UNDEF/d' -e '/FUNC..GL/s/^.*|__*//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/^.* D __*//p' -e 's/^.* D //p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/^_//' -e 's/^\([a-zA-Z_0-9]*\).*xtern.*text.*/\1/p'";\
 eval
 $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/^.*|FUNC |GLOB .*|//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$grep '|' | $sed -n -e '/|COMMON/d' -e '/|DATA/d' \
    -e '/ file/d' -e 's/^\([^  ]*\).*/\1/p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/^.*|FUNC |GLOB .*|//p' -e 's/^.*|FUNC |WEAK .*|//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
?X: mips nm output (sysV)
elif com="$sed -n -e 's/^__//' -e '/|Undef/d' -e '/|Proc/s/ .*//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/^.*|Proc .*|Text *| *//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e '/Def. Text/s/.* \([^ ]*\)\$/\1/p'";\
```

```
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null
 2>&1; then
  eval $xrun
?X: OS/2 nm output
elif com="$sed -n -e 's/^[-0-9a-f ]*_\(.*\)=.*/\1/p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
elif com="$sed -n -e 's/.*\.text n\ \ \ \.//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
?X: AIX nm output
elif com="sed -n -e 's/^__.*//' -e 's/[       ]*D[    ]*[0-9]*.*//p'";\
 eval $xscan;\
 $contains '^fprintf$' libc.list >/dev/null 2>&1; then
  eval $xrun
else
 $nm -p $* 2>/dev/null >libc.tmp
 $grep fprintf libc.tmp > libc.ptf
 if com="$sed -n -e 's/^.* [ADTSIW]  *_[_.]*//p' -e 's/^.* [ADTSIW] //p'";\
  eval $xscan; $contains '^fprintf$' libc.list >/dev/null 2>&1
 then
  nm_opt='-p'
  eval $xrun
 else
  echo " "
  echo "$nm didn't seem to work right. Trying $ar instead..." >&4
  com="
  if $ar t $libc > libc.tmp && \
   $contains '^fprintf$' libc.tmp >/dev/null 2>&1
  then
   for thisname in $libnames $libc; do
    $ar t $thisname >>libc.tmp
   done
   $sed
 -e "s/\\$_o\$//" < libc.tmp > libc.list
   echo "Ok." >&4
  elif test "X$osname" = "Xos2" && $ar tv $libc > libc.tmp; then
?X: Repeat libc to extract forwarders to DLL entries too
   for thisname in $libnames $libc; do
    $ar tv $thisname >>libc.tmp
?X: Revision 50 of EMX has bug in ar: it will not extract forwarders
?X: to DLL entries.  Use emximp which will extract exactly them.
    emximp -o tmp.imp $thisname \
        2>/dev/null && \
        $sed -e 's/^\([_a-zA-Z0-9]*\) .*$/\1/p' \
```

```
        < tmp.imp >>libc.tmp
    $rm -f tmp.imp
   done
   $sed -e "s/\\$_o\$//" -e 's/^ \+//' < libc.tmp > libc.list
   echo "Ok." >&4
  else
   echo "$ar didn't seem to work right." >&4
   echo "Maybe this is a Cray...trying bld instead..." >&4
   if
    bld t $libc | \
     $sed -e 's/.*\///' -e "s/\\$_o:.*\$//" > libc.list &&
    $test -s libc.list
   then
    for thisname in $libnames; do
     bld t $libnames | \
     $sed -e 's/.*\///' -e "s/\\$_o:.*\$//" >>libc.list
     $ar t $thisname >>libc.tmp
    done
    echo
 "Ok." >&4
   else
    echo "That didn't work either." >&4
    echo "No problem, I'll be compiling test programs then..." >&4
    runnm=false
   fi
  fi
 fi
fi
nm_extract="$com"
if $test -f /lib/syscalls.exp; then
 echo " "
 echo "Also extracting names from /lib/syscalls.exp for good ole AIX..." >&4
 $sed -n 's/^\([^  ]*\)[  ]*syscall[0-9]*[  ]*$/\1/p' \
  /lib/syscalls.exp >>libc.list
fi
?X: remember, indentation is wrong on purpose--RAM
;;
esac
$rm -f libnames libpath

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/libc.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: h_fcntl.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
```

?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: h_fcntl.U,v $
?RCS: Revision 3.0  1993/08/18  12:08:12  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:h_fcntl: Nothing
?MAKE: -pick add $@ %<
?S:h_fcntl:
?S: This is variable gets set in various places to tell i_fcntl that
?S: <fcntl.h> should be included.
?S:.
: Initialize h_fcntl
h_fcntl=false

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/h_fcntl.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1999 Jarkko Hietaniemi
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?RCS: of the source tree for dist 3.0.
?RCS:
?MAKE:siteman1dir siteman1direxp installsiteman1dir: Getfile \
 Setprefixvar prefix siteprefix man1dir sed
?MAKE: -pick add $@ %<
?Y:TOP
?D:siteman1dir="
?S:siteman1dir:
?S: This variable contains the name of the directory in which site-specific
?S: manual source pages are to be put.  It is the responsibility of the
?S: Makefile.SH to get the value of this into the proper command.
?S: You must be prepared to do the ~name expansion yourself.
?S: The standard distribution will put nothing in this directory.
?S: After perl
 has been installed, users may install their own local
?S: man1 pages in this directory with
?S:  MakeMaker Makefile.PL

```
?S: or equivalent.  See INSTALL for details.
?S:.
?D:siteman1direxp="
?S:siteman1direxp:
?S: This variable is the same as the siteman1dir variable, but is filename
?S: expanded at configuration time, for convenient use in makefiles.
?S:.
?D:installsiteman1dir="
?S:installsiteman1dir:
?S: This variable is really the same as siteman1direxp, unless you are using
?S: AFS in which case it points to the read/write location whereas
?S: man1direxp only points to the read-only access location. For extra
?S: portability, you should only use this variable within your makefiles.
?S:.
?LINT:change prefixvar
?LINT:set installsiteman1dir
?LINT:set siteman1dir
?LINT:set siteman1direxp
: determine where add-on manual pages go
case "$siteman1dir" in
'') dflt=`echo $man1dir | $sed "s#^$prefix#$siteprefix#"` ;;
*) dflt=$siteman1dir ;;
esac
case "$dflt" in
'|' ') dflt=none ;;
esac
fn=dn+~
rp='Pathname
 where the site-specific manual pages should be installed?'
. ./getfile
prefixvar=siteman1dir
. ./setprefixvar

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/siteman1dir.U
No license file was found, but licenses were detected in source scan.

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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: Original Author: Thomas Neumann <tom@smart.bo.open.de>
```

```
?RCS:
?RCS: $Log: Findhdr.U,v $
?RCS: Revision 3.0.1.2  1994/10/29  15:53:08  ram
?RCS: patch36: added ?F: line for metalint file checking
?RCS:
?RCS: Revision 3.0.1.1  1994/05/06  14:03:56  ram
?RCS: patch23: cppminus must be after other cppflags, not before
?RCS:
?RCS: Revision 3.0  1993/08/18  12:04:54  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit produces a findhdr script which is used to locate the header
?X: files
 in $usrinc or other stranger places using cpp capabilities. The
?X: script is given an include file base name, like 'stdio.h' or 'sys/file.h'
?X: and it returns the full path of the include file and a zero status or an
?X: empty string with an error status if the file could not be located.
?X:
?MAKE:Findhdr: grep test tr rm +usrinc awk cat startsh \
 cppstdin cppminus +cppflags eunicefix osname
?MAKE: -pick add $@ %<
?LINT:define fieldn
?S:fieldn:
?S: This variable is used internally by Configure. It contains the position
?S: of the included file name in cpp output. That is to say, when cpp
?S: pre-processes a #include <file> line, it replaces it by a # line which
?S: contains the original position in the input file and the full name of
?S: included file, between "quotes".
?S:.
?V:fieldn
?F:./findhdr !fieldn
?T:cline pos wanted name awkprg cppfilter testaccess status usrincdir
: determine filename position in cpp output
echo " "
echo "Computing filename position in cpp output for #include
 directives..." >&4
echo '#include <stdio.h>' > foo.c
case "$osname" in
vos)
 testaccess=-e
?X: VOS: path component separator is >
 cppfilter="tr '\\\>' '/' |"
 ;;
*)
 testaccess=-r
 cppfilter="
 ;;
```

```
esac
$cat >fieldn <<EOF
$startsh
$cppstdin $cppflags $cppminus <foo.c 2>/dev/null | \
$grep '^[  ]*#.*stdio\.h' | \
while read cline; do
 pos=1
 set \$cline
 while $test \$# -gt 0; do
  if $test $testaccess \`echo \$1 | $tr -d ""\`; then
   echo "\$pos"
   exit 0
  fi
  shift
  pos=\`expr \$pos + 1\`
 done
done
EOF
chmod +x fieldn
fieldn=`./fieldn`
$rm -f foo.c fieldn
case $fieldn in
") pos='???';;
1) pos=first;;
2) pos=second;;
3) pos=third;;
*) pos="${fieldn}th";;
esac
echo "Your cpp writes the filename in the $pos field of the line."

?X: To locate a header file, we cannot simply check for $usrinc/file.h, since
?X: some machine have the headers in weird places and our only hope is that
?X: the C pre-processor will know how to find those headers. Thank you NexT!
: locate header file
$cat
 >findhdr <<EOF
$startsh
wanted=\$1
name="
for usrincdir in $usrinc; do
 if test -f \$usrincdir/\$wanted; then
  echo "\$usrincdir/\$wanted"
  exit 0
 fi
done
awkprg='{ print \$$fieldn }'
echo "#include <\$wanted>" > foo\$\$.c
$cppstdin $cppminus $cppflags < foo\$\$.c 2>/dev/null | \
```

```
$cppfilter $grep "^[  ]*#.*\$wanted" | \
while read cline; do
 name=\`echo \$cline | $awk "\$awkprg" | $tr -d '"'\`
 case "\$name" in
 *[/\\\]\$wanted) echo "\$name"; exit 1;;
 *[\\\/]\$wanted) echo "\$name"; exit 1;;
 *) exit 2;;
 esac
done
?X: status = 0: grep returned 0 lines, case statement not executed
?X: status = 1: headerfile found
?X: status = 2: while loop executed, no headerfile found
status=\$?
$rm -f foo\$\$.c
if test \$status -eq 1; then
 exit 0
fi
exit 1
EOF
chmod +x findhdr
$eunicefix findhdr
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Findhdr.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: contains.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: contains.U,v $
?RCS: Revision 3.0  1993/08/18  12:05:35  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:contains: Nothing
?MAKE: -pick add $@ %<
?S:contains:
?S: This variable holds the command to do a grep with a proper return
?S: status.  On most sane systems it is simply "grep".  On insane systems
?S: it is a grep followed by a cat followed by a test.  This variable
?S: is primarily for the use of other Configure units.
?S:.
```

```
: Some
 greps do not return status, grrr.
echo "grimblepritz" >grimble
if grep blurfldyick grimble >/dev/null 2>&1 ; then
 contains=contains
elif grep grimblepritz grimble >/dev/null 2>&1 ; then
 contains=grep
else
 contains=contains
fi
rm -f grimble
: the following should work in any shell
case "$contains" in
contains*)
 echo " " >&4
 echo "AGH!  Grep doesn't return a status.  Attempting remedial action." >&4
 cat >contains <<'EOSS'
grep "$1" "$2" >.greptmp && cat .greptmp && test -s .greptmp
EOSS
contains=./contains
chmod +x $contains
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/contains.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1996, Andy Dougherty
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: man3dir.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  16:10:34  ram
?RCS: patch61: created
?RCS:
?X:
?X: This was originally specific to perl5.  Since perl5 has man pages that
?X: go in both man1/ and man3/ directories, we need both man1dir
?X: and man3dir.  This unit is basically dist's mansrc.U with
?X: man3 used instead of man everywhere.
?X: I then added various tests because perl5 has *lots* of man3
```

```
?X: pages with long file names. -- ADO
?X:
?MAKE:man3dir
 man3direxp man3ext installman3dir: afs cat nroff Loc Oldconfig \
 sed man1dir spackage package Getfile prefix Prefixit Prefixup \
 d_flexfnam privlib Myread
?MAKE: -pick add $@ %<
?Y:TOP
?S:man3dir:
?S: This variable contains the name of the directory in which manual
?S: source pages are to be put.  It is the responsibility of the
?S: Makefile.SH to get the value of this into the proper command.
?S: You must be prepared to do the ~name expansion yourself.
?S:.
?S:man3direxp:
?S: This variable is the same as the man3dir variable, but is filename
?S: expanded at configuration time, for convenient use in makefiles.
?S:.
?S:installman3dir:
?S: This variable is really the same as man3direxp, unless you are using
?S: AFS in which case it points to the read/write location whereas
?S: man3direxp only points to the read-only access location. For extra
?S: portability, you should only use this variable within your makefiles.
?S:.
?S:man3ext:
?S: This variable contains the extension that the manual
 page should
?S: have: one of 'n', 'l', or '3'.  The Makefile must supply the '.'.
?S: See man3dir.
?S:.
: determine where library module manual pages go
set man3dir man3dir none
eval $prefixit
$cat <<EOM

$spackage has manual pages for many of the library modules.
EOM

case "$nroff" in
nroff)
 $cat <<'EOM'
However, you don't have nroff, so they're probably useless to you.
EOM
 case "$man3dir" in
 '') man3dir="none";;
 esac;;
esac
```

```
case "$d_flexfnam" in
undef)
 $cat <<'EOM'
However, your system can't handle the long file names like File::Basename.3.
EOM
 case "$man3dir" in
 '') man3dir="none";;
 esac;;
esac

echo "If you don't want the manual sources installed, answer 'none'."
?X: We dont use /usr/local/man/man3 because some man programs will
?X: only show the /usr/local/man/man3 contents, and not the system ones,
?X: thus man less will show the perl module less.pm, but not the system
?X: less command.  We might also conflict with TCL man pages.
?X: However, something like /opt/perl/man/man3
 is fine.
case "$man3dir" in
'') case "$prefix" in
 *$package*) dflt=`echo $man1dir |
   $sed -e 's/man1/man3/g' -e 's/man\.1/man\.3/g'` ;;
 *) dflt="$privlib/man/man3" ;;
 esac
 ;;
' ') dflt=none;;
*) dflt="$man3dir" ;;
esac
echo " "

fn=dn+~
rp="Where do the $package library man pages (source) go?"
. ./getfile
if test "X$man3direxp" != "X$ansexp"; then
 installman3dir=''
fi

man3dir="$ans"
man3direxp="$ansexp"
case "$man3dir" in
'') man3dir=' '
 installman3dir='';;
esac
if $afs; then
 $cat <<EOM

Since you are running AFS, I need to distinguish the directory in which
manual pages reside from the directory in which they are installed (and from
which they are presumably copied to the former directory by occult means).
```

```
EOM
 case "$installman3dir" in
 '') dflt=`echo $man3direxp | sed 's#^/afs/#/afs/.#'`;;
 *) dflt="$installman3dir";;
 esac
 fn=de~
 rp='Where will man pages be installed?'
 . ./getfile
 installman3dir="$ans"
else
 installman3dir="$man3direxp"
fi

: What suffix
 to use on installed man pages

case "$man3dir" in
' ')
 man3ext='0'
 ;;
*)
 rp="What suffix should be used for the $package library man pages?"
 case "$man3ext" in
 '') case "$man3dir" in
  *3)  dflt=3 ;;
  *3p) dflt=3p ;;
  *3pm) dflt=3pm ;;
  *l) dflt=l;;
  *n) dflt=n;;
  *o) dflt=o;;
  *p) dflt=p;;
  *C) dflt=C;;
  *L) dflt=L;;
  *L3) dflt=L3;;
  *) dflt=3;;
  esac
  ;;
 *) dflt="$man3ext";;
 esac
 . ./myread
 man3ext="$ans"
 ;;
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/man3dir.U
```

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?RCS: In accordance with clause 7 of dist's modified Artistic License:
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Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/archlib.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/a_dvisory/multiarch.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/perlpath.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/privlib.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_portable.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/startperl.U
No license file was found, but licenses were detected in source scan.

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?RCS:
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?RCS:
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Typedef.U,v $
?RCS: Revision 3.0.1.3  1995/07/25  13:42:07  ram
?RCS: patch56: added backslash escapes within evals to prevent space problems
?RCS:
?RCS: Revision 3.0.1.2  1994/10/29  16:01:16  ram
?RCS: patch36: don't clobber visible 'val' variable, use 'varval' instead
?RCS:
?RCS: Revision 3.0.1.1  1994/08/29  16:05:14  ram
?RCS: patch32: created
?RCS:
?X:
?X: This unit checks for the definition of a given typedef.
?X:
?X: To use it, say:
?X: set typedef val_t default [includes]
?X: eval $typedef
?X:
?MAKE:Typedef:
 cppstdin cppminus cppflags rm contains Oldconfig
?MAKE: -pick add $@ %<
?F:!temp.c
?LINT:define typedef
?V:typedef
?S:typedef:

```
?S: This shell variable is used internally by Configure to check
?S: wether a given typedef is defined or not. A typical use is:
?S:  set typedef val_t default [includes]
?S:  eval $typedef
?S: That will return val_t set to default if the typedef was not found,
?S: to typedef otherwise. If no includes are specified, look in sys/types.h.
?S:.
?T:type var def inclist varval inc
: define an is-a-typedef? function
typedef='type=$1; var=$2; def=$3; shift; shift; shift; inclist=$@;
case "$inclist" in
"") inclist="sys/types.h";;
esac;
eval "varval=\$$var";
case "$varval" in
"")
 $rm -f temp.c;
 for inc in $inclist; do
  echo "#include <$inc>" >>temp.c;
 done;
 $cppstdin $cppflags $cppminus < temp.c >temp.E 2>/dev/null;
 if $contains $type temp.E >/dev/null 2>&1; then
  eval "$var=\$type";
 else
  eval "$var=\$def";
 fi;
 $rm -f temp.?;;
*) eval
 "$var=\$varval";;
esac'

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Typedef.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Setvar.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
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?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Setvar.U,v $
?RCS: Revision 3.0.1.1  1994/10/29  15:58:28  ram
?RCS: patch36: call ./whoa explicitly instead of relying on PATH
```

```
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:16  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit produces a variable that is intended to be eval'ed in
?X: order to define/undefine a symbol. A consistency check is made
?X: regarding any previous value and a warning is issued if there
?X: is any discrepancy.
?X:
?X:
 To use it, say:
?X: val=<value>
?X: set d_variable
?X: eval $setvar
?X:
?MAKE:Setvar: Whoa
?MAKE: -pick add $@ %<
?LINT:define setvar
?S:setvar:
?S: This shell variable is used internally by Configure to set a value
?S: to a given symbol that is defined or not. A typical use is:
?S: val=<value computed>
?S:  set d_variable
?S:  eval $setvar
?S: That will print a message in case the $val value is not the same
?S: as the previous value of $d_variable.
?S:.
?V:setvar:val
?T:var was td tu
: function used to set '$1' to '$val'
setvar='var=$1; eval "was=\$$1"; td=$define; tu=$undef;
case "$val$was" in
$define$undef) . ./whoa; eval "$var=\$td";;
$undef$define) . ./whoa; eval "$var=\$tu";;
*) eval "$var=$val";;
esac'

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Setvar.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Inlibc.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
```

```
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Inlibc.U,v $
?RCS: Revision 3.0.1.1  1994/10/29  15:55:08  ram
?RCS: patch36: call ./whoa explicitly instead of relying on PATH
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:03  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit checks for the definition of a given function.
?X:
?X: To use it, say:
?X: set function d_func
?X: eval $inlibc
?X:
?MAKE:Inlibc: Csym Whoa Oldconfig
?MAKE: -pick add $@ %<
?LINT:define inlibc
?V:inlibc
?S:inlibc:
?S: This
 shell variable is used internally by Configure to check
?S: wether a given function is defined or not. A typical use is:
?S:  set function d_func
?S:  eval $inlibc
?S: That will print a message, saying wether function was found or
?S: not and set d_func accordingly.
?S:.
?T:was tx sym tres td tu var
: define an is-in-libc? function
inlibc='echo " "; td=$define; tu=$undef;
sym=$1; var=$2; eval "was=\$$2";
tx=yes;
case "$reuseval$was" in
true) ;;
true*) tx=no;;
esac;
case "$tx" in
yes)
 set $sym tres -f;
 eval $csym;
 case "$tres" in
 true)
  echo "$sym() found." >&4;
  case "$was" in $undef) . ./whoa; esac; eval "$var=\$td";;
```

```
 *)
  echo "$sym() NOT found." >&4;
  case "$was" in $define) . ./whoa; esac; eval "$var=\$tu";;
 esac;;
*)
 case "$was" in
 $define) echo "$sym() found." >&4;;
 *) echo "$sym() NOT found." >&4;;
 esac;;
esac'

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Inlibc.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: html3dir.U,v $
?RCS:
?RCS: Copyright (c) 1999 Andy Dougherty
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: html3dir.U,v $
?RCS:
?MAKE:html3dir html3direxp installhtml3dir: cat sed Loc Myread \
 spackage test Getfile Setprefixvar Prefixit Prefixup html1dir
?MAKE: -pick add $@ %<
?Y:TOP
?D:html3dir="
?S:html3dir:
?S: This variable contains the name of the directory in which html
?S: source pages are to be put.  This directory is for pages
?S: that describe libraries or modules.  It is intended to
?S: correspond roughly to section 3 of the Unix manuals.
?S:.
?D:html3direxp="
?S:html3direxp:
?S: This variable
 is the same as the html3dir variable, but is filename
?S: expanded at configuration time, for convenient use in makefiles.
?S:.
?D:installhtml3dir="
?S:installhtml3dir:
?S: This variable is really the same as html3direxp, unless you are
?S: using a different installprefix.  For extra portability, you
```

```
?S: should only use this variable within your makefiles.
?S:.
?LINT:change prefixvar
?LINT:set html3direxp
?LINT:set installhtml3dir
: determine where html pages for libraries and modules go
set html3dir html3dir none
eval $prefixit
$cat <<EOM

If you wish to install html files for modules associated with $spackage,
indicate the appropriate directory here.  To skip installing html files,
answer "none".
EOM
: There is no obvious default.  If they have specified html1dir, then
: try to key off that, possibly changing .../html1 into .../html3.
case "$html3dir" in
'') html3dir=`echo "$html1dir" | $sed 's/1$/3$/'` ;;
*) dflt=$html3dir ;;
esac
fn=dn+~
rp="Directory for the $spackage module
 html pages?"
. ./getfile
prefixvar=html3dir
. ./setprefixvar
: Use ' ' for none so value is preserved next time through Configure
$test X"$html3dir" = "X" && html3dir=' '

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/html3dir.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Myinit.U,v $
?RCS: Revision 3.0.1.1  1994/10/31  09:47:29  ram
?RCS: patch44: leading comment states this unit comes before option processing
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:07  ram
```

?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: If you want to initialize any default values, copy this unit to your
?X: personal U directory and add the assignments to the end.  This file
?X: is included after variables are initialized but before any old
?X: config.sh file is read in and before
 any Configure switch processing.
?X:
?MAKE:Myinit: Init
?MAKE: -pick add $@ %<
?LINT: nocomment

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Myinit.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Hasproto.U $
?RCS:
?RCS: Copyright (c) 1998 Andy Dougherty
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
?X: This unit generates a $hasproto string that is used internally
?X: by Configure to check if this system has a prototype for a
?X: particular function
?X:
?X: To use it, say something like:
?X:  set d_getnetent_proto getnetent $i_netdb netdb.h
?X:  eval $hasproto
?X: Or, for more complicated sets of headers, do something like
?X: hdrs="$define sys/types.h
?X:  $i_systime sys/time.h
?X:  $i_sysselct sys/select.h
?X:  $i_netdb netdb.h"
?X: set d_getnetent_proto getnetent $hdrs
?X: eval $hasproto
?X:
?X: There is also an 'escape' hatch built in.  If you have a pair
?X: of args   'literal 'stuff' then 'stuff' gets included literally
?X: into the test program.  See Protochk.U for more details.
?X:
?MAKE:Hasproto:
 Setvar cppstdin cppflags cppminus contains rm_try test
?MAKE: -pick add $@ %<
?T:func varname
?F:!try.c

```
?V:hasproto
: Define hasproto macro for Configure internal use
hasproto='varname=$1; func=$2; shift; shift;
while $test $# -ge 2; do
 case "$1" in
 $define) echo "#include <$2>";;
 literal) echo "$2" ;;
 esac ;
   shift 2;
done > try.c;
$cppstdin $cppflags $cppminus < try.c > tryout.c 2>/dev/null;
if $contains "$func.*(" tryout.c >/dev/null 2>&1; then
 echo "$func() prototype found.";
 val="$define";
else
 echo "$func() prototype NOT found.";
 val="$undef";
fi;
set $varname;
eval $setvar;
$rm_try tryout.c'

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/protos/Hasproto.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
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?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: Copyright (c) 1998 Andy Dougherty
?RCS:
?RCS: Original author Jarkko Hietaniemi <jhi@iki.fi>
?RCS: Merged into dist by Andy Dougherty  July 13, 1998
?RCS:
?MAKE:trnl: Nothing
?MAKE: -pick add $@ %<
?S:trnl:
?S: This variable contains the value to be passed to the tr(1)
?S: command to transliterate a newline.  Typical values are
?S: '\012' and '\n'.  This is needed for EBCDIC systems where
?S: newline is not necessarily '\012'.
```

```
?S:.
?T: DJGPP
: Find the appropriate value for a newline for tr
?X: We can't
 use $tr since that would cause a circular dependency via Myread
?X: dos djgpp uses '\015\012', but reportedly is happy with '\012' in the
?X: tr command.  I don't know why it passes the '\n' test but later
?X: refuses to work correctly with it.  --AD  6/14/98
if test -n "$DJGPP"; then
     trnl='\012'
fi
if test X"$trnl" = X; then
 case "`echo foo | tr '\n' x 2>/dev/null`" in
 foox) trnl='\n' ;;
 esac
fi
if test X"$trnl" = X; then
 case "`echo foo | tr '\012' x 2>/dev/null`" in
 foox) trnl='\012' ;;
 esac
fi
if test X"$trnl" = X; then
     case "`echo foo | tr '\r\n' xy 2>/dev/null`" in
     fooxy) trnl='\n\r' ;;
     esac
fi
if test X"$trnl" = X; then
 cat <<EOM >&2

$me: Fatal Error: cannot figure out how to translate newlines with 'tr'.

EOM
 exit 1
fi

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/trnl.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Rcs.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
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?RCS: of the source tree for dist 4.0.
```

?RCS:
?RCS: $Log: Rcs.U,v $
?RCS: Revision 3.0  1993/08/18  12:05:15  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This is a unit that helps people who write SH scripts and keep them under
?X: RCS, but don't think to protect the $Log and other $Id keywords from
?X: variable substitution (or people like me who do not like to).
?X:
?MAKE:Author Date Header Id Locker Log RCSfile Revision Source State: Oldconfig
?MAKE: -pick weed $@ %<
?LINT:describe Author
 Date Header Id Locker Log RCSfile Revision Source State
: preserve RCS keywords in files with variable substitution, grrr
?Author:Author='$Author'
?Date:Date='$Date'
?Header:Header='$Header'
?Id:Id='$Id'
?$Locker'
?Log:Log='$Log'
?RCSfile:RCSfile='$RCSfile'
?Revision:Revision='$Revision'
?Source:Source='$Source'
?State:State='$State'

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Rcs.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: lib.U,v 3.0.1.3 1995/09/25 09:16:47 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: lib.U,v $
?RCS: Revision 3.0.1.3  1995/09/25  09:16:47  ram
?RCS: patch59: unit is now forced to the top of Configure, if possible
?RCS:
?RCS: Revision 3.0.1.2  1995/01/30  14:38:08  ram
?RCS: patch49: can now handle installation prefix changes (from WED)
?RCS:
?RCS: Revision 3.0.1.1  1994/08/29  16:27:40  ram

?RCS: patch32: now uses installation prefix to set the default
?RCS:
?RCS: Revision 3.0  1993/08/18  12:08:56  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?LINT:
 empty
?X:?MAKE:lib libexp: Getfile Loc Oldconfig Prefixit Prefixup prefixexp
?X:?MAKE: -pick add $@ %<
?X:?Y:TOP
?X:?S:lib:
?X:?S: This variable holds the name of the directory in which the user wants
?X:?S: to put public library files for the package in question.  It is most
?X:?S: often a local directory such as /usr/local/lib. Programs using this
?X:?S: variable must be prepared to deal with filename expansion.
?X:?S:.
?X:?S:libexp:
?X:?S: This variable is the same as the lib variable, but is filename expanded
?X:?S: at configuration time, for convenient use in your makefiles.
?X:?S:.
?X:: determine where public libraries go
?X:set lib lib
?X:eval $prefixit
?X:case "$lib" in
?X:")
?X: dflt=`./loc . "." $prefixexp/lib /usr/local/lib /usr/lib /lib`
?X: set dflt
?X: eval $prefixup
?X: ;;
?X:*)  dflt="$lib";;
?X:esac
?X:echo " "
?X:fn=d~
?X:rp='Where do you want to put the public libraries?'
?X:. ./getfile
?X:lib="$ans"
?X:libexp="$ansexp"

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/nullified/lib.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Begin.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
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?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Begin.U,v $
?RCS: Revision 3.0.1.3  1997/02/28  14:56:35  ram
?RCS: patch61: added Extractall dependency
?RCS:
?RCS: Revision 3.0.1.2  1995/01/30  14:25:08  ram
?RCS: patch49: avoid an empty rmlist: systems might choke on it (WED)
?RCS:
?RCS: Revision 3.0.1.1  1994/10/31  09:32:20  ram
?RCS: patch44: created
?RCS:
?X:
?X: This file comes after option processing had been done and after all
?X: the default values have been set up. It marks the beginning
 of questions.
?X: It is important that Options be listed *after* Myinit to ensure that the
?X: default initializations performed by Init and Myinit will not clobber
?X: any setting done on the command line via -D or -U.
?X:
?MAKE:Begin: Myinit Options package Extractall
?MAKE: -pick add $@ %<
: Eunice requires " " instead of "", can you believe it
echo " "
: Here we go...
echo "Beginning of configuration questions for $package."

?X: Make sure the rm below is given a non-empty list for some systems.
?X: This is run only when within the UU directory, hence we can safely
?X: attempt to rm a non-existent 'X' file...
trap 'echo " "; test -d ../UU && rm -rf X $rmlist; exit 1' 1 2 3 15

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Begin.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: man3dir.U,v 3.1 1999/07/08 20:52:19 doughera Exp doughera $
?RCS:
?RCS: Copyright (c) 1996-1999, Andy Dougherty
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
```

```
?RCS:
?RCS: $Log: man3dir.U,v $
?RCS: Revision 3.1  1999/07/08 20:52:19  doughera
?RCS: Updated for perl5.005_5x
?RCS:
?RCS: Revision 3.0.1.1  1997/02/28  16:10:34  ram
?RCS: patch61: created
?RCS:
?X: This was originally specific to perl5.  Since perl5 has man pages that
?X: go in both man1/ and man3/ directories, we need both man1dir
?X: and man3dir.  This unit is basically dist's mansrc.U with
?X: man3 used instead
 of man everywhere.
?X: I then added various tests because perl5 has *lots* of man3
?X: pages with long file names. -- ADO
?X:
?MAKE:man3dir man3direxp man3ext installman3dir: cat nroff Loc Oldconfig \
 sed man1dir spackage package Getfile Setprefixvar Prefixit Prefixup \
 d_flexfnam privlib Myread test
?MAKE: -pick add $@ %<
?Y:TOP
?D:man3dir=''
?S:man3dir:
?S: This variable contains the name of the directory in which manual
?S: source pages are to be put.  It is the responsibility of the
?S: Makefile.SH to get the value of this into the proper command.
?S: You must be prepared to do the ~name expansion yourself.
?S:.
?D:man3direxp=''
?S:man3direxp:
?S: This variable is the same as the man3dir variable, but is filename
?S: expanded at configuration time, for convenient use in makefiles.
?S:.
?D:installman3dir=''
?S:installman3dir:
?S: This variable is really the same as man3direxp, unless you are using
?S: AFS in which case it points to the read/write location whereas
?S: man3direxp only
 points to the read-only access location. For extra
?S: portability, you should only use this variable within your makefiles.
?S:.
?S:man3ext:
?S: This variable contains the extension that the manual page should
?S: have: one of 'n', 'l', or '3'.  The Makefile must supply the '.'.
?S: See man3dir.
?S:.
?T:prog tdflt
?LINT:change prefixvar
```

```
?LINT:set man3direxp
: determine where library module manual pages go
set man3dir man3dir none
eval $prefixit
$cat <<EOM

$spackage has manual pages for many of the library modules.
EOM

case "$nroff" in
nroff)
 $cat <<'EOM'
However, you don't have nroff, so they're probably useless to you.
EOM
 case "$man3dir" in
 '') man3dir="none";;
 esac;;
esac

case "$d_flexfnam" in
undef)
 $cat <<'EOM'
However, your system can't handle the long file names like File::Basename.3.
EOM
 case "$man3dir" in
 '') man3dir="none";;
 esac;;
esac

echo "If you don't want the manual sources installed, answer 'none'."
?X: In 5.005_57 and earlier, I had the following notes:
?X:
 We do not use /usr/local/man/man3 because some man programs will
?X: only show the /usr/local/man/man3 contents, and not the system ones,
?X: thus man less will show the perl module less.pm, but not the system
?X: less command.  We might also conflict with Tcl man pages.
?X: However, something like /opt/perl/man/man3 is fine.
?X:
?X: However, opinion seems to be shifting such that 'man POSIX' ought
?X: to just work.  -- Andy Dougherty  July 8, 1999
?X:
?X: remove any trailing -3.0 or other version indication from $package
prog=`echo $package | $sed 's/-*[0-9.]*$//'`
case "$man3dir" in
'') dflt=`echo "$man1dir" | $sed -e 's/man1/man3/g' -e 's/man\.1/man\.3/g'`
 if $test -d "$privlib/man/man3"; then
  cat <<EOM >&4
```

```
WARNING:  Previous versions of perl installed man3 pages into
$privlib/man/man3.  This version will suggest a
new default of $dflt.
EOM
  tdflt=$dflt
  dflt='n'
  rp='Do you wish to preserve the old behavior?(y/n)'
  . ./myread
  case "$ans" in
  y*) dflt="$privlib/man/man3"
 ;;
  *)  dflt=$tdflt ;;
  esac
   fi
 ;;
*) dflt="$man3dir" ;;
esac
case "$dflt" in
' ') dflt=none ;;
esac
echo " "
fn=dn+~
rp="Where do the $package library man pages (source) go?"
. ./getfile
prefixvar=man3dir
. ./setprefixvar

case "$man3dir" in
'') man3dir=' '
 installman3dir='';;
esac

: What suffix to use on installed man pages
case "$man3dir" in
' ')
 man3ext='0'
 ;;
*)
 rp="What suffix should be used for the $package library man pages?"
 case "$man3ext" in
 '') case "$man3dir" in
  *3)  dflt=3 ;;
  *3p) dflt=3p ;;
  *3pm) dflt=3pm ;;
  *l) dflt=l;;
  *n) dflt=n;;
  *o) dflt=o;;
  *p) dflt=p;;
```

```
  *C) dflt=C;;
  *L) dflt=L;;
  *L3) dflt=L3;;
  *) dflt=3;;
  esac
  ;;
 *) dflt="$man3ext";;
 esac
 . ./myread
 man3ext="$ans"
 ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/man3dir.U
No license file was found, but licenses were detected in source scan.

```
/* $Id: Jmake.rules 18 2006-12-27 10:35:09Z rmanfredi $
*
*  Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
*
*  You may redistribute only under the terms of the Artistic Licence,
*  as specified in the README file that comes with the distribution.
*  You may reuse parts of this distribution only within the terms of
*  that same Artistic Licence; a copy of which may be found at the root
*  of the source tree for dist 4.0.
*
* $Log: Jmake.rules,v $
* Revision 3.0.1.7  2004/08/22 08:28:58  ram
* patch71: random cleanup
*
* Revision 3.0.1.6  1997/02/28  14:56:01  ram
* patch61: now handles USRINC for dependencies
* patch61: smarter about dependencies computation
*
* Revision 3.0.1.5  1995/09/25  09:07:19  ram
* patch59: smarter sed command to strip /usr/include dependencies
*
* Revision 3.0.1.4  1995/07/25  13:33:59  ram
* patch56: install of script man pages can now cope with missing files
* patch56: the clobber
 target now removes the .config directory as well
*
* Revision 3.0.1.3  1995/03/21  08:35:28  ram
* patch52: suppressed extra argument to NormalProgramTarget call
*
* Revision 3.0.1.2  1995/01/11  14:49:55  ram
* patch45: new macros ShellScriptTargetExt and SimpleShellScriptTargetExt
```

```
* patch45: directory installation is now made via INSTALLDIR (Configure)
*
* Revision 3.0.1.1  1994/10/29  15:46:30  ram
* patch36: added RemoteDependency rule
*
* Revision 3.0  1993/08/18  12:04:14  ram
* Baseline for dist 3.0 netwide release.
*
*/
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/files/Jmake.rules
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: sitebin.U,v $
?RCS:
?RCS: Copyright (c) 1999 Andy Dougherty
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: sitebin.U,v $
?RCS:
?MAKE:sitebin sitebinexp installsitebin : Getfile Oldconfig \
 Setprefixvar siteprefix
?MAKE: -pick add $@ %<
?Y:TOP
?D:sitebin="
?S:sitebin:
?S: This variable holds the name of the directory in which the user wants
?S: to put add-on publicly executable files for the package in question.  It
?S: is most often a local directory such as /usr/local/bin. Programs using
?S: this variable must be prepared to deal with ~name substitution.
?S: The standard distribution will put nothing
 in this directory.
?S: After perl has been installed, users may install their own local
?S: executables in this directory with
?S:  MakeMaker Makefile.PL
?S: or equivalent.  See INSTALL for details.
?S:.
?D:sitebinexp="
?S:sitebinexp:
?S: This is the same as the sitebin variable, but is filename expanded at
?S: configuration time, for use in your makefiles.
?S:.
```

```
?D:installsitebin="
?S:installsitebin:
?S: This variable is usually the same as sitebinexp, unless you are on
?S: a system running AFS, in which case they may differ slightly. You
?S: should always use this variable within your makefiles for portability.
?S:.
?LINT:change prefixvar
?LINT:set installsitebin
?LINT:set sitebin
?LINT:set sitebinexp
: determine where add-on public executables go
case "$sitebin" in
") dflt=$siteprefix/bin ;;
*) dflt=$sitebin ;;
esac
fn=d~
rp='Pathname where the add-on public executables should be installed?'
. ./getfile
prefixvar=sitebin
. ./setprefixvar

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/sitebin.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 2000, Andy Dougherty
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?MAKE:versiononly: cat Myread Setvar Devel
?MAKE: -pick add $@ %<
?LINT:set versiononly
?Y:TOP
?S:versiononly:
?S: If set, this symbol indicates that only the version-specific
?S: components of a perl installation should be installed.
?S: This may be useful for making a test installation of a new
?S: version without disturbing the existing installation.
?S: Setting versiononly is equivalent to setting installperl's -v option.
?S: In particular, the non-versioned scripts and programs such as
?S: a2p, c2ph, h2xs, pod2*, and perldoc
```

```
 are not installed
?S: (see INSTALL for a more complete list).  Nor are the man
?S: pages installed.
?S: Usually, this is undef.
?S:.
?LINT:extern inc_version_list
?LINT:change inc_version_list
?LINT:extern inc_version_list_init
?LINT:change inc_version_list_init
?LINT:extern version
: determine whether to use a version number suffix for installed binaries
echo " "
$cat <<EOM
Do you want to use a version number suffix for installed binaries? This
will install 'perl$version' instead of 'perl', and likewise for other
binaries like 'perldoc' and 'cpan'. This allows many versions of perl
to be installed side-by-side. Unless you are a developer, you probably
do *not* want to do this.
EOM
case "$versiononly" in
"$define"|[Yy]*|true) dflt='y' ;;
*) dflt='n';
esac
rp="Do you want to use a version number suffix for installed binaries?"
. ./myread
case "$ans" in
[yY]*) val="$define";;
*) val="$undef" ;;
esac
set versiononly
eval $setvar

case "$versiononly" in
"$define") inc_version_list="
        inc_version_list_init=0
       ;;
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/versiononly.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: prototype.U,v 3.0.1.3 1994/05/06 15:11:49 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
```

?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: prototype.U,v $
?RCS: Revision 3.0.1.3  1994/05/06  15:11:49  ram
?RCS: patch23: ensure cc flags used when looking for prototype support
?RCS:
?RCS: Revision 3.0.1.2  1994/01/24  14:15:36  ram
?RCS: patch16: prototype handling macros now appear only when needed
?RCS:
?RCS: Revision 3.0.1.1  1993/08/25  14:03:12  ram
?RCS: patch6: defines were referring to non-existent VOID symbol
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:36  ram
?RCS: Baseline for dist
 3.0 netwide release.
?RCS:
?MAKE:prototype: Nothing
?S:prototype:
?S: This variable holds the eventual value of CAN_PROTOTYPE, which
?S: indicates the C compiler can handle function prototypes.
?S:.
: stub, never used
prototype=nothing

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/prototype.U
No license file was found, but licenses were detected in source scan.

/*
* $Id: dup2.C,v 3.0.1.1 1994/01/24 13:58:37 ram Exp ram $
*
*  Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
*
*  You may redistribute only under the terms of the Artistic Licence,
*  as specified in the README file that comes with the distribution.
*  You may reuse parts of this distribution only within the terms of
*  that same Artistic Licence; a copy of which may be found at the root
*  of the source tree for dist 4.0.
*
* Original Author: Larry Wall <lwall@netlabs.com>
*
* $Log: dup2.C,v $
* Revision 3.0.1.1  1994/01/24  13:58:37  ram
* patch16: created
*
*/

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/lib/C/fake/dup2.C
No license file was found, but licenses were detected in source scan.

?RCS: $Id: spitshell.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: spitshell.U,v $
?RCS: Revision 3.0.1.4  1997/02/28  16:22:12  ram
?RCS: patch61: removed useless chatter as this is now done very early
?RCS:
?RCS: Revision 3.0.1.3  1995/01/11  15:37:01  ram
?RCS: patch45: use 'test -f' instead of 'test -r' for exec-only cat progs (WED)
?RCS: patch45: protected "sh -c" within backquotes for Linux and SGI
?RCS:
?RCS: Revision 3.0.1.2  1994/08/29  16:33:00  ram
?RCS: patch32: don't create spitshell under the UU directory
?RCS:
 patch32: allow for cat in /bin or /usr/bin
?RCS:
?RCS: Revision 3.0.1.1  1993/09/13  16:12:58  ram
?RCS: patch10: made #!-failure message more friendly (WAD)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:49  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:spitshell shsharp sharpbang: eunicefix sh Head
?MAKE: -pick add $@ %<
?S:spitshell:
?S: This variable contains the command necessary to spit out a runnable
?S: shell on this system.  It is either cat or a grep -v for # comments.
?S:.
?S:shsharp:
?S: This variable tells further Configure units whether your sh can
?S: handle # comments.
?S:.
?S:sharpbang:
?S: This variable contains the string #! if this system supports that
?S: construct.
?S:.

```
?F:!sharp
?T:xcat p
?X: "paths" comes from Head
?LINT:extern paths _exe
: see if sh knows # comments
?X: This is loaded up early, so avoid being chatty.
?X: echo " "
?X: echo "Checking your $sh to see if it knows about # comments..." >&2
if `$sh -c '#' >/dev/null 2>&1`; then
?X: echo
 "Your $sh handles # comments correctly."
 shsharp=true
 spitshell=cat
?X: echo " "
?X: echo "Okay, let's see if #! works on this system..."
 xcat=/bin/cat
 test -f $xcat$_exe || xcat=/usr/bin/cat
 if test ! -f $xcat$_exe; then
  for p in `echo $PATH | sed -e "s/$p_/ /g"` $paths; do
   if test -f $p/cat$_exe; then
    xcat=$p/cat
    break
   fi
  done
  if test ! -f $xcat$_exe; then
   echo "Can't find cat anywhere!"
   exit 1
  fi
 fi
 echo "#!$xcat" >sharp
 $eunicefix sharp
 chmod +x sharp
 ./sharp > today 2>/dev/null
 if test -s today; then
?X:  echo "It does."
  sharpbang='#!'
 else
  echo "#! $xcat" > sharp
  $eunicefix sharp
  chmod +x sharp
  ./sharp > today 2>/dev/null
  if test -s today; then
?X:   echo "It does."
   sharpbang='#! '
  else
?X:   echo "Okay, let's see if #! works on this system..."
?X:   echo "It's just a comment."
   sharpbang=': use '
```

```
  fi
 fi
else
 echo " "
 echo "Your $sh doesn't grok # comments--I will strip them later on."
 shsharp=false
?X: The
 spitshell script will be perused, so leave it out the UU directory
 cd ..
 echo "exec grep -v '^[  ]*#"' >spitshell
 chmod +x spitshell
 $eunicefix spitshell
 spitshell=`pwd`/spitshell
 cd UU
 echo "I presume that if # doesn't work, #! won't work either!"
 sharpbang=': use '
fi
rm -f sharp today
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/spitshell.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: make.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1996, Andy Dougherty
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: make.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  16:09:40  ram
?RCS: patch61: created
?RCS:
?MAKE:make_set_make : Loc rm sed make
?MAKE: -pick add $@ %<
?S:make_set_make:
?S: Some versions of 'make' set the variable MAKE.  Others do not.
?S: This variable contains the string to be included in Makefile.SH
?S: so that MAKE is set if needed, and not if not needed.
?S: Possible values are:
?S:
?S: make_set_make='#'  #
```

```
 If your make program handles this for you,
?S:
?S: make_set_make="MAKE=$make" # if it doesn't.
?S:
?S: This uses a comment character so that we can distinguish a
?S: 'set' value (from a previous config.sh or Configure -D option)
?S: from an uncomputed value.
?S:.
?LINT: extern MAKE
?LINT: change MAKE
?X: This test is based on one from an autoconf-generated configure
?X: script. Autoconf stole a lot from Configure, but now it's our
?X: turn to do so... ;-) -- RAM, 21/02/97
: check whether make sets MAKE
echo " "
echo "Checking if your $make program sets \$(MAKE)..." >&4
case "$make_set_make" in
")
?X: Use sed so we don't have a line begining with @echo.  Metaconfig
?X: will think that's a command like @if or @end.
 $sed 's/^X //' > testmake.mak << 'EOF'
Xall:
X  @echo 'maketemp="$(MAKE)"'
EOF
?X: GNU make sometimes prints "make[1]: Entering...", which would confuse us
 case "`$make -f testmake.mak 2>/dev/null`" in
 *maketemp=*) make_set_make='#' ;;
 *) make_set_make="MAKE=$make" ;;
 esac
 $rm
 -f testmake.mak
 ;;
esac
case "$make_set_make" in
'#') echo "Yup, it does.";;
*) echo "Nope, it doesn't.";;
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/make.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Instruct.U,v 3.0.1.3 1997/02/28 15:02:55 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
```

```
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: Instruct.U,v $
?RCS: Revision 3.0.1.3  1997/02/28  15:02:55  ram
?RCS: patch61: logname / whoami sequence rewritten to use case
?RCS:
?RCS: Revision 3.0.1.2  1995/02/15  14:11:34  ram
?RCS: patch51: author name now appears at the end of the paragraph (WED)
?RCS:
?RCS: Revision 3.0.1.1  1995/01/11  15:12:05  ram
?RCS: patch45: now documents the & escape to turn -d on at the read prompt
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:04  ram
?RCS: Baseline for
 dist 3.0 netwide release.
?RCS:
?X:
?X: This unit spew out the directions that we want everyone to read.  I try to
?X: keep the first "pagefull" much less than a page since they don't know it
?X: isn't going to go shooting off the top of the screen, and we don't want
?X: to panic them yet.
?X:
?MAKE:Instruct: Myread Configdir Devel contains
?MAKE: -pick wipe $@ %<
?T:user needman firsttime
: general instructions
needman=true
firsttime=true
user=`(logname) 2>/dev/null`
case "$user" in
") user=`whoami 2>&1`;;
esac
if $contains "^$user\$" ../.config/instruct >/dev/null 2>&1; then
 firsttime=false
 echo " "
 rp='Would you like to see the instructions?'
 dflt=n
 . ./myread
 case "$ans" in
 [yY]*) ;;
 *) needman=false;;
 esac
fi
if $needman; then
 cat <<EOH
```

```
This installation shell script will examine your system and ask you questions
to determine how the <PACKAGENAME> package should be installed. If you get
stuck on a question, you may use a ! shell escape to start a subshell or
execute a
 command.  Many of the questions will have default answers in square
brackets; typing carriage return will give you the default.

On some of the questions which ask for file or directory names you are allowed
to use the ~name construct to specify the login directory belonging to "name",
even if you don't have a shell which knows about that.  Questions where this is
allowed will be marked "(~name ok)".

EOH
 rp="
 dflt='Type carriage return to continue'
 . ./myread
 cat <<'EOH'

The prompter used in this script allows you to use shell variables and
backticks in your answers.  You may use $1, $2, etc...  to refer to the words
in the default answer, as if the default line was a set of arguments given to a
script shell.  This means you may also use $* to repeat the whole default line,
so you do not have to re-type everything to add something to the default.

Every time there is a substitution, you will have to confirm.  If there is an
error (e.g. an unmatched backtick), the default answer
 will remain unchanged
and you will be prompted again.

If you are in a hurry, you may run 'Configure -d'.  This will bypass nearly all
the questions and use the computed defaults (or the previous answers if there
was already a config.sh file). Type 'Configure -h' for a list of options.
You may also start interactively and then answer '& -d' at any prompt to turn
on the non-interactive behaviour for the remainder of the execution.

EOH
 . ./myread
 cat <<EOH

Much effort has been expended to ensure that this shell script will run on any
Unix system.  If despite that it blows up on yours, your best bet is to edit
Configure and run it again.  If you can't run Configure for some reason,
you'll have to generate a config.sh file by hand.  Whatever problems you
have, let me (<MAINTLOC>) know how I blew it.

This installation script affects things in two ways:

1) it may do direct variable substitutions on some of the files included
```

```
  in this kit.
2) it builds a config.h file for inclusion in
 C programs.  You may edit
  any of these files as the need arises after running this script.

If you make a mistake on a question, there is no easy way to back up to it
currently.  The easiest thing to do is to edit config.sh and rerun all the SH
files.  Configure will offer to let you do this before it runs the SH files.

EOH
?X: In case they played with the prompter...
 dflt='Type carriage return to continue'
 . ./myread
 case "$firsttime" in
 true) echo $user >>../.config/instruct;;
 esac
fi

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Instruct.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: kernel.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: kernel.U,v $
?RCS: Revision 3.0  1993/08/18  12:08:54  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:kernel: Getfile test
?MAKE: -pick add $@ %<
?S:kernel:
?S: This variable becomes the (fully rooted) path name of the kernel.
?S:.
: find the name of the kernel.
echo " "
case "$kernel" in
")
 if $test -r /unix; then
  dflt=/unix
 elif $test -r /vmunix; then
```

```
 dflt=/vmunix
elif $test -r /xenix; then
 dflt=/xenix
elif $test -r /mach; then
 dflt=/mach
elif
$test -r /dgux; then
 dflt=/dgux
elif $test -r /hp-ux; then
 dflt=/hp-ux
elif $test -r /syst; then
 dflt=/syst
elif $test -r /arix; then
 dflt=/arix
elif $test -r /irix; then
 dflt=/arix
else
 dflt='unknown'
 set X /*x
 shift
 case $# in
 1)
  if $test -r "$1"; then
   dflt="$1"
  fi
  ;;
 esac
fi
;;
*)
 dflt="$kernel"
 ;;
esac
fn=f
rp='What is the name of your kernel?'
. ./getfile
kernel="$ans"
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/kernel.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
```

```
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: nis.U,v $
?RCS: Revision 3.0.1.3  1997/02/28  16:17:38  ram
?RCS: patch61: ensure suitable defaults for hostcat and friends
?RCS:
?RCS: Revision 3.0.1.2  1995/03/21  08:48:34  ram
?RCS: patch52: continued fix for NeXT NIS/NetInfo handling
?RCS:
?RCS: Revision 3.0.1.1  1995/02/15  14:16:23  ram
?RCS: patch51: now correctly handles NeXT using NIS rather than NetInfo
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:24  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:passcat groupcat hostcat:
 Myread Oldconfig test contains
?MAKE: -pick add $@ %<
?S:passcat:
?S: This variable contains a command that produces the text of the
?S: /etc/passwd file.  This is normally "cat /etc/passwd", but can be
?S: "ypcat passwd" when NIS is used.
?S:.
?S:groupcat:
?S: This variable contains a command that produces the text of the
?S: /etc/group file.  This is normally "cat /etc/group", but can be
?S: "ypcat group" when NIS is used.
?S:.
?S:hostcat:
?S: This variable contains a command that produces the text of the
?S: /etc/hosts file.  This is normally "cat /etc/hosts", but can be
?S: "ypcat hosts" when NIS is used.
?S:.
: see if we have to deal with yellow pages, now NIS.
?X: NeXT gives us some fun here, as always, by having both NIS (former YP)
?X: and NetInfo. But since it has both, it's ok to put the test inside the if.
?X: Contributed by Thomas Neumann <tom@smart.bo.open.de>.
if $test -d /usr/etc/yp || $test -d /etc/yp || $test -d /usr/lib/yp; then
 if $test -f /usr/etc/nibindd; then
  echo
 " "
  echo "I'm fairly confident you're on a NeXT."
@if passcat || groupcat
  echo " "
  rp='Do you get the passwd file via NetInfo?'
  dflt=y
```

```
 case "$passcat" in
 nidump*) ;;
 '') ;;
 *) dflt=n;;
 esac
 . ./myread
 case "$ans" in
 y*) passcat='nidump passwd .'
@if groupcat
  echo "(Assuming /etc/group is also distributed.)"
  groupcat='nidump group .'
@end
  ;;
 *) echo "You told me, so don't blame me."
  case "$passcat" in
  nidump*) passcat=''
@if groupcat
    groupcat='';;
@end
  esac
@if groupcat
  echo "(Assuming /etc/group is handled the same way.)"
@end
  ;;
 esac
@end
@if hostcat
 echo " "
 rp='Do you get the hosts file via NetInfo?'
 dflt=y
 case "$hostcat" in
 nidump*) ;;
 '') ;;
 *) dflt=n;;
 esac
 . ./myread
 case "$ans" in
 y*) hostcat='nidump hosts .';;
 *) case "$hostcat" in
  nidump*) hostcat='';;
  esac
  ;;
 esac
@end
fi
@if passcat || groupcat
case "$passcat" in
nidump*) ;;
```

```
 *)
  case "$passcat" in
  *ypcat*) dflt=y;;
  ")
  if $contains '^\+' /etc/passwd >/dev/null 2>&1; then
    dflt=y
   else
    dflt=n
   fi;;
  *) dflt=n;;
  esac
  echo " "
  rp='Are you getting the passwd file via yellow pages?'
  . ./myread
  case "$ans" in
  y*) passcat='ypcat passwd'
@if groupcat
    echo "(Assuming /etc/group is also distributed.)"
    groupcat='ypcat group'
@end
    ;;
  *) passcat='cat /etc/passwd'
@if groupcat
    echo "(Assuming /etc/group is also local.)"
    groupcat='cat /etc/group'
@end
    ;;
  esac
  ;;
 esac
@end
@if hostcat
 case "$hostcat" in
 nidump*) ;;
 *)
  case "$hostcat" in
  *ypcat*) dflt=y;;
  ") if $contains '^\+' /etc/passwd >/dev/null 2>&1; then
    dflt=y
   else
    dflt=n
   fi;;
  *) dflt=n;;
  esac
  echo " "
  rp='Are you getting the hosts file via yellow pages?'
  . ./myread
  case "$ans" in
```

```
  y*) hostcat='ypcat hosts';;
  *) hostcat='cat /etc/hosts';;
  esac
  ;;
 esac
@end
fi
?X: Ensure suitable default -- Manoj Srivastava
case "$hostcat" in
") hostcat=':'
 $test -f /etc/hosts && hostcat='cat
 /etc/hosts';;
esac
case "$groupcat" in
") groupcat=':'
 $test -f /etc/group && groupcat='cat /etc/group';;
esac
case "$passcat" in
") passcat=':'
 $test -f /etc/passwd && passcat='cat /etc/passwd';;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/nis.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Extractall.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Extractall.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  15:00:43  ram
?RCS: patch61: created
?RCS:
?X:
?X: If extraction has been requested, load the configuration file, perform
?X: the extraction and exit.
?X:
?X: This unit was originally a part of Options.U. It had to be removed from
?X: it to prevent a dependency cycle: Extract -> src -> Options -> Extract
?X: The Begin.U unit now requires us before beginning to do anything
?X: interesting, to ensure
```

```
 proper semantics. -- RAM, 15/03/96
?X:
?MAKE:Extractall: Extract Options
?MAKE: -pick wipe $@ %<
: extract files and exit if asked to do so
case "$extractsh" in
true)
?X: Undo the forced silent=true when -S was supplied, by probing realsilent
?X: which was set iff -s was also given. See Options.U for details.
 case "$realsilent" in
 true) ;;
 *) exec 1>&4;;
 esac
 case "$config_sh" in
 '') config_sh='config.sh';;
 esac
 echo " "
 echo "Fetching answers from $config_sh..."
 cd ..
 . $config_sh
?X: extract has to be run from the top directory, not within UU.
 . UU/optdef.sh
 echo " "
?X: extract has to be run from the top directory, not within UU.
 . UU/extract
 rm -rf UU
 echo "Extraction done."
 exit 0
 ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Extractall.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: perl5.U,v $
?RCS:
?RCS: Copyright (c) 2000 Andrew Dougherty
?RCS:
?RCS:    You may distribute under the terms of either the GNU General Public
?RCS:    License or the Artistic License, as specified in the README file.
?RCS:
?RCS: $Log: perl5.U,v $
?RCS:
?X:
?X: The purpose of this unit is to locate a previously installed
?X: version of perl5 suitable for running inc_version_list.U.
?X: We check for 5.005 and later because inc_version_list is
```

```
?X: irrelevant for earlier versions.
?X:
?MAKE:perl5: path_sep binexp test sed exe_ext
?MAKE: -pick add $@ %<
?Y:TOP
?S:perl5:
?S: This variable contains the full path (if any) to a previously
?S: installed perl5.005 or later suitable for running the script
?S: to determine inc_version_list.
?S:.
?T: tdir
: Find perl5.005 or later.
echo "Looking for a previously installed perl5.005 or later... "
case "$perl5" in
'') for tdir in `echo "$binexp$path_sep$PATH" | $sed "s/$path_sep/
 /g"`; do
  : Check if this perl is recent and can load a simple module
  if $test -x $tdir/perl$exe_ext && $tdir/perl -Mless -e 'use 5.005;' >/dev/null 2>&1; then
   perl5=$tdir/perl
   break;
  elif $test -x $tdir/perl5$exe_ext && $tdir/perl5 -Mless -e 'use 5.005;' >/dev/null 2>&1; then
   perl5=$tdir/perl5
   break;
  fi
 done
 ;;
*) perl5="$perl5"
 ;;
esac
case "$perl5" in
'') echo "None found.  That's ok.";;
*) echo "Using $perl5." ;;
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/perl5.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
```

```
?RCS: $Log: package.U,v $
?RCS: Revision 3.0.1.3  1994/10/29  16:27:21  ram
?RCS: patch36: beware of non-ascii character sets when translating case
?RCS:
?RCS: Revision 3.0.1.2  1993/11/10  17:37:02  ram
?RCS: patch14: skip definition of spackage if not otherwise used
?RCS:
?RCS: Revision 3.0.1.1  1993/09/13  16:11:10  ram
?RCS: patch10: added spackage, suitable for starting sentences
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:28  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:package spackage:
 Nothing
?MAKE: -pick wipe $@ %<
?S:package:
?S: This variable contains the name of the package being constructed.
?S: It is primarily intended for the use of later Configure units.
?S:.
?S:spackage:
?S: This variable contains the name of the package being constructed,
?S: with the first letter uppercased, i.e. suitable for starting
?S: sentences.
?S:.
?C:PACKAGE:
?C: This variable contains the name of the package being built.
?C:.
?H:#define PACKAGE "$package"
?H:.
?T:first last
: set package name
package='<PACKAGENAME>'
@if spackage
first=`echo $package | sed -e 's/^\(.\).*/\1/'`
last=`echo $package | sed -e 's/^.\(.*\)/\1/'`
?X:
?X: So early in the Configure script, we don't have ./tr set up and can't
?X: include Tr in our dependency or that would create a cycle. Therefore,
?X: we have to somehow duplicate the work done in Tr. That's life.
?X:
case "`echo AbyZ | tr '[:lower:]' '[:upper:]' 2>/dev/null`" in
ABYZ) spackage=`echo $first | tr '[:lower:]' '[:upper:]'`$last;;
*) spackage=`echo
 $first | tr '[a-z]' '[A-Z]'`$last;;
esac
@end
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/package.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Configdir.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Configdir.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  14:58:36  ram
?RCS: patch61: have README explicitly mention the package name
?RCS:
?RCS: Revision 3.0  1993/08/18  12:04:49  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:Configdir: package
?MAKE: -pick add $@ %<
: create .config dir to save info across Configure sessions
test -d ../.config || mkdir ../.config
cat >../.config/README <<EOF
This directory created by Configure to save
 information that should
persist across sessions for $package.

You may safely delete it if you wish.
EOF

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Configdir.U
No license file was found, but licenses were detected in source scan.

# $Id: makedepend.sh,v 3.0.1.1 1994/01/24 14:00:05 ram Exp ram $
#
#  Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
#
#  You may redistribute only under the terms of the Artistic Licence,
#  as specified in the README file that comes with the distribution.
#  You may reuse parts of this distribution only within the terms of
#  that same Artistic Licence; a copy of which may be found at the root
#  of the source tree for dist 4.0.
#
# Original Author: Larry Wall <lwall@netlabs.com>

```
#
# $Log: makedepend.sh,v $
# Revision 3.0.1.1  1994/01/24  14:00:05  ram
# patch16: changed top ln-style config.sh lookup into test-style one
#
# Revision 3.0  1993/08/18  12:04:37  ram
# Baseline for dist 3.0 netwide release.
#
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/lib/makedepend.SH
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Setprefixvar.U,v 3.0 2006/04/01 17:25:29 hmbrand $
?RCS:
?RCS: Copyright (c) 2006-2006, H.Merijn Brand & Nicholas Clark
?RCS:
?RCS: This file is included with or a derivative work of a file included
?RCS: with the metaconfig program of Raphael Manfredi's "dist" distribution.
?RCS: In accordance with clause 7 of dist's modified Artistic License:
?RCS:
?RCS:   You may distribute under the terms of either the GNU General Public
?RCS:   License or the Artistic License, as specified in the README file.
?RCS:
?X:
?X: This unit sets up the scripts installprefix and setprefixvar, so code
?X: in other parts can be more simple and maintainable
?X:
?MAKE:Setprefixvar: Myread Getfile startsh eunicefix test \
 prefix prefixexp installprefix installprefixexp
?MAKE: -pick add $@ %<
?LINT:extern prefixvar
?X: metalint still sees "`\$${prefixvar}exp`" as variable :(
?T:prefixvarexp
?F:./setprefixvar
?F:./installprefix
: Perform
 the prefixexp/installprefixexp correction if necessary
cat <<EOS >installprefix
$startsh
EOS
cat <<'EOSC' >>installprefix
: Change installation prefix, if necessary.
if $test X"$prefix" != X"$installprefix"; then
   eval "install${prefixvar}=\`echo \$${prefixvar}exp | sed \"s#^\$prefixexp#\$installprefixexp#\"\`"
else
   eval "install${prefixvar}=\"\$${prefixvar}exp\""
fi
```

```
EOSC
chmod +x installprefix
$eunicefix installprefix

: Set variables such as privlib and privlibexp from the output of ./getfile
: performing the prefixexp/installprefixexp correction if necessary.
cat <<EOS >setprefixvar
$startsh
EOS
cat <<'EOSC' >>setprefixvar
eval "${prefixvar}=\"\$ans\""
eval "${prefixvar}exp=\"\$ansexp\""
. ./installprefix
EOSC
chmod +x setprefixvar
$eunicefix setprefixvar

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/Setprefixvar.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: man1dir.U,v 3.2 1999/07/08 20:57:21 doughera Exp doughera $
?RCS:
?RCS: Copyright (c) 1996, 1999 Andy Dougherty
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: man1dir.U,v $
?RCS: Revision 3.2  1999/07/08 20:57:21  doughera
?RCS: Used installprefix.
?RCS:
?RCS: Revision 3.1  1999/07/08 20:52:19  doughera
?RCS: Updated for perl5.005_5x
?RCS:
?RCS: Revision 3.0.1.1  1997/02/28  16:10:29  ram
?RCS: patch61: created
?RCS:
?X: This was originally specific to perl5.  Since perl5 has man pages that
?X: go in both man1/ and man3/ directories, we need both man1dir
?X: and
 man3dir.  This unit is basically dist's mansrc.U with
?X: man1 used instead of man everywhere.
?X:
```

```
?MAKE:man1dir man1direxp man1ext installman1dir: cat nroff Loc Oldconfig \
 spackage test Getfile Setprefixvar Prefixit Prefixup sysman Myread \
 prefixexp
?MAKE: -pick add $@ %<
?Y:TOP
?D:man1dir="
?S:man1dir:
?S: This variable contains the name of the directory in which manual
?S: source pages are to be put.  It is the responsibility of the
?S: Makefile.SH to get the value of this into the proper command.
?S: You must be prepared to do the ~name expansion yourself.
?S:.
?D:man1direxp="
?S:man1direxp:
?S: This variable is the same as the man1dir variable, but is filename
?S: expanded at configuration time, for convenient use in makefiles.
?S:.
?D:installman1dir="
?S:installman1dir:
?S: This variable is really the same as man1direxp, unless you are using
?S: AFS in which case it points to the read/write location whereas
?S: man1direxp only points to the read-only access location.
 For extra
?S: portability, you should only use this variable within your makefiles.
?S:.
?S:man1ext:
?S: This variable contains the extension that the manual page should
?S: have: one of 'n', 'l', or '1'.  The Makefile must supply the '.'.
?S: See man1dir.
?S:.
?T:lookpath
?LINT:change prefixvar
?LINT:set man1direxp
: determine where manual pages go
set man1dir man1dir none
eval $prefixit
$cat <<EOM

$spackage has manual pages available in source form.
EOM
case "$nroff" in
nroff)
 echo "However, you don't have nroff, so they're probably useless to you."
 case "$man1dir" in
 ") man1dir="none";;
 esac;;
esac
echo "If you don't want the manual sources installed, answer 'none'."
```

```
case "$man1dir" in
' ') dflt=none
 ;;
")
 lookpath="$prefixexp/share/man/man1"
 lookpath="$lookpath $prefixexp/man/man1 $prefixexp/man/l_man/man1"
 lookpath="$lookpath $prefixexp/man/p_man/man1"
 lookpath="$lookpath $prefixexp/man/u_man/man1"
 lookpath="$lookpath $prefixexp/man/man.1"
?X: Experience has shown people
 expect man1dir to be under prefix,
?X: so we now always put it there.  Users who want other behavior
?X: can answer interactively or use a command line option.
?X: Does user have System V-style man paths.
 case "$sysman" in
 */?_man*) dflt=`./loc . $prefixexp/l_man/man1 $lookpath` ;;
 *) dflt=`./loc . $prefixexp/man/man1 $lookpath` ;;
 esac
 set dflt
 eval $prefixup
 ;;
*)  dflt="$man1dir"
 ;;
esac
echo " "
fn=dn+~
rp="Where do the main $spackage manual pages (source) go?"
. ./getfile
if $test "X$man1direxp" != "X$ansexp"; then
 installman1dir="
fi
prefixvar=man1dir
. ./setprefixvar

case "$man1dir" in
") man1dir=' '
 installman1dir="";;
esac

: What suffix to use on installed man pages

case "$man1dir" in
' ')
 man1ext='0'
 ;;
*)
 rp="What suffix should be used for the main $spackage man pages?"
 case "$man1ext" in
```

```
") case "$man1dir" in
 *1)  dflt=1 ;;
 *1p) dflt=1p ;;
 *1pm) dflt=1pm ;;
 *l) dflt=l;;
 *n) dflt=n;;
 *o) dflt=o;;
 *p) dflt=p;;
 *C) dflt=C;;
 *L) dflt=L;;
 *L1)
dflt=L1;;
 *) dflt=1;;
 esac
 ;;
*) dflt="$man1ext";;
esac
. ./myread
man1ext="$ans"
;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/man1dir.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: installstyle.U,v 1.2 1999/07/13 14:56:06 doughera Exp $
?RCS:
?RCS: Copyright (c) 1999 Andy Dougherty
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: installstyle.U,v $
?RCS: Revision 1.2  1999/07/13 14:56:06  doughera
?RCS: Fix dependencies.  Add more comments.
?RCS:
?RCS: Revision 1.1  1999/07/12 17:30:41  doughera
?RCS: Initial revision
?RCS:
?RCS:
?MAKE:installstyle: prefix Myread
?MAKE: -pick add $@ %<
?X: Myread dependence is for dflt.
?S:installstyle:
```

```
?S: This variable describes the "style" of the perl installation.
?S: This is intended to be useful for tools that need to
?S: manipulate entire perl
 distributions.  Perl itself doesn't use
?S: this to find its libraries -- the library directories are
?S: stored directly in Config.pm.  Currently, there are only two
?S: styles:  "lib" and "lib/perl5".  The default library locations
?S: (e.g. privlib, sitelib) are either $prefix/lib or
?S: $prefix/lib/perl5.  The former is useful if $prefix is a
?S: directory dedicated to perl (e.g. /opt/perl), while the latter
?S: is useful if $prefix is shared by many packages, e.g. if
?S: $prefix=/usr/local.
?S:
?S: Unfortunately, while this "style" variable is used to set
?S: defaults for all three directory hierarchies (core, vendor, and
?S: site), there is no guarantee that the same style is actually
?S: appropriate for all those directories.  For example, $prefix
?S: might be /opt/perl, but $siteprefix might be /usr/local.
?S: (Perhaps, in retrospect, the "lib" style should never have been
?S: supported, but it did seem like a nice idea at the time.)
?S:
?S: The situation is even less clear for
 tools such as MakeMaker
?S: that can be used to install additional modules into
?S: non-standard places.  For example, if a user intends to install
?S: a module into a private directory (perhaps by setting PREFIX on
?S: the Makefile.PL command line), then there is no reason to
?S: assume that the Configure-time $installstyle setting will be
?S: relevant for that PREFIX.
?S:
?S: This may later be extended to include other information, so
?S: be careful with pattern-matching on the results.
?S:
?S: For compatibility with perl5.005 and earlier, the default
?S: setting is based on whether or not $prefix contains the string
?S: "perl".
?S:.
: determine installation style
: For now, try to deduce it from prefix unless it is already set.
: Reproduce behavior of 5.005 and earlier, maybe drop that in 5.7.
case "$installstyle" in
'') case "$prefix" in
  *perl*) dflt='lib';;
  *) dflt='lib/perl5' ;;
 esac
 ;;
*) dflt="$installstyle" ;;
esac
```

: Probably not worth prompting for this since we prompt
 for all
: the directories individually, and the prompt would be too long and
: confusing anyway.
installstyle=$dflt

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/installstyle.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Init.U,v 3.0.1.1 1994/10/31 09:45:59 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: Init.U,v $
?RCS: Revision 3.0.1.1  1994/10/31  09:45:59  ram
?RCS: patch44: removed Options from MAKE to prevent Init overrides
?RCS: patch44: option processing now done after Myinit thanks to new Begin.U
?RCS: patch44: moved "Beginning of configuration questions" to Begin.U
?RCS: patch44: moved signal trapping instruction to Begin.U as well
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:02  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This file
 initializes certain default variables used by Configure.  They
?X: may be overridden or added to by definitions in Myinit.U.
?X:
?MAKE:Init eunicefix: Null
?MAKE: -pick add $@ %<
?MAKE: -pick weed $@ ./Init
?S:eunicefix:
?S: When running under Eunice this variable contains a command which will
?S: convert a shell script to the proper form of text file for it to be
?S: executable by the shell.  On other systems it is a no-op.
?S:.
?V:define undef smallmach:rmlist
?X:
?X: Throughout the units, one may make use of $define and $undef to reference
?X: a defined symbol or an undefined one. There is no need to add them in
?X: the dependency line since this unit makes them visible via ?V:, and

```
?X: everyone inherits from those symbols since by convention Init.U is the
?X: root dependency.
?X:
?LINT:extern DJGPP
?LINT:extern _exe
?LINT:change _exe
?LINT:extern is_os2
: Detect odd OSs
define='define'
undef='undef'
smallmach='pdp11 i8086 z8000 i80286 iAPX286'
rmlist="

: We must find out about
 Eunice early
eunicefix=':'
if test -f /etc/unixtovms; then
 eunicefix=/etc/unixtovms
fi
if test -f /etc/unixtovms.exe; then
 eunicefix=/etc/unixtovms.exe
fi

: Set executable suffix now -- needed before hints available
if test -f "/libs/version.library"; then
: Amiga OS
   _exe=""
elif test -f "/system/gnu_library/bin/ar.pm"; then
: Stratus VOS
   _exe=".pm"
elif test -n "$DJGPP"; then
: DOS DJGPP
   _exe=".exe"
elif test -f /kern/cookiejar; then
: MiNT
   _exe=""
elif test -d c:/. -o -n "$is_os2" ; then
: OS/2 or cygwin
   _exe=".exe"
fi

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Init.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Options.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
```

```
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Options.U,v $
?RCS: Revision 3.0.1.7  1997/02/28  15:08:15  ram
?RCS: patch61: optdef.sh now starts with a "startsh"
?RCS: patch61: moved some code from Head.U
?RCS:
?RCS: Revision 3.0.1.6  1995/09/25  09:14:46  ram
?RCS: patch59: protected option parsing code against 'echo -*' option failure
?RCS:
?RCS: Revision 3.0.1.5  1995/05/12  12:04:52  ram
?RCS: patch54: added -K option for experts
?RCS:
?RCS: Revision 3.0.1.4  1995/01/30  14:27:52  ram
?RCS:
 patch49: this unit now exports file optdef.sh, not a variable
?RCS:
?RCS: Revision 3.0.1.3  1995/01/11  15:19:00  ram
?RCS: patch45: new -O option allowing -D and -U to override config.sh settings
?RCS: patch45: file optdef.sh is no longer removed after sourcing
?RCS:
?RCS: Revision 3.0.1.2  1994/10/29  15:58:06  ram
?RCS: patch36: ensure option definition file is removed before appending
?RCS: patch36: protect variable definitions with spaces in them
?RCS:
?RCS: Revision 3.0.1.1  1994/06/20  06:55:44  ram
?RCS: patch30: now uses new me symbol to tag error messages
?RCS: patch30: new -D and -U options to define/undef symbols (JHI)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:14  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: Command line parsing. It is really important that the variables used here
?X: be not listed in the MAKE line, or they will be saved in config.sh and
?X: loading this file to fetch default answers would clobber the values set
?X: herein.
?X:
?MAKE:Options:
 startsh
?MAKE: -pick wipe $@ %<
?V:reuseval alldone error realsilent silent extractsh fastread \
 knowitall: config_sh
```

```
?T:arg argn symbol config_arg0 config_args config_argc xxx yyy zzz uuu
?T:args_exp args_sep arg_exp ccflags
?F:!Configure
?F:./optdef.sh ./cmdline.opt ./posthint.sh ./cmdl.opt
: Save command line options in file UU/cmdline.opt for later use in
: generating config.sh.
?X: This temporary file will be read by Oldsym.U.  I used a temporary
?X: file to preserve all sorts of potential command line quotes and
?X: also because we don't know in advance how many variables we'll
?X: need, so I can't actually declare them on the MAKE line.
?X: The config_args variable won't be quite correct if Configure is
?X: fed something like     ./Configure -Dcc="gcc -B/usr/ccs/bin/"
?X: since the quotes are gone by the time we see them.  You'd have to
?X: reconstruct the command line from the config_arg? lines, but since
?X: I don't imagine anyone actually having to do that, I'm not going
?X:
 to worry too much.
cat > cmdline.opt <<EOSH
: Configure command line arguments.
config_arg0='$0'
config_args='$*'
config_argc=$#
EOSH
argn=1
args_exp="
args_sep="
for arg in "$@"; do
 cat >>cmdline.opt <<EOSH
config_arg$argn='$arg'
EOSH
?X: Extreme backslashitis: replace each ' by '"'"'
 cat <<EOC | sed -e "s/'/'"'"'"'"'"'"'"'"'/g" > cmdl.opt
$arg
EOC
 arg_exp=`cat cmdl.opt`
 args_exp="$args_exp$args_sep'$arg_exp'"
 argn=`expr $argn + 1`
 args_sep=' '
done
?X: args_exp is good for restarting self: eval "set X $args_exp"; shift; $0 "$@"
?X: used by hints/os2.sh in Perl, for instance
rm -f cmdl.opt

: produce awk script to parse command line options
cat >options.awk <<'EOF'
BEGIN {
 optstr = "A:dD:eEf:hKOrsSU:V"; # getopt-style specification
```

```
 len = length(optstr);
 for (i = 1; i <= len; i++) {
  c = substr(optstr, i, 1);
?X: some older awk's do not have the C ?: construct
  if (i < len) a = substr(optstr, i + 1, 1); else a = "";
  if (a == ":") {
   arg[c] = 1;
   i++;
  }
  opt[c]
 = 1;
 }
}
{
 expect = 0;
 str = $0;
 if (substr(str, 1, 1) != "-") {
  printf("'%s'\n", str);
  next;
 }
 len = length($0);
 for (i = 2; i <= len; i++) {
  c = substr(str, i, 1);
  if (!opt[c]) {
   printf("-%s\n", substr(str, i));
   next;
  }
  printf("-%s\n", c);
  if (arg[c]) {
   if (i < len)
    printf("'%s'\n", substr(str, i + 1));
   else
    expect = 1;
   next;
  }
 }
}
END {
 if (expect)
  print "?";
}
EOF

: process the command line options
?X: Use "$@" to keep arguments with spaces in them from being split apart.
?X: For the same reason, awk will output quoted arguments and the final eval
?X: removes them and sets a proper $* array. An 'X' is prepended to each
?X: argument before being fed to echo to guard against 'echo -x', where -x
```

```
?X: would be understood as an echo option! It is removed before feeding awk.
set X `for arg in "$@"; do echo "X$arg"; done |
 sed -e s/X// | awk -f options.awk`
eval "set $*"
shift
rm -f options.awk

: set up default values
fastread="
reuseval=false
config_sh="
alldone="
error="
silent="
extractsh="
knowitall="
rm
 -f optdef.sh posthint.sh
cat >optdef.sh <<EOS
$startsh
EOS

?X:
?X: Given that we now have the possibility to execute Configure remotely
?X: thanks to the new src.U support, we have to face the possibility
?X: of having to ask where the source lie, which means we need the Myread.U
?X: stuff and possibly other things that might echo something on the
?X: screen...
?X:
?X: That's not pretty, and might be confusing in 99% of the time. So...
?X: We introduce a new realsilent variable which is set when -s is given,
?X: and we force silent=true if -S is supplied. The Extractall.U unit
?X: will then undo the >&4 redirection based on the value of the
?X: realsilent variable... -- RAM, 18/93/96
?X:

: option parsing
while test $# -gt 0; do
 case "$1" in
 -d) shift; fastread=yes;;
 -e) shift; alldone=cont;;
 -f)
  shift
  cd ..
  if test -r "$1"; then
   config_sh="$1"
  else
   echo "$me: cannot read config file $1."
```

```
>&2
 error=true
fi
 cd UU
 shift;;
--help|\
-h) shift; error=true;;
-r) shift; reuseval=true;;
-s) shift; silent=true; realsilent=true;;
-E) shift; alldone=exit;;
-K) shift; knowitall=true;;
-O) shift;;
-S) shift; silent=true; extractsh=true;;
-D)
 shift
 case "$1" in
 *=)
  echo "$me: use '-U symbol=', not '-D symbol='." >&2
  echo "$me: ignoring -D $1" >&2
  ;;
 *=*) echo "$1" | \
   sed -e "s/'/'\"'\"'/g" -e "s/=\(.*\)/='\1'/" >> optdef.sh;;
 *) echo "$1='define'" >> optdef.sh;;
 esac
 shift
 ;;
-U)
 shift
 case "$1" in
 *=) echo "$1" >> optdef.sh;;
 *=*)
  echo "$me: use '-D symbol=val', not '-U symbol=val'." >&2
  echo "$me: ignoring -U $1" >&2
  ;;
 *) echo "$1='undef'" >> optdef.sh;;
 esac
 shift
 ;;
-A)
    shift
    xxx='
    yyy="$1"
    zzz='
    uuu=undef
    case "$yyy" in
         *=*) zzz=`echo "$yyy"|sed 's!=.*!!'`
              case "$zzz" in
              *:*) zzz='' ;;
```

```
            *)   xxx=append

            zzz=" "`echo "$yyy"|sed 's!^[^=]*=!!'`
                yyy=`echo "$yyy"|sed 's!=.*!!'` ;;
            esac
            ;;
        esac
        case "$xxx" in
        ")  case "$yyy" in
            *:*) xxx=`echo "$yyy"|sed 's!:.*!!'`
                yyy=`echo "$yyy"|sed 's!^[^:]*:!!'`
                zzz=`echo "$yyy"|sed 's!^[^=]*=!!'`
                yyy=`echo "$yyy"|sed 's!=.*!!'` ;;
            *)   xxx=`echo "$yyy"|sed 's!:.*!!'`
                yyy=`echo "$yyy"|sed 's!^[^:]*:!!'` ;;
            esac
            ;;
        esac
   case "$xxx" in
   append)
 echo "$yyy=\"\${$yyy}$zzz\"" >> posthint.sh ;;
   clear)
 echo "$yyy=""   >> posthint.sh ;;
   define)
      case "$zzz" in
 ") zzz=define ;;
 esac
 echo "$yyy='$zzz'"  >> posthint.sh ;;
   eval)
 echo "eval \"$yyy=$zzz\"" >> posthint.sh ;;
   prepend)
 echo "$yyy=\"$zzz\${$yyy}\"" >> posthint.sh ;;
   undef)

     case "$zzz" in
 ") zzz="$uuu" ;;
 esac
 echo "$yyy=$zzz"  >> posthint.sh ;;
        *)  echo "$me: unknown -A command '$xxx', ignoring -A $1" >&2 ;;
   esac
   shift
   ;;
-V) echo "$me generated by metaconfig <VERSION> PL<PATCHLEVEL>." >&2
   exit 0;;
--) break;;
-*) echo "$me: unknown option $1" >&2; shift; error=true;;
*) break;;
esac
```

```
done

case "$error" in
true)
 cat >&2 <<EOM
Usage: $me [-dehrsEKOSV] [-f config.sh] [-D symbol] [-D symbol=value]
            [-U symbol] [-U symbol=] [-A command:symbol...]
 -d : use defaults for all answers.
 -e : go on without questioning past the production of config.sh.
 -f : specify an alternate default configuration file.
 -h : print this help message and exit (with an error status).
 -r : reuse C symbols value if possible (skips costly nm extraction).
 -s : silent mode, only echoes questions and essential information.
 -D : define symbol to have some value:
      -D symbol               symbol gets the
 value 'define'
      -D symbol='some value'   symbol is set to 'some value'
    common used examples (see INSTALL for more info):
      -Duse64bitint           use 64bit integers
      -Duse64bitall           use 64bit integers and pointers
      -Dusethreads            use thread support
      -Dinc_version_list=none  do not include older perl trees in @INC
      -DEBUGGING=none          DEBUGGING options
      -Dcc=gcc                choose your compiler
      -Dprefix=/opt/perl5      choose your destination
 -E : stop at the end of questions, after having produced config.sh.
 -K : do not use unless you know what you are doing.
 -O : ignored for backward compatibility
 -S : perform variable substitutions on all .SH files (can mix with -f)
 -U : undefine symbol:
      -U symbol    symbol gets the value 'undef'
      -U symbol=   symbol gets completely empty
    e.g.:  -Uversiononly
 -A : manipulate symbol after the platform specific hints
 have been applied:
      -A append:symbol=value   append value to symbol
      -A symbol=value          like append:, but with a separating space
      -A define:symbol=value   define symbol to have value
      -A clear:symbol          define symbol to be ''
      -A define:symbol         define symbol to be 'define'
      -A eval:symbol=value     define symbol to be eval of value
      -A prepend:symbol=value  prepend value to symbol
      -A undef:symbol          define symbol to be 'undef'
      -A undef:symbol=         define symbol to be ''
    e.g.:  -A prepend:libswanted='cl pthread '
           -A ccflags=-DSOME_MACRO
 -V : print version number and exit (with a zero status).
EOM
```

```
 exit 1
 ;;
esac

?X:
?X: Unless they specified either -S or both -d and -e/E, make sure we're
?X: running interactively, i.e. attached to a terminal. Moved from Head.U to
?X: be able to handle batch configurations...
?X:
?X: We have to hardwire the Configure name and
 cannot use $me, since if they
?X: said 'sh <Configure', then $me is 'sh'...
?X:
: Sanity checks
case "$fastread$alldone" in
yescont|yesexit) ;;
*)
 case "$extractsh" in
 true) ;;
 *)
  if test ! -t 0; then
   echo "Say 'sh Configure', not 'sh <Configure'"
   exit 1
  fi
  ;;
 esac
 ;;
esac

?X: In silent mode, the standard output is closed. Questions are asked by
?X: outputing on file descriptor #4, which is the original stdout descriptor.
?X: This filters out all the "junk", since all the needed information is written
?X: on #4. Note that ksh will not let us redirect output if the file descriptor
?X: has not be defined yet, unlike sh, hence the following line...--RAM.
exec 4>&1
case "$silent" in
true) exec 1>/dev/null;;
esac

: run the defines and the undefines, if any, but leave the file out there...
touch optdef.sh
?X: -q is POSIX
?X: It does not work in SysV (solaris) or old BSD greps.
grep '\\' optdef.sh >/dev/null 2>&1
if test $? = 0; then
   echo "Configure does not support \\
 in -D arguments"
   exit 1
```

```
fi
. ./optdef.sh
: create the posthint manipulation script and leave the file out there...
?X: this file will be perused by Oldconfig.U
touch posthint.sh
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Options.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Chk_whoami.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Chk_whoami.U,v $
?RCS: Revision 3.0  1993/08/18  12:04:46  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit makes sure we don't try to include whoami.h if uname() exists.
?X:
?MAKE:Chk_whoami: d_uname i_whoami
?MAKE: -pick add $@ %<
?LINT:change i_whoami
: weed out incompatibilities
case "$d_uname" in
 "$define") i_whoami="$undef" ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Chk_whoami.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: MailList.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
```

```
?RCS:
?RCS: Original Author: Graham Stoney <greyham@research.canon.oz.au>
?RCS:
?RCS: $Log: MailList.U,v $
?RCS: Revision 3.0.1.1  1994/01/24  14:01:49  ram
?RCS: patch16: created
?RCS:
?RCS:
?X:
?X: This unit offers the user the option of subscribing to the mailing
?X: list. To force inclusion of this unit, you must add it's name to the
?X: dependancies on the MAKE line in your private copy of End.U.
?X: The address of the mailing list server must be set via a "list_request=..."
?X:
 entry in the .package file. This is usually done by running packinit and
?X: answering the proper questions.
?X:
?MAKE:MailList: cat mailer package Myread cf_name cf_email
?MAKE: -pick wipe $@ %<
?T:list_request list_sub list_unsub list_name
?X:
?X: The cf_name dependency is used through list_sub when the mailing list
?X: manager happens to be listserv, whereas cf_email is used whith majordomo
?X: or when the mailing list request address is scanned by a human. Since
?X: they do not appear within the unit itself, we need a lint hint.
?X:
?LINT:use cf_name cf_email
: offer to join the mailing list
list_request='<$list_request>'
list_sub="<$list_sub>"
list_unsub="<$list_unsub>"
list_name="<$list_name>"
$cat <<EOM

There is a mailing list for discussion about $package and related issues.
This is the preferred place to ask questions about the program and discuss
modifications and additions with the author and other users.  If you are able
to send mail to the Internet, you
 are encouraged to subscribe.  You need only
ever subscribe once, and you can unsubscribe automatically at any time in the
future.  If you have already subscribed and you wish to unsubscribe now, you
may do so by answering "unsubscribe".  Answer "subscribe" to subscribe to the
list.

EOM
rp="Subscribe to or unsubscribe from the $list_name mailing list?"
dflt=neither
. ./myread
```

```
case "$ans" in
[sS]*) $cat <<EOM

You will be sent a message from the list server to let you know when your
subscription has been successful and telling you how to submit articles and
how to unsubscribe again when necessary. You may also unsubscribe by running
this script again and asking it to do so for you.

EOM
 echo "Sending mail to subscribe you to the $list_name list..." >&4
 $mailer $list_request <<EOM >/dev/null 2>&1
Precedence: junk
To: $list_request

$list_sub
EOM
 ;;
[uU]*) echo "Sending mail to unsubscribe you from the $list_name list..." >&4
 $mailer $list_request <<EOM >/dev/null 2>&1
Precedence: junk
To:
 $list_request

$list_unsub
EOM
 ;;
esac

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/MailList.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Csym.U,v $
?RCS: Revision 3.0.1.4  1995/07/25  13:36:29  ram
?RCS: patch56: re-arranged compile line to include ldflags before objects
?RCS: patch56: added quotes for OS/2 support
?RCS:
?RCS: Revision 3.0.1.3  1995/05/12  12:00:33  ram
```

```
?RCS: patch54: fixed C test program to bypass gcc builtin type checks (ADO)
?RCS:
?RCS: Revision 3.0.1.2  1994/10/31  09:34:13  ram
?RCS: patch44: added Options to the MAKE line since it's no longer in Init.U
?RCS:
?RCS: Revision 3.0.1.1  1993/08/25  14:00:05  ram
?RCS:
 patch6: added ldflags as a conditional dependency and to compile line
?RCS: patch6: a final double quote was missing in csym variable after eval
?RCS:
?RCS: Revision 3.0  1993/08/18  12:04:50  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:Csym: Options contains libc libs runnm +cc +ccflags +ldflags rm
?MAKE: -pick add $@ %<
?LINT:define csym
?LINT:use libc
?S:csym:
?S: This shell variable is used internally by Configure to check
?S: wether a given C symbol is defined or not. A typical use is:
?S:  set symbol result [-fva] [previous]
?S:  eval $csym
?S: That will set result to 'true' if the function [-f], variable [-v]
?S: or array [-a] is defined, 'false' otherwise. If a previous value is
?S: given and the -r flag was provided on the command line, that value
?S: is reused without questioning.
?S:.
?V:csym
?T:tval tx tlook tf tdc tc
: is a C symbol defined?
csym='tlook=$1;
case "$3" in
-v) tf=libc.tmp; tc=""; tdc="";;
-a) tf=libc.tmp; tc="[0]"; tdc="[]";;
*) tlook="^$1\$";
 tf=libc.list; tc=""; tdc="()";;
esac;
tx=yes;
case "$reuseval-$4" in
true-) ;;
true-*) tx=no; eval "tval=\$$4"; case "$tval" in "") tx=yes;; esac;;
esac;
case "$tx" in
yes)
 case "$runnm" in
 true)
  if $contains $tlook $tf >/dev/null 2>&1;
  then tval=true;
```

```
  else tval=false;
  fi;;
 *)
?X:
?X: We use 'char' instead of 'int' to try to circumvent overzealous
?X: optimizing compilers using built-in prototypes for commonly used
?X: routines to complain when seeing a different external declaration. For
?X: instance, gcc 2.6.3 fails if we use 'int' and we attempt a test against
?X: memcpy() on machines where sizeof(int) == sizeof(char *) (the usual return
?X: type), the compiler assuming it's a built-in declaration given that the
?X: returned size matches. At least with 'char' we are safe! -- RAM, for ADO
?X:
?X: Let's thank GNU cc for making our lifes so easy! :-)
?X: (An alternative for the future would be to use our knowledge about gcc
?X: to force a -fno-builtin option in the
 compile test, in case the 'char'
?X: trick is obsoleted by future gcc releases). -- RAM
?X:
?X: Lastly, gcc 3.4 otimizes &missing == 0 away, so we use + 2 instead now.
?X: The GNU folks like to do weird things, don't they? -- RAM, 2004-06-05
?X:
  echo "extern char $1$tdc; int main() { return &$1$tc + 2; }" > t.c;
  if $cc $ccflags $ldflags -o t t.c $libs >/dev/null 2>&1;
  then tval=true;
  else tval=false;
  fi;
  $rm -f t t.c;;
 esac;;
*)
 case "$tval" in
 $define) tval=true;;
 *) tval=false;;
 esac;;
esac;
eval "$2=$tval"'
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Csym.U
No license file was found, but licenses were detected in source scan.

```
# Yes, you may rip this off to use in other distribution packages. This
# script belongs to the public domain and cannot be copyrighted.
#
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Head.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Head.U

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

?RCS: $Id: manfmt.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: manfmt.U,v $
?RCS: Revision 3.0.1.5  1997/02/28  16:11:57  ram
?RCS: patch61: don't ask for AFS when they choose to not install pages
?RCS:
?RCS: Revision 3.0.1.4  1995/09/25  09:16:52  ram
?RCS: patch59: unit is now forced to the top of Configure, if possible
?RCS:
?RCS: Revision 3.0.1.3  1995/01/30  14:39:20  ram
?RCS: patch49: new installmanfmt and AFS-lookup for formatted man pages
?RCS: patch49: can now handle installation prefix changes (from WED)
?RCS:
?RCS:
 Revision 3.0.1.2  1994/08/29  16:30:31  ram
?RCS: patch32: now uses installation prefix for default setting
?RCS:
?RCS: Revision 3.0.1.1  1993/09/13  16:09:22  ram
?RCS: patch10: allows for L1 man page extension (WAD)
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:13  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:manfmt manfmtexp installmanfmt: Getfile Loc Oldconfig cat manext \
 spackage Prefixit prefixexp Prefixup afs test
?MAKE: -pick add $@ %<
?Y:TOP
?S:manfmt:
?S: This variable contains the name of the directory in which formatted
?S: manual pages are to be put.  It is the responsibility of the
?S: Makefile.SH to get the value of this into the proper command. Note
?S: that you may have to do ~name substitution. Use manfmtexp otherwise.
?S:.
?S:manfmtexp:
?S: This is the same as the manfmt variable, but is filename expanded
?S: at configuration time, for programs not willing to deal with it at
?S: run-time.
?S:.

```
?S:installmanfmt:
?S: This variable is really
 the same as manfmtexp, unless you are using
?S: AFS in which case it points to the read/write location whereas
?S: mansrcexp only points to the read-only access location. For extra
?S: portability, you should only use this variable within your makefiles.
?S:.
?LINT:change manext
?T:lookpath
: determine where manual pages go
set manfmt manfmt
eval $prefixit
$cat <<EOM

$spackage has pre-formatted manual pages.  If you don't want these installed,
answer 'none' to the next question.

EOM
case "$manfmt" in
")
 lookpath="$prefixexp/catman/man1 $prefixexp/man/cat1"
 lookpath="$lookpath $prefixexp/catman/u_man/man1"
 lookpath="$lookpath $prefixexp/catman/l_man/man1"
 lookpath="$lookpath $prefixexp/catman/cat1 /usr/catman/local/man1"
 lookpath="$lookpath /usr/catman/manl /usr/man/cat1"
 lookpath="$lookpath /usr/catman/mann /usr/catman/l_man/man1"
 lookpath="$lookpath /usr/catman/u_man/man1 /usr/catman/man1"
 dflt=`./loc . none $lookpath`
 set dflt
 eval $prefixup
 ;;
*)  dflt="$manfmt"
 ;;
esac
fn=dn~
rp='Where
 do pre-formatted manual pages go?'
. ./getfile
if test "X$manfmtexp" != "X$ansexp"; then
 installmanfmt="
fi
manfmt="$ans"
manfmtexp="$ansexp"
if $afs && $test "$manfmt"; then
 $cat <<EOM

Since you are running AFS, I need to distinguish the directory in which
manual pages reside from the directory in which they are installed (and from
```

which they are presumably copied to the former directory by occult means).

```
EOM
 case "$installmanfmt" in
 '') dflt=`echo $manfmtexp | sed 's#^/afs/#/afs/.#'`;;
 *) dflt="$installmanfmt";;
 esac
 fn=de~
 rp='Where will pre-formatted man pages be installed?'
 . ./getfile
 installmanfmt="$ans"
else
 installmanfmt="$manfmtexp"
fi

case "$manfmt" in
'') manext='0';;
*l) manext=l;;
*n) manext=n;;
*o) manext=l;;
*p) manext=n;;
*C) manext=C;;
*L) manext=L;;
*L1) manext=L1;;
*) manext=1;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/manfmt.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: vendorhtml1dir.U,v 1.1 1999/07/08 18:32:57 doughera Exp doughera $
?RCS:
?RCS: Copyright (c) 1999, Andy Dougherty
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: vendorhtml1dir.U,v $
?RCS: Revision 1.1  1999/07/08 18:32:57  doughera
?RCS: Initial revision
?RCS:
?MAKE:vendorhtml1dir vendorhtml1direxp installvendorhtml1dir: html1dir Getfile \
 Setprefixvar Oldconfig Prefixit test vendorprefix prefix sed
?MAKE: -pick add $@ %<
```

```
?Y:TOP
?S:vendorhtml1dir:
?S: This variable contains the name of the directory for html
?S: pages.  It may have a ~ on the front.
?S: The standard distribution will put nothing in this
 directory.
?S: Vendors who distribute perl may wish to place their own
?S: html pages in this directory with
?S:  MakeMaker Makefile.PL INSTALLDIRS=vendor
?S: or equivalent.  See INSTALL for details.
?S:.
?S:vendorhtml1direxp:
?S: This variable is the ~name expanded version of vendorhtml1dir, so that you
?S: may use it directly in Makefiles or shell scripts.
?S:.
?D:installvendorhtml1dir="
?S:installvendorhtml1dir:
?S: This variable is really the same as vendorhtml1direxp but may differ on
?S: those systems using AFS. For extra portability, only this variable
?S: should be used in makefiles.
?S:.
?LINT:change prefixvar
?LINT:set installvendorhtml1dir
: Set the vendorhtml1dir variables
case "$vendorprefix" in
") vendorhtml1dir="
 vendorhtml1direxp="
 ;;
*) : determine where vendor-supplied html pages go.
 : There is no standard location, so try to copy the previously-selected
 : directory structure for the core html pages.
 : XXX Better default suggestions would be welcome.
 case "$vendorhtml1dir"
 in
 ") dflt=`echo "$html1dir" | $sed "s#^$prefix#$vendorprefix#"` ;;
 *) dflt=$vendorhtml1dir ;;
 esac
 case "$dflt" in
 "|' ') dflt=none ;;
 esac
 fn=dn+~
 rp='Pathname for the vendor-supplied html pages?'
 . ./getfile
 vendorhtml1dir="$ans"
 vendorhtml1direxp="$ansexp"
 ;;
esac
: Use ' ' for none so value is preserved next time through Configure
```

```
$test X"$vendorhtml1dir" = "X" && vendorhtml1dir=' '
prefixvar=vendorhtml1dir
. ./installprefix
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/vendorhtml1dir.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: libnlist.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: libnlist.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  16:08:02  ram
?RCS: patch61: added usrinc and mips on the dependency line
?RCS: patch61: make sure we call ./mips
?RCS: patch61: added a ?LINT: hint
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:00  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:libnlist: Loc libpth Guess usrinc _a
?MAKE: -pick add $@ %<
?S:libnlist (libmld):
?S: This variable contains the name of the library required to
 get the
?S: definition of the nlist() function.  On a MIPS RISC/OS box, it is -lmld.
?S: Under Sys Vr4, it is -lelf.  Otherwise, its value is empty.
?S:.
?T:xxx
?LINT:use usrinc
: see if we need a special library for 'nlist()'
echo " "
: How about doing this if nlist is not in libc...
if ./mips ; then
 libnlist='-lmld'
else
 xxx=`./loc libelf$_a x $libpth`
 case "$xxx" in
 x)  ;;
 *)
  libnlist="$xxx"
```

```
  ;;
 esac
fi
case "$libnlist" in
") echo "No special library for nlist() seems necessary." >&4
 ;;
*)  echo "nlist() can be found in $libnlist." >&4
 ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/libnlist.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: h_sysfile.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: h_sysfile.U,v $
?RCS: Revision 3.0  1993/08/18  12:08:13  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:h_sysfile: Nothing
?MAKE: -pick add $@ %<
?S:h_sysfile:
?S: This is variable gets set in various places to tell i_sys_file that
?S: <sys/file.h> should be included.
?S:.
: Initialize h_sysfile
h_sysfile=false
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/h_sysfile.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1998 Jarkko Hietaniemi
?RCS:
?RCS: You may distribute under the terms of either the GNU General Public
?RCS: License or the Artistic License, as specified in the README file.
?RCS:
```

```
?X: This unit generates a $hasfield string that is used internally
?X: by Configure to check if this system has a field for a
?X: particular struct (of if this system has a particular struct!)
?X:
?X: To use it, say something like:
?X:  set d_statblocks stat st_blocks i_sysstat sys/stat.h
?X:  eval $hasfield
?X: Or, for more complicated sets of headers, do something like
?X: hdrs="$define sys/foo.h
?X:  $i_sysbar sys/bar.h
?X:  $i_syszot sys/zot.h
?X:  $i_zappa zappa.h"
?X: set d_statblocks stat st_blocks $hdrs
?X: eval $hasfield
?X:
?MAKE:Hasfield: Setvar rm_try test Compile
?MAKE: -pick add $@ %<
?T:varname struct field
?V:hasfield
: Define hasfield macro for Configure internal use
hasfield='varname=$1;
 struct=$2; field=$3; shift; shift; shift;
while $test $# -ge 2; do
 case "$1" in
 $define) echo "#include <$2>";;
 esac ;
   shift 2;
done > try.c;
echo "int main () { struct $struct foo; char* bar; bar = (char*)foo.$field; }" >> try.c;
set try;
if eval $compile; then
 val="$define";
else
 val="$undef";
fi;
set $varname;
eval $setvar;
$rm_try'
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/protos/Hasfield.U
No license file was found, but licenses were detected in source scan.

```
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: You may distribute under the terms of either the GNU General Public
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_sigsetjmp.U

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/compline/d_sigsetjmp.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: installprefix.U,v 1.1 1999/07/08 18:32:57 doughera Exp doughera $
?RCS:
?RCS: Copyright (c) 1999 Andy Dougherty
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: Original Author: Andy Dougherty <doughera@lafcol.lafayette.edu>
?RCS:
?RCS: $Log: installprefix.U,v $
?RCS: Revision 1.1  1999/07/08 18:32:57  doughera
?RCS: Initial revision
?RCS:
?RCS:
?MAKE:installprefix installprefixexp: Getfile Loc \
 Oldconfig afs cat package prefix
?MAKE: -pick add $@ %<
?S:installprefix:
?S: This variable holds the name of the directory below which
?S: "make install" will install the package.  For most users, this
?S: is the same
 as prefix.  However, it is useful for
?S: installing the software into a different (usually temporary)
?S: location after which it can be bundled up and moved somehow
?S: to the final location specified by prefix.
?S:.
?S:installprefixexp:
?S: This variable holds the full absolute path of installprefix
?S: with all ~-expansion done.
?S:.
: determine installation prefix for where package is to be installed.
if $afs; then
$cat <<EOM

Since you are running AFS, I need to distinguish the directory in which
files will reside from the directory in which they are installed (and from
which they are presumably copied to the former directory by occult means).

EOM
 case "$installprefix" in
 '') dflt=`echo $prefix | sed 's#^/afs/#/afs/.#'`;;
 *) dflt="$installprefix";;
```

```
 esac
else
$cat <<EOM

In some special cases, particularly when building $package for distribution,
it is convenient to distinguish the directory in which files should be
installed from the directory ($prefix) in which they will
eventually
 reside.  For most users, these two directories are the same.

EOM
 case "$installprefix" in
 '') dflt=$prefix ;;
 *) dflt=$installprefix;;
 esac
fi
fn=d~
rp='What installation prefix should I use for installing files?'
. ./getfile
installprefix="$ans"
installprefixexp="$ansexp"
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/installprefix.U
No license file was found, but licenses were detected in source scan.

?RCS: You may distribute under the terms of either the GNU General Public

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/perlxvf.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_socks.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_j0.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/perlxv.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_ftello.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_tmpnam_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_logb.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_sysvfs.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_getfsstat.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/typedefs/uidf.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_class.U
*
 /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_sysstatfs.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_exp2.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_random_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/useperlio.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_fs_data_s.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_fp_class.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/infnan.U

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/i_netdb.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_getpwnam_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/Sysroot.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_towupper.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/protos/socksizetype.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_fmin.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_frexpl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_fsat.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_dlsymun.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_memmem.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_sysstatvfs.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_faststdio.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_sysutsname.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_sysmode.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_fseeko.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/libperl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_gmtime_r.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_scalbn.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_getenv_thread.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_prctl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_getpwuid_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_lround.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_sitecustomize.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_fcntl_can_lock.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_endprotoent_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_strerror_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_finite.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_unsetenv.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_bfd.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_setgrent.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_getprotby.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/usemorebits.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_log2.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_strlcat.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_round.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/usesocks.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_writev.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_sunmath.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_gethostent_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_getnetent_r.U
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* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_crypt.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_getservent_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_setprotoent_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_srandom_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_gethostbyname_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_longlong.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_isfinitel.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/d_getnbyad.U

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_isless.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_msghdr_s.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/usequadmath.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_lgamma.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_ctime_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_endnetent_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_setpwent_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/usemultiplicity.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_off64_t.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_fpclass.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_pthrattrj.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_asinh.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_fchdir.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_sqrtl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_mntent.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_strtoq.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_llrintl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_timegm.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_getgrent_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_llround.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_getprotoent_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_aintl.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_localtime_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_timefuncs64.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_strlcpy.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/threads/d_setlocale_r.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_sysmount.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_strnlen.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/i_ieeefp.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_getitimer.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_mkstemps.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_towlower.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_fp_classl.U
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/usefaststdio.U
*
/perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/perl/d_isfinite.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: MailAuthor.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root

?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: Original Author: Graham Stoney <greyham@research.canon.oz.au>
?RCS:
?RCS: $Log: MailAuthor.U,v $
?RCS: Revision 3.0.1.5  1997/02/28  15:04:41  ram
?RCS: patch61: added support for src.U
?RCS:
?RCS: Revision 3.0.1.4  1994/08/29  16:05:09  ram
?RCS: patch32: avoid message sending if they said no previously
?RCS:
?RCS: Revision 3.0.1.3  1993/10/16  13:47:30  ram
?RCS: patch12: now makes sure user-specified address is in Internet format
?RCS:
?RCS: Revision
 3.0.1.2  1993/09/13  15:48:49  ram
?RCS: patch10: reverted to original intent by the Author himself
?RCS:
?RCS: Revision 3.0.1.1  1993/08/27  14:38:38  ram
?RCS: patch7: now prompts user for its e-mail address
?RCS: patch7: no longer silent when mail has been sent
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:06  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?RCS:
?X:
?X: This unit asks the user to please send a message to the author.
?X: To force inclusion of this unit, you must add it's name to the
?X: dependancies on the MAKE line in your private copy of End.U.
?X: This allows a smart mailagent program to automatically let users know
?X: when their package is out of date, and to allow users to be notified of
?X: any future patches.
?X:
?MAKE:MailAuthor mailpatches notifypatches usermail: test cat mailer \
 package Myread patchlevel baserev rm rsrc Oldconfig Configdir
?MAKE: -pick wipe $@ %<
?S:mailpatches:
?S: Indicates whether the user would like future patches to be mailed
?S: directly
 to them.
?S:.
?S:notifypatches:
?S: Indicates whether the user would like notification of future patches
?S: mailed to them.
?S:.
?S:usermail:
?S: This variable is used internally by Configure to keep track of the

```
?S: user e-mail address, where notifications or patches should be sent.
?S: A '-' value means the return address will be extracted by parsing
?S: the mail headers.
?S:.
?T:opt mailpatches notifypatches atsh status
: notify author that his package is used
if $test -f ../.config/mailauthor &&
 cmp $rsrc/patchlevel.h ../.config/mailauthor >/dev/null 2>&1
then
 status="say that you're using $package";
 case "$mailpatches" in
 true) status='have patches mailed to you as they are issued';;
 esac
 case "$notifypatches" in
 true) status='be notified when new patches are issued';;
 esac
 $cat <<EOM

You have already sent the author of $package (<MAINTLOC>) mail to
$status. If you wish, you may modify
your previous request by sending a new mail with different options.

EOM
 rp='Should
 I send a status update to <MAINTLOC>?'
 dflt=n
else
 $cat <<EOM

If you are able to send mail to the Internet, the author of $package would
really appreciate you letting me send off a quick note, just to say that you've
tried it. The author is more likely to spend time maintaining $package if it's
known that many people are using it, and you can even ask to get sent new
patches automagically this way if you wish. To protect your privacy, all I'll
say in the mail is the version of $package that you're using.

EOM
 rp='Should I send mail to <MAINTLOC>?'
 dflt=y
?X: Ensure default is 'n' if question has been asked already, in case they
?X: run Configure -d next time and answered 'n' the first time. Therefore,
?X: an empty nomail will be created later on even if no mail is sent.
 $test -f ../.config/nomail && dflt=n
fi
. ./myread
case "$ans" in
[yY]*)
 echo " "
```

```
 echo "Great! Your cooperation is really appreciated."
 $cat <<EOM

Some braindead sites do not set a proper return
 address in the From: header of
their outgoing mail, making it impossible to reply to mail they generate.
If your site is broken in this way, write to your system administrator and get
it fixed!!! In the mean time, you can manually specify the Internet e-mail
address by which the author can get back to you, should there be a need to do
so. If manually specified, it should be something like "user@domain.top".
If your mail system generates addresses correctly, specify "none".

EOM
 case "$usermail" in
 '-'|'') dflt=none;;
 *) dflt="$usermail";;
 esac
 rp='Manually specify a return address to use:'
 . ./myread
 case "$ans" in
 none|*@*.*)
  case "$ans" in
  none) usermail='-';;
  *) usermail="$ans";;
  esac
  ;;
 *)
  echo "(Address does not look like an Internet one -- ignoring it.)"
?X:
?X: If we can't trust their mailer or their return address, it's highly
?X: suggested that they only register and don't ask to get anything from
?X: the author, since it's likely to bounce in null-land --
 RAM.
?X:
  usermail='-'
  mailpatches=false
  notifypatches=false
  ;;
 esac
 echo " "
 opt="
 rp='Would you like to have new patches automatically mailed to you?'
 case "$mailpatches" in
 true) dflt=y;;
 *) dflt=n;;
 esac
 . ./myread
 case "$ans" in
```

```
 [yY]*) opt=' mailpatches'; mailpatches=true;;
 *)
  mailpatches=false
  echo " "
  rp='Ok, would you like to simply be notified of new patches?'
  case "$notifypatches" in
  false) dflt=n;;
  *) dflt=y;;
  esac
  . ./myread
  echo " "
  case "$ans" in
  [yY]*) opt=' notifypatches'; notifypatches=true;;
  *)
   echo "Fine, I'll simply say that you've tried it then."
   notifypatches=false
   ;;
  esac
  ;;
 esac
 echo "Sending mail to <MAINTLOC>..." >&4
?X: Bizarre hack here. We can't just put @SH in the hereis lines below, because
?X: metaconfig will interpret it as a command, and there's no quoting mechanism.
?X: Do it via a variable instead.
 atsh='@SH'
 $mailer <MAINTLOC> <<EOM >/dev/null 2>&1
Subject: Command
Precedence: junk
To: <MAINTLOC>

$atsh
 package $usermail $package $baserev $patchlevel$opt
EOM
 $rm -f ../.config/mailauthor ../.config/nomail
 cp $rsrc/patchlevel.h ../.config/mailauthor
 ;;
*)
 case "$dflt" in
 "y")
  echo "Oh well, maybe next time."
  cp /dev/null ../.config/nomail
  ;;
 esac
 ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/MailAuthor.U

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

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic Licence,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: cf_email.U,v $
?RCS: Revision 3.0.1.1  1994/01/24  14:05:06  ram
?RCS: patch16: created
?RCS:
?RCS:
?MAKE:cf_email: cat cf_by test myhostname mydomain Oldconfig Myread
?MAKE: -pick add $@ %<
?S:cf_email:
?S: Electronic mail address of the person who ran Configure. This can be
?S: used by units that require the user's e-mail, like MailList.U.
?S:.
?T:cont maildomain
?LINT:extern MAILDOMAIN
: determine the e-mail address of the user who is running us
$cat <<EOM

I need to get your e-mail address
 in Internet format if possible, i.e.
something like user@host.domain. Please answer accurately since I have
no easy means to double check it. The default value provided below
is most probably close to reality but may not be valid from outside
your organization...

EOM
cont=x
while test "$cont"; do
 case "$MAILDOMAIN" in
 '')
  if $test -s /etc/mailname; then
   maildomain=`$cat /etc/mailname`
  else
   maildomain="$myhostname$mydomain"
  fi
  ;;
 *)  maildomain="$MAILDOMAIN";;
 esac
```

```
 case "$cf_email" in
 '') dflt="$cf_by@$maildomain";;
 *)  dflt="$cf_email";;
 esac
 rp='What is your e-mail address?'
 . ./myread
 cf_email="$ans"
 case "$cf_email" in
 *@*.*) cont='' ;;
 *)
  rp='Address does not look like an Internet one.  Use it anyway?'
  case "$fastread" in
  yes) dflt=y ;;
  *) dflt=n ;;
  esac
  . ./myread
  case "$ans" in
  y*) cont='' ;;
  *) echo " " ;;
  esac
  ;;
 esac
done
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/cf_email.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1996, Andy Dougherty
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Unix.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  15:20:06  ram
?RCS: patch61: created
?RCS:
?X:
?X: The purpose of this unit is to define things that are common across all
?X: known UNIX platforms. If Configure is ported/used on a non-UNIX
?X: environment, then some of the following variables can be redefined in hint
?X: files.
```

```
?X:
?MAKE:Unix _a _o firstmakefile archobjs: Oldconfig
?MAKE: -pick add $@ %<
?S:_a (lib_ext):
?S: This variable defines the extension
 used for ordinary libraries.
?S: For unix, it is '.a'.  The '.' is included.  Other possible
?S: values include '.lib'.
?S:.
?S:_o (obj_ext):
?S: This variable defines the extension used for object files.
?S: For unix, it is '.o'.  The '.' is included.  Other possible
?S: values include '.obj'.
?S:.
?S:firstmakefile:
?S: This variable defines the first file searched by make.  On unix,
?S: it is makefile (then Makefile).  On case-insensitive systems,
?S: it might be something else.  This is only used to deal with
?S: convoluted make depend tricks.
?S:.
?S:archobjs:
?S: This variable defines any additional objects that must be linked
?S: in with the program on this architecture.  On unix, it is usually
?S: empty.  It is typically used to include emulations of unix calls
?S: or other facilities.  For perl on OS/2, for example, this would
?S: include os2/os2.obj.
?S:.
?INIT:: Extra object files, if any, needed on this platform.
?INIT:archobjs="
: Define several unixisms.
: Hints files
 or command line option can be used to override them.
case "$_a" in
") _a='.a';;
esac
case "$_o" in
") _o='.o';;
esac

@if firstmakefile
: Which makefile gets called first.  This is used by make depend.
case "$firstmakefile" in
") firstmakefile='makefile';;
esac

@end
```

Found in path(s):

* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Unix.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: Unix.U,v 3.0.1.1 1997/02/28 15:20:06 ram Exp $
?RCS:
?RCS: Copyright (c) 1991-1993, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: Unix.U,v $
?RCS: Revision 3.0.1.1  1997/02/28  15:20:06  ram
?RCS: patch61: created
?RCS:
?X:
?X: The purpose of this unit is to define things that are common across all
?X: known UNIX platforms. If Configure is ported/used on a non-UNIX
?X: environment, then some of the following variables can be redefined in hint
?X: files.
?X:
?MAKE:Unix _exe _a _o exe_ext lib_ext obj_ext path_sep \
 firstmakefile archobjs rm_try: Oldconfig rm
?MAKE: -pick add $@ %<
?S:_exe:
?S: This
 variable defines the extension used for executable files.
?S: DJGPP, Cygwin and OS/2 use '.exe'.  Stratus VOS uses '.pm'.
?S: On operating systems which do not require a specific extension
?S: for executable files, this variable is empty.
?S:.
?S:_a:
?S: This variable defines the extension used for ordinary library files.
?S: For unix, it is '.a'.  The '.' is included.  Other possible
?S: values include '.lib'.
?S:.
?S:_o:
?S: This variable defines the extension used for object files.
?S: For unix, it is '.o'.  The '.' is included.  Other possible
?S: values include '.obj'.
?S:.
?S:firstmakefile:
?S: This variable defines the first file searched by make.  On unix,
?S: it is makefile (then Makefile).  On case-insensitive systems,
?S: it might be something else.  This is only used to deal with
?S: convoluted make depend tricks.
```

```
?S:.
?S:archobjs:
?S: This variable defines any additional objects that must be linked
?S: in with the program on this architecture.  On unix, it is usually
?S: empty.
  It is typically used to include emulations of unix calls
?S: or other facilities.  For perl on OS/2, for example, this would
?S: include os2/os2.obj.
?S:.
?X: Metaconfig's Obsolete symbol stuff is too over-eager.  In the
?X: perl sources, it picks up things like "P" and "FLOCK" that are
?X: not used in the way Metaconfig thinks they are.  Thus I can't
?X: just declare these obsolete and then run metaconfig -o.
?X: Instead, I'll just handle them here.
?X: Sadly, history has conspired to give us a web of definitions;
?X: this could have been much simpler.
?S:lib_ext:
?S: This is an old synonym for _a.
?S:.
?S:exe_ext:
?S: This is an old synonym for _exe.
?S:.
?S:obj_ext:
?S: This is an old synonym for _o.
?S:.
?S:path_sep:
?S: This is an old synonym for p_ in Head.U, the character
?S: used to separate elements in the command shell search PATH.
?S:.
?S:rm_try:
?S: This is a cleanup variable for try test programs.
?S: Internal Configure use only.
?S:.
?LINT: change p_
?INIT::
 Trailing extension.  Override this in a hint file, if needed.
?INIT:: Extra object files, if any, needed on this platform.
?INIT:archobjs="
: Define several unixisms.
: Hints files or command line option can be used to override them.
: The convoluted testing is in case hints files set either the old
: or the new name.
case "$_exe" in
") case "$exe_ext" in
 ") ;;
 *) _exe="$exe_ext" ;;
 esac
 ;;
```

```
esac
case "$_a" in
'') case "$lib_ext" in
   '') _a='.a';;
 *) _a="$lib_ext" ;;
 esac
 ;;
esac
case "$_o" in
'') case "$obj_ext" in
 '') _o='.o';;
 *) _o="$obj_ext";;
 esac
 ;;
esac
case "$p_" in
'') case "$path_sep" in
 '') p_=':';;
 *) p_="$path_sep";;
 esac
 ;;
esac
exe_ext=$_exe
lib_ext=$_a
obj_ext=$_o
path_sep=$p_

rm_try="$rm -f try try$_exe a.out .out try.[cho] try.$_o core core.try* try.core*"

@if firstmakefile
: Which makefile gets called first.  This is used by make depend.
case "$firstmakefile" in
'') firstmakefile='makefile';;
esac

@end
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/modified/Unix.U
No license file was found, but licenses were detected in source scan.

```
/*
* $Id: scandir.C,v 3.0.1.1 1994/01/24 13:58:45 ram Exp ram $
*
*  Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
*
*  You may redistribute only under the terms of the Artistic Licence,
*  as specified in the README file that comes with the distribution.
```

```
*  You may reuse parts of this distribution only within the terms of
*  that same Artistic Licence; a copy of which may be found at the root
*  of the source tree for dist 4.0.
*
* $Log: scandir.C,v $
* Revision 3.0.1.1  1994/01/24  13:58:45  ram
* patch16: created
*
*/
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/lib/C/fake/scandir.C
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id$
?RCS:
?RCS: Copyright (c) 1991-1997, 2004-2006, Raphael Manfredi
?RCS:
?RCS: You may redistribute only under the terms of the Artistic License,
?RCS: as specified in the README file that comes with the distribution.
?RCS: You may reuse parts of this distribution only within the terms of
?RCS: that same Artistic License; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: orderlib.U,v $
?RCS: Revision 3.0.1.4  1997/02/28  16:18:18  ram
?RCS: patch61: replaced .a with $_a all over the place
?RCS: patch61: likewise for .o replaced by $_o
?RCS: patch61: now uses the ar located by Loc.U
?RCS:
?RCS: Revision 3.0.1.3  1995/01/11  15:33:04  ram
?RCS: patch45: allows hint files to specify their own value for 'ranlib'
?RCS:
?RCS: Revision 3.0.1.2  1994/10/29  16:26:48  ram
?RCS: patch36: now performs a real small compile for accurate checks (ADO)
?RCS:
?RCS: Revision 3.0.1.1
  1994/08/29  16:31:17  ram
?RCS: patch32: use cc variable instead of hardwired 'cc' in 1st compile
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:26  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:orderlib ranlib: Loc ar cat test rm +cc +ccflags +ldflags +libs _a _o
?MAKE: -pick add $@ %<
?S:orderlib:
?S: This variable is "true" if the components of libraries must be ordered
?S: (with `lorder $* | tsort`) before placing them in an archive.  Set to
```

```
?S: "false" if ranlib or ar can generate random libraries.
?S:.
?S:ranlib:
?S: This variable is set to the pathname of the ranlib program, if it is
?S: needed to generate random libraries.  Set to ":" if ar can generate
?S: random libraries or if random libraries are not supported
?S:.
?F:!foobar
: see if ar generates random libraries by itself
echo " "
echo "Checking how to generate random libraries on your machine..." >&4
?X: Some systems (like MIPS) complain when running ar... Others like Ultrix
?X: need an explicit 'ar ts'
 to add the table of contents.
?X: Still others like Linux run ar ts successfully, but still need ranlib.
?X: This set of tests seems the minimum necessary to check out Linux.
?X: We need to explicitly put the entries in out-of-order so that Sun's ld
?X: will fail.  (Otherwise it complains, but gives an exit status of 0.)
echo 'int bar1() { return bar2(); }' > bar1.c
echo 'int bar2() { return 2; }' > bar2.c
$cat > foo.c <<'EOP'
int main() { printf("%d\n", bar1()); exit(0); }
EOP
$cc $ccflags -c bar1.c >/dev/null 2>&1
$cc $ccflags -c bar2.c >/dev/null 2>&1
$cc $ccflags -c foo.c >/dev/null 2>&1
$ar rc bar$_a bar2$_o bar1$_o >/dev/null 2>&1
if $cc $ccflags $ldflags -o foobar foo$_o bar$_a $libs > /dev/null 2>&1 &&
 ./foobar >/dev/null 2>&1; then
 echo "ar appears to generate random libraries itself."
 orderlib=false
 ranlib=":"
elif $ar ts bar$_a >/dev/null 2>&1 &&
 $cc $ccflags $ldflags -o foobar foo$_o bar$_a $libs > /dev/null 2>&1 &&
 ./foobar >/dev/null 2>&1; then
  echo "a table of contents
 needs to be added with 'ar ts'."
  orderlib=false
  ranlib="$ar ts"
else
?X: Allow hints to specify their own ranlib "script". For instance, on
?X: some NeXT machines, the timestamp put by ranlib is not correct, and this
?X: may raise tedious recompiles for nothing. Therefore, NeXT may add the
?X: ranlib='sleep 5; /bin/ranlib' line in their hints to "fix" that.
?X: (reported by Andreas Koenig <k@franz.ww.tu-berlin.de>)
 case "$ranlib" in
 :) ranlib=";;
 ")
```

```
 ranlib=`./loc ranlib X /usr/bin /bin /usr/local/bin`
 $test -f $ranlib || ranlib=''
 ;;
esac
if $test -n "$ranlib"; then
 echo "your system has '$ranlib'; we'll use that."
 orderlib=false
else
 echo "your system doesn't seem to support random libraries"
 echo "so we'll use lorder and tsort to order the libraries."
 orderlib=true
 ranlib=":"
fi
fi
$rm -f foo* bar*

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/orderlib.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: lintlib.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: lintlib.U,v $
?RCS: Revision 3.0  1993/08/18  12:09:05  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:lintlib lintlibexp: Getfile Loc Oldconfig
?MAKE: -pick add $@ %<
?S:lintlib:
?S: This variable holds the name of the directory in which the user wants
?S: to put public lint-library files for the package in question.  It is
?S: most often a local directory such as /usr/local/lib/lint. Programs using
?S: this variable must be prepared to
 deal with ~name expansion.
?S:.
?S:lintlibexp:
?S: This variable is the same as the lintlib variable, but is filename
?S: expanded at configuration time, for convenient use in your makefiles.
?S:.
: determine where public lint libraries go
```

```
case "$lintlib" in
") dflt=`./loc . "." /usr/local/lib/lint /usr/lib/lint /usr/lib`;;
*) dflt="$lintlib" ;;
esac
echo " "
fn=d~
rp='Where do you want to put the public lint libraries?'
. ./getfile
lintlib="$ans"
lintlibexp="$ansexp"
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/lintlib.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: vendorhtml3dir.U,v 1.1 1999/07/08 18:32:57 doughera Exp doughera $
?RCS:
?RCS: Copyright (c) 1999, Andy Dougherty
?RCS:
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?RCS: of the source tree for dist 3.0.
?RCS:
?RCS: $Log: vendorhtml3dir.U,v $
?RCS: Revision 1.1  1999/07/08 18:32:57  doughera
?RCS: Initial revision
?RCS:
?MAKE:vendorhtml3dir vendorhtml3direxp installvendorhtml3dir: html3dir Getfile \
 Oldconfig Setprefixvar Prefixit test vendorprefix prefix sed
?MAKE: -pick add $@ %<
?Y:TOP
?S:vendorhtml3dir:
?S: This variable contains the name of the directory for html
?S: library pages.  It may have a ~ on the front.
?S: The standard distribution will put nothing
 in this directory.
?S: Vendors who distribute perl may wish to place their own
?S: html pages for modules and extensions in this directory with
?S:  MakeMaker Makefile.PL INSTALLDIRS=vendor
?S: or equivalent.  See INSTALL for details.
?S:.
?S:vendorhtml3direxp:
?S: This variable is the ~name expanded version of vendorhtml3dir, so that you
?S: may use it directly in Makefiles or shell scripts.
?S:.
?D:installvendorhtml3dir="
```

```
?S:installvendorhtml3dir:
?S: This variable is really the same as vendorhtml3direxp but may differ on
?S: those systems using AFS. For extra portability, only this variable
?S: should be used in makefiles.
?S:.
?LINT:change prefixvar
?LINT:set installvendorhtml3dir
: Set the vendorhtml3dir variables
case "$vendorprefix" in
'') vendorhtml3dir=''
 vendorhtml3direxp=''
 ;;
*) : determine where vendor-supplied module html pages go.
 : There is no standard location, so try to copy the previously-selected
 : directory structure for the core html pages.
 : XXX Better default
 suggestions would be welcome.
 case "$vendorhtml3dir" in
 '') dflt=`echo "$html3dir" | $sed "s#^$prefix#$vendorprefix#"` ;;
 *) dflt=$vendorhtml3dir ;;
 esac
 case "$dflt" in
 ''|' ') dflt=none ;;
 esac
 fn=dn+~
 rp='Pathname for the vendor-supplied html pages?'
 . ./getfile
 vendorhtml3dir="$ans"
 vendorhtml3direxp="$ansexp"
 ;;
esac
: Use ' ' for none so value is preserved next time through Configure
$test X"$vendorhtml3dir" = "X" && vendorhtml3dir=' '
prefixvar=vendorhtml3dir
. ./installprefix
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/U/installdirs/vendorhtml3dir.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: libyacc.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
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```

```
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: libyacc.U,v $
?RCS: Revision 3.0.1.4  1997/02/28  16:09:19  ram
?RCS: patch61: replaced .a with $_a all over the place
?RCS:
?RCS: Revision 3.0.1.3  1994/05/13  15:27:12  ram
?RCS: patch27: added byacc case (ADO)
?RCS:
?RCS: Revision 3.0.1.2  1994/05/06  15:09:01  ram
?RCS: patch23: now uses full library path instead of -l notation
?RCS:
?RCS: Revision 3.0.1.1  1994/01/24  14:13:49  ram
?RCS: patch16: un-obsoleted this unit for smooth yacc compilations
?RCS:
?RCS:
 Revision 3.0  1993/08/18  12:09:04  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?MAKE:libyacc: Loc yacc libpth _a
?MAKE: -pick add $@ %<
?S:libyacc:
?S: This variable contains the argument to pass to the loader in order
?S: to get the yacc library routines.  If there is no yacc or yacc
?S: library, it is null.
?S:.
?T:xxx
: see if we should include -ly
echo " "
case "$yacc" in
*byacc*)
 echo "You are using byacc, so I won't look for a yacc library." >&4
 libyacc="
 ;;
*yacc)
 xxx=`./loc liby$_a x $libpth`
 case "$xxx" in
 x)
  echo "No yacc library found." >&4
  libyacc="
  ;;
 *)
  echo "yacc library found in $xxx." >&4
  libyacc="$xxx"
  ;;
 esac
 ;;
*bison*)
```

```
 echo "You are using bison, so I won't look for a yacc library." >&4
 libyacc="
 ;;
*)
echo "You don't seem to have yacc, so I won't look for the yacc library." >&4
 libyacc="
 ;;
esac
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/libyacc.U
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```
?RCS: $Id: longsize.U 1 2006-08-24 12:32:52Z rmanfredi $
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: longsize.U,v $
?RCS: Revision 3.0.1.2  1997/02/28  16:09:35  ram
?RCS: patch61: code moved to intsize.U
?RCS:
?RCS: Revision 3.0.1.1  1994/10/29  16:24:31  ram
?RCS: patch36: added ?F: line for metalint file checking
?RCS:
?RCS: Revision 3.0  1993/08/18  12:09:07  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: 'longsize' is now defined within intsize.U
?X:
?LINT: empty
```

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/longsize.U
No license file was found, but licenses were detected in source scan.

```
?RCS: $Id: d_group.U 1 2006-08-24 12:32:52Z rmanfredi $
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```

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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: Original Author: Andy Dougherty <doughera@lafcol.lafayette.edu>
?RCS:
?RCS: $Log: d_group.U,v $
?RCS: Revision 3.0.1.2  1997/02/28  15:34:52  ram
?RCS: patch61: useless unit dropped.
?RCS:
?RCS: Revision 3.0.1.1  1994/08/29  16:07:48  ram
?RCS: patch32: created by ADO
?RCS:
?X:
?X: Useless unit dropped.
?X:
?LINT:empty

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/d_group.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Nothing.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:
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?RCS:
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?RCS: that same Artistic Licence; a copy of which may be found at the root
?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Nothing.U,v $
?RCS: Revision 3.0  1993/08/18  12:05:09  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: The purpose of this file is to supply an empty target for the private
?X: Makefile built by metaconfig to order the units.
?X:
?MAKE:Nothing: Head

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Nothing.U
No license file was found, but licenses were detected in source scan.

?RCS: $Id: Warn_v7ND.U 1 2006-08-24 12:32:52Z rmanfredi $
?RCS:

```
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?RCS: of the source tree for dist 4.0.
?RCS:
?RCS: $Log: Warn_v7ND.U,v $
?RCS: Revision 3.0.1.1  1994/10/29  16:01:46  ram
?RCS: patch36: call ./v7 explicitly instead of relying on PATH
?RCS:
?RCS: Revision 3.0  1993/08/18  12:05:18  ram
?RCS: Baseline for dist 3.0 netwide release.
?RCS:
?X:
?X: This unit warns V7 sites that they may not have a non-blocking read.
?X: This unit needs to be mentioned in End.U to get included.
?X:
?MAKE:Warn_v7ND: package Guess
?MAKE: -pick add $@ %<
: Warnings
if ./v7; then
 cat
 <<EOM

NOTE: many V7 systems do not have a way to do a non-blocking read.  If you
don't have any of FIONREAD, O_NDELAY, or rdchk(), the $package package
may not work as well as it might.  It might not work at all.
EOM
fi

Found in path(s):
* /perl-5-38-2-orig-regen-configure-1-tar-xz/metaconfig-5.38.0/dist/U/Warn_v7ND.U
```

# 1.17 influxdb 1.9.4

## 1.17.1 Available under license :

```
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# 1.18 go-msgpack 0.5.5

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# 1.19 typeguard 4.3.0

## 1.19.1 Available under license :

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# 1.20 go-compute-metadata 0.6.0

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
 "google.golang.org/api/iterator"
)

func ExampleNewLicensesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will
 require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicensesClient_Delete() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
```

```
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.DeleteLicenseRequest{
 //
TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#DeleteLicenseRequest.
}
op, err := c.Delete(ctx, req)
if err != nil {
 // TODO: Handle error.
}

err = op.Wait(ctx)
if err != nil {
 // TODO: Handle error.
}
}

func ExampleLicensesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseRequest.
 }
 resp,
 err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}
```

```
func ExampleLicensesClient_GetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetIamPolicyLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetIamPolicyLicenseRequest.
 }
 resp, err := c.GetIamPolicy(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_Insert()
 {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.InsertLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#InsertLicenseRequest.
 }
 op, err := c.Insert(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
```

```
 err = op.Wait(ctx)
 if err != nil {
  // TODO: Handle error.
 }
}

func ExampleLicensesClient_List() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template
 only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.ListLicensesRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
 }
 it := c.List(ctx, req)
 for {
  resp, err := it.Next()
  if err == iterator.Done {
   break
  }
  if err != nil {
   // TODO: Handle error.
  }
  // TODO: Use resp.
  _ = resp

  // If you need to access the underlying RPC response,
  // you can do so by casting the `Response` as below.
  // Otherwise, remove this line. Only populated after
  // first call to Next(). Not safe for concurrent access.
  _ = it.Response.(*computepb.LicensesListResponse)
 }
}

func
 ExampleLicensesClient_SetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
```

```
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.SetIamPolicyLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#SetIamPolicyLicenseRequest.
}
resp, err := c.SetIamPolicy(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
ctx := context.Background()
// This snippet has been automatically
generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.TestIamPermissionsLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseRequest.
}
resp, err := c.TestIamPermissions(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
```

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

//go:build go1.23

package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleLicensesClient_List_all() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications
 to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.ListLicensesRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
 }
 for resp, err := range c.List(ctx, req).All() {
  if err != nil {
   // TODO: Handle error and break/return/continue. Iteration will stop after any error.
  }
  // TODO: Use resp.
  _ = resp
```

```
 }
}
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//go:build go1.23

package procurement_test

import (
 "context"

 procurement "cloud.google.com/go/commerce/consumer/procurement/apiv1"
 procurementpb "cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb"
)

func ExampleLicenseManagementClient_EnumerateLicensedUsers_all() {
 ctx := context.Background()
 // This snippet has been automatically
 generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := procurement.NewLicenseManagementClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &procurementpb.EnumerateLicensedUsersRequest{
  // TODO: Fill request struct fields.
  // See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#EnumerateLicense
dUsersRequest.
```

```
 }
 for resp, err := range c.EnumerateLicensedUsers(ctx, req).All() {
  if err != nil {
   // TODO: Handle error and break/return/continue. Iteration will stop after any error.
  }
  // TODO: Use resp.
  _ = resp
 }
}

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// versions:
//  protoc-gen-go v1.35.2
//  protoc        v4.25.3
// source: google/cloud/commerce/consumer/procurement/v1/license_management_service.proto

package procurementpb

import (
 context "context"
 reflect "reflect"
 sync "sync"

 _ "google.golang.org/genproto/googleapis/api/annotations"
 grpc "google.golang.org/grpc"
 codes "google.golang.org/grpc/codes"
 status
 "google.golang.org/grpc/status"
 protoreflect "google.golang.org/protobuf/reflect/protoreflect"
 protoimpl "google.golang.org/protobuf/runtime/protoimpl"
 durationpb "google.golang.org/protobuf/types/known/durationpb"
 fieldmaskpb "google.golang.org/protobuf/types/known/fieldmaskpb"
 timestamppb "google.golang.org/protobuf/types/known/timestamppb"
)

const (
 // Verify that this generated code is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
 // Verify that runtime/protoimpl is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Assignment protocol for a license pool.
type AssignmentProtocol struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // The type of assignment protocol.
 //
```

```
 // Types that are assignable to AssignmentType:
 //
 // *AssignmentProtocol_ManualAssignmentType_
 // *AssignmentProtocol_AutoAssignmentType_
 AssignmentType
 isAssignmentProtocol_AssignmentType `protobuf_oneof:"assignment_type"`
}

func (x *AssignmentProtocol) Reset() {
 *x = AssignmentProtocol{}
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *AssignmentProtocol) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol) ProtoMessage() {}

func (x *AssignmentProtocol) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0]
 if x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use AssignmentProtocol.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
 []int{0}
}

func (m *AssignmentProtocol) GetAssignmentType() isAssignmentProtocol_AssignmentType {
 if m != nil {
  return m.AssignmentType
 }
 return nil
}
```

```
func (x *AssignmentProtocol) GetManualAssignmentType() *AssignmentProtocol_ManualAssignmentType {
 if x, ok := x.GetAssignmentType().(*AssignmentProtocol_ManualAssignmentType_); ok {
  return x.ManualAssignmentType
 }
 return nil
}

func (x *AssignmentProtocol) GetAutoAssignmentType() *AssignmentProtocol_AutoAssignmentType {
 if x, ok := x.GetAssignmentType().(*AssignmentProtocol_AutoAssignmentType_); ok {
  return x.AutoAssignmentType
 }
 return nil
}

type isAssignmentProtocol_AssignmentType interface {
 isAssignmentProtocol_AssignmentType()
}

type AssignmentProtocol_ManualAssignmentType_ struct {
 // Allow manual assignments triggered by administrative operations only.
 ManualAssignmentType *AssignmentProtocol_ManualAssignmentType
`protobuf:"bytes,2,opt,name=manual_assignment_type,json=manualAssignmentType,proto3,oneof"`
}

type
 AssignmentProtocol_AutoAssignmentType_ struct {
 // Allow automatic assignments triggered by data plane operations.
 AutoAssignmentType *AssignmentProtocol_AutoAssignmentType
`protobuf:"bytes,3,opt,name=auto_assignment_type,json=autoAssignmentType,proto3,oneof"`
}

func (*AssignmentProtocol_ManualAssignmentType_) isAssignmentProtocol_AssignmentType() {}

func (*AssignmentProtocol_AutoAssignmentType_) isAssignmentProtocol_AssignmentType() {}

// A license pool represents a pool of licenses that can be assigned to users.
type LicensePool struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Identifier. Format:
 // `billingAccounts/{billing_account}/orders/{order}/licensePool`
 Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
 // Required. Assignment protocol for the license pool.
 LicenseAssignmentProtocol *AssignmentProtocol
`protobuf:"bytes,2,opt,name=license_assignment_protocol,json=licenseAssignmentProtocol,proto3"
```

```
 json:"license_assignment_protocol,omitempty"`
 // Output only. Licenses count that are available to be assigned.
 AvailableLicenseCount int32
`protobuf:"varint,3,opt,name=available_license_count,json=availableLicenseCount,proto3"
json:"available_license_count,omitempty"`
 // Output only. Total number of licenses in the pool.
 TotalLicenseCount int32 `protobuf:"varint,4,opt,name=total_license_count,json=totalLicenseCount,proto3"
json:"total_license_count,omitempty"`
}

func (x *LicensePool) Reset() {
 *x = LicensePool{}
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[1]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *LicensePool) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*LicensePool) ProtoMessage() {}

func (x *LicensePool) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[1]
 if
 x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use LicensePool.ProtoReflect.Descriptor instead.
func (*LicensePool) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{1}
}

func (x *LicensePool) GetName() string {
 if x != nil {
  return x.Name
```

```
 }
 return ""
}

func (x *LicensePool) GetLicenseAssignmentProtocol() *AssignmentProtocol {
 if x != nil {
  return x.LicenseAssignmentProtocol
 }
 return nil
}

func (x *LicensePool) GetAvailableLicenseCount() int32 {
 if x != nil {
  return x.AvailableLicenseCount
 }
 return 0
}

func (x *LicensePool) GetTotalLicenseCount() int32 {
 if x != nil {
  return x.TotalLicenseCount
 }
 return 0
}

// Request message for getting a
 license pool.
type GetLicensePoolRequest struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Required. The name of the license pool to get.
 // Format: `billingAccounts/{billing_account}/orders/{order}/licensePool`
 Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
}

func (x *GetLicensePoolRequest) Reset() {
 *x = GetLicensePoolRequest{}
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[2]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *GetLicensePoolRequest) String() string {
 return protoimpl.X.MessageStringOf(x)
}
```

```
func (*GetLicensePoolRequest) ProtoMessage() {}

func (x *GetLicensePoolRequest) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[2]
 if x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if
 ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use GetLicensePoolRequest.ProtoReflect.Descriptor instead.
func (*GetLicensePoolRequest) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{2}
}

func (x *GetLicensePoolRequest) GetName() string {
 if x != nil {
  return x.Name
 }
 return ""
}

// Request message for updating a license pool.
type UpdateLicensePoolRequest struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Required. The license pool to update.
 //
 // The license pool's name field is used to identify the license pool to
 // update. Format:
 // `billingAccounts/{billing_account}/orders/{order}/licensePool`.
 LicensePool *LicensePool `protobuf:"bytes,1,opt,name=license_pool,json=licensePool,proto3"
json:"license_pool,omitempty"`
 //
 Required. The list of fields to update.
 UpdateMask *fieldmaskpb.FieldMask `protobuf:"bytes,2,opt,name=update_mask,json=updateMask,proto3"
json:"update_mask,omitempty"`
```

```
}

func (x *UpdateLicensePoolRequest) Reset() {
 *x = UpdateLicensePoolRequest{}
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[3]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *UpdateLicensePoolRequest) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*UpdateLicensePoolRequest) ProtoMessage() {}

func (x *UpdateLicensePoolRequest) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[3]
 if x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use UpdateLicensePoolRequest.ProtoReflect.Descriptor
 instead.
func (*UpdateLicensePoolRequest) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{3}
}

func (x *UpdateLicensePoolRequest) GetLicensePool() *LicensePool {
 if x != nil {
  return x.LicensePool
 }
 return nil
}

func (x *UpdateLicensePoolRequest) GetUpdateMask() *fieldmaskpb.FieldMask {
 if x != nil {
  return x.UpdateMask
 }
```

```
 return nil
}

// Request message for
//
[LicenseManagementService.Assign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementServic
e.Assign].
type AssignRequest struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Required. License pool name.
 Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
 // Required. Username.
 // Format: `name@domain.com`.
 Usernames []string `protobuf:"bytes,2,rep,name=usernames,proto3" json:"usernames,omitempty"`
}

func
 (x *AssignRequest) Reset() {
 *x = AssignRequest{}
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[4]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *AssignRequest) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*AssignRequest) ProtoMessage() {}

func (x *AssignRequest) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[4]
 if x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use AssignRequest.ProtoReflect.Descriptor instead.
```

```
func (*AssignRequest) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{4}
}

func (x *AssignRequest) GetParent()
 string {
 if x != nil {
  return x.Parent
 }
 return ""
}

func (x *AssignRequest) GetUsernames() []string {
 if x != nil {
  return x.Usernames
 }
 return nil
}

// Response message for
//
[LicenseManagementService.Assign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementServic
e.Assign].
type AssignResponse struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields
}

func (x *AssignResponse) Reset() {
 *x = AssignResponse{}
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[5]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *AssignResponse) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*AssignResponse) ProtoMessage() {}

func (x *AssignResponse) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[5]
```

```
 if x
 != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use AssignResponse.ProtoReflect.Descriptor instead.
func (*AssignResponse) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{5}
}

// Request message for
//
[LicenseManagementService.Unassign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementSer
vice.Unassign].
type UnassignRequest struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Required. License pool name.
 Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
 // Required. Username.
 // Format: `name@domain.com`.
 Usernames []string `protobuf:"bytes,2,rep,name=usernames,proto3" json:"usernames,omitempty"`
}

func (x *UnassignRequest) Reset()
 {
 *x = UnassignRequest{}
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[6]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *UnassignRequest) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*UnassignRequest) ProtoMessage() {}
```

```
func (x *UnassignRequest) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[6]
 if x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use UnassignRequest.ProtoReflect.Descriptor instead.
func (*UnassignRequest) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{6}
}

func (x *UnassignRequest) GetParent() string {
 if x != nil {
  return
 x.Parent
 }
 return ""
}

func (x *UnassignRequest) GetUsernames() []string {
 if x != nil {
  return x.Usernames
 }
 return nil
}

// Response message for
//
[LicenseManagementService.Unassign][google.cloud.commerce.consumer.procurement.v1.LicenseManagementSer
vice.Unassign].
type UnassignResponse struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields
}

func (x *UnassignResponse) Reset() {
 *x = UnassignResponse{}
```

```
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[7]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *UnassignResponse) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*UnassignResponse) ProtoMessage() {}

func (x *UnassignResponse) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[7]
 if x != nil {
  ms
 := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use UnassignResponse.ProtoReflect.Descriptor instead.
func (*UnassignResponse) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{7}
}

// Request message for
//
[LicenseManagementService.EnumerateLicensedUsers][google.cloud.commerce.consumer.procurement.v1.License
ManagementService.EnumerateLicensedUsers].
type EnumerateLicensedUsersRequest struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Required. License pool name.
 Parent string `protobuf:"bytes,1,opt,name=parent,proto3" json:"parent,omitempty"`
 // Optional. The maximum number of users to return. The service may return
 // fewer than this value.
 PageSize int32 `protobuf:"varint,2,opt,name=page_size,json=pageSize,proto3"
```

```
 json:"page_size,omitempty"`
 // Optional. A page token, received from a previous `EnumerateLicensedUsers`
 // call. Provide this to retrieve the subsequent page.
 PageToken string `protobuf:"bytes,3,opt,name=page_token,json=pageToken,proto3" json:"page_token,omitempty"`
}

func (x *EnumerateLicensedUsersRequest) Reset() {
 *x = EnumerateLicensedUsersRequest{}
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[8]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *EnumerateLicensedUsersRequest) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*EnumerateLicensedUsersRequest) ProtoMessage() {}

func (x *EnumerateLicensedUsersRequest) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[8]
 if x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo()
 == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use EnumerateLicensedUsersRequest.ProtoReflect.Descriptor instead.
func (*EnumerateLicensedUsersRequest) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{8}
}

func (x *EnumerateLicensedUsersRequest) GetParent() string {
 if x != nil {
  return x.Parent
 }
 return ""
}
```

```
func (x *EnumerateLicensedUsersRequest) GetPageSize() int32 {
 if x != nil {
  return x.PageSize
 }
 return 0
}

func (x *EnumerateLicensedUsersRequest) GetPageToken() string {
 if x != nil {
  return x.PageToken
 }
 return ""
}

// A licensed user.
type LicensedUser struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Username.
 // Format: `name@domain.com`.
 Username string `protobuf:"bytes,1,opt,name=username,proto3" json:"username,omitempty"`
 //
 Output only. Timestamp when the license was assigned.
 AssignTime *timestamppb.Timestamp `protobuf:"bytes,2,opt,name=assign_time,json=assignTime,proto3"
json:"assign_time,omitempty"`
 // Output only. Timestamp when the license was recently used. This may not be
 // the most recent usage time, and will be updated regularly (within 24
 // hours).
 RecentUsageTime *timestamppb.Timestamp
`protobuf:"bytes,3,opt,name=recent_usage_time,json=recentUsageTime,proto3"
json:"recent_usage_time,omitempty"`
}

func (x *LicensedUser) Reset() {
 *x = LicensedUser{}
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[9]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *LicensedUser) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*LicensedUser) ProtoMessage() {}
```

```
func (x *LicensedUser) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[9]
 if
 x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use LicensedUser.ProtoReflect.Descriptor instead.
func (*LicensedUser) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{9}
}

func (x *LicensedUser) GetUsername() string {
 if x != nil {
  return x.Username
 }
 return ""
}

func (x *LicensedUser) GetAssignTime() *timestamppb.Timestamp {
 if x != nil {
  return x.AssignTime
 }
 return nil
}

func (x *LicensedUser) GetRecentUsageTime() *timestamppb.Timestamp {
 if x != nil {
  return x.RecentUsageTime
 }
 return nil
}

// Response message for
//
[LicenseManagementService.EnumerateLicensedUsers][google.cloud.commerce.consumer.procurement.v1.License
ManagementService.EnumerateLicensedUsers].
type EnumerateLicensedUsersResponse
```

```
 struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // The list of licensed users.
 LicensedUsers []*LicensedUser `protobuf:"bytes,1,rep,name=licensed_users,json=licensedUsers,proto3"
json:"licensed_users,omitempty"`
 // A token that can be sent as `page_token` to retrieve the next page.
 // If this field is omitted, there are no subsequent pages.
 NextPageToken string `protobuf:"bytes,2,opt,name=next_page_token,json=nextPageToken,proto3"
json:"next_page_token,omitempty"`
}

func (x *EnumerateLicensedUsersResponse) Reset() {
 *x = EnumerateLicensedUsersResponse{}
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[10]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *EnumerateLicensedUsersResponse) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*EnumerateLicensedUsersResponse) ProtoMessage() {}

func
 (x *EnumerateLicensedUsersResponse) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[10]
 if x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use EnumerateLicensedUsersResponse.ProtoReflect.Descriptor instead.
func (*EnumerateLicensedUsersResponse) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{10}
}
```

```
func (x *EnumerateLicensedUsersResponse) GetLicensedUsers() []*LicensedUser {
 if x != nil {
  return x.LicensedUsers
 }
 return nil
}

func (x *EnumerateLicensedUsersResponse) GetNextPageToken() string {
 if x != nil {
  return x.NextPageToken
 }
 return ""
}

// Allow manual assignments triggered by administrative operations only.
type AssignmentProtocol_ManualAssignmentType
 struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields
}

func (x *AssignmentProtocol_ManualAssignmentType) Reset() {
 *x = AssignmentProtocol_ManualAssignmentType{}
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[11]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *AssignmentProtocol_ManualAssignmentType) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol_ManualAssignmentType) ProtoMessage() {}

func (x *AssignmentProtocol_ManualAssignmentType) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[11]
 if x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
```

```
}

// Deprecated:
 Use AssignmentProtocol_ManualAssignmentType.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol_ManualAssignmentType) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
[]int{0, 0}
}

// Configuration for automatic assignments handled by data plane operations.
type AssignmentProtocol_AutoAssignmentType struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Optional. The time to live for an inactive license. After this time has
 // passed, the license will be automatically unassigned from the user. Must
 // be at least 7 days, if set. If unset, the license will never expire.
 InactiveLicenseTtl *durationpb.Duration
`protobuf:"bytes,1,opt,name=inactive_license_ttl,json=inactiveLicenseTtl,proto3"
json:"inactive_license_ttl,omitempty"`
}

func (x *AssignmentProtocol_AutoAssignmentType) Reset() {
 *x = AssignmentProtocol_AutoAssignmentType{}
 mi
 := &file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[12]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *AssignmentProtocol_AutoAssignmentType) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*AssignmentProtocol_AutoAssignmentType) ProtoMessage() {}

func (x *AssignmentProtocol_AutoAssignmentType) ProtoReflect() protoreflect.Message {
 mi :=
&file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[12]
 if x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
```

```
 return mi.MessageOf(x)
}

// Deprecated: Use AssignmentProtocol_AutoAssignmentType.ProtoReflect.Descriptor instead.
func (*AssignmentProtocol_AutoAssignmentType) Descriptor() ([]byte, []int) {
 return
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP(),
 []int{0, 1}
}

func (x *AssignmentProtocol_AutoAssignmentType) GetInactiveLicenseTtl() *durationpb.Duration {
 if x != nil {
  return x.InactiveLicenseTtl
 }
 return nil
}

var File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto
protoreflect.FileDescriptor

var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc =
[]byte{
 0x0a, 0x4e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2f, 0x63,
 0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2f, 0x63, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
 0x2f, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2f, 0x76, 0x31, 0x2f,
 0x6c, 0x69, 0x63, 0x65, 0x6e, 0x73, 0x65, 0x5f, 0x6d, 0x61, 0x6e, 0x61, 0x67, 0x65, 0x6d, 0x65,
 0x6e, 0x74, 0x5f, 0x73, 0x65, 0x72, 0x76, 0x69, 0x63, 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f,
 0x12, 0x2d, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x63,
 0x6f,
 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2e, 0x63, 0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72,
 0x2e, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2e, 0x76, 0x31, 0x1a,
 0x1c, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x61, 0x6e, 0x6e, 0x6f,
 0x74, 0x61, 0x74, 0x69, 0x6f, 0x6e, 0x73, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x17, 0x67,
 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x63, 0x6c, 0x69, 0x65, 0x6e, 0x74,
 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x1f, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61,
 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65, 0x68, 0x61, 0x76, 0x69, 0x6f,
 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x19, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f,
 0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63, 0x65, 0x2e, 0x70, 0x72, 0x6f,
 0x74, 0x6f, 0x1a, 0x1e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x70, 0x72, 0x6f, 0x74, 0x6f,
 0x62, 0x75, 0x66, 0x2f, 0x64,
 0x75, 0x72, 0x61, 0x74, 0x69, 0x6f, 0x6e, 0x2e, 0x70, 0x72, 0x6f,
 0x74, 0x6f, 0x1a, 0x20, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x70, 0x72, 0x6f, 0x74, 0x6f,
 0x62, 0x75, 0x66, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x6d, 0x61, 0x73, 0x6b, 0x2e, 0x70,
 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x1f, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x70, 0x72, 0x6f,
 0x74, 0x6f, 0x62, 0x75, 0x66, 0x2f, 0x74, 0x69, 0x6d, 0x65, 0x73, 0x74, 0x61, 0x6d, 0x70, 0x2e,
 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0xc3, 0x03, 0x0a, 0x12, 0x41, 0x73, 0x73, 0x69, 0x67, 0x6e,
 0x6d, 0x65, 0x6e, 0x74, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x63, 0x6f, 0x6c, 0x12, 0x8e, 0x01, 0x0a,
 0x16, 0x6d, 0x61, 0x6e, 0x75, 0x61, 0x6c, 0x5f, 0x61, 0x73, 0x73, 0x69, 0x67, 0x6e, 0x6d, 0x65,
```

0x6e, 0x74, 0x5f, 0x74, 0x79, 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0b, 0x32, 0x56, 0x2e,
0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x63, 0x6f, 0x6d,
0x6d, 0x65, 0x72, 0x63, 0x65, 0x2e, 0x63, 0x6f, 0x6e, 0x73,
0x75, 0x6d, 0x65, 0x72, 0x2e, 0x70,
0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74, 0x2e, 0x76, 0x31, 0x2e, 0x41, 0x73,
0x73, 0x69, 0x67, 0x6e, 0x6d, 0x65, 0x6e, 0x74, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x63, 0x6f, 0x6c,
0x2e, 0x4d, 0x61, 0x6e, 0x75, 0x61, 0x6c, 0x41, 0x73, 0x73, 0x69, 0x67, 0x6e, 0x6d, 0x65, 0x6e,
0x74, 0x54, 0x79, 0x70, 0x65, 0x48, 0x00, 0x52, 0x14, 0x6d, 0x61, 0x6e, 0x75, 0x61, 0x6c, 0x41,
0x73, 0x73, 0x69, 0x67, 0x6e, 0x6d, 0x65, 0x6e, 0x74, 0x54, 0x79, 0x70, 0x65, 0x12, 0x88, 0x01,
0x0a, 0x14, 0x61, 0x75, 0x74, 0x6f, 0x5f, 0x61, 0x73, 0x73, 0x69, 0x67, 0x6e, 0x6d, 0x65, 0x6e,
0x74, 0x5f, 0x74, 0x79, 0x70, 0x65, 0x18, 0x03, 0x20, 0x01, 0x28, 0x0b, 0x32, 0x54, 0x2e, 0x67,
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0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x63, 0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2e, 0x63, 0x6f,

0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65,
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0x69, 0x63, 0x65, 0x6e, 0x73, 0x65, 0x5f, 0x70, 0x6f, 0x6f, 0x6c, 0x2c, 0x75, 0x70, 0x64, 0x61,
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0x65, 0x71, 0x75, 0x65, 0x73, 0x74, 0x1a, 0x3d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e,
0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x63, 0x6f, 0x6d, 0x6d, 0x65, 0x72, 0x63, 0x65, 0x2e, 0x63,
0x6f, 0x6e, 0x73, 0x75, 0x6d, 0x65, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d,
0x65, 0x6e, 0x74, 0x2e, 0x76, 0x31, 0x2e, 0x41, 0x73, 0x73, 0x69, 0x67, 0x6e, 0x52, 0x65, 0x73,
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0x6d, 0x65, 0x72, 0x3a, 0x3a, 0x50, 0x72, 0x6f, 0x63, 0x75, 0x72, 0x65, 0x6d, 0x65, 0x6e, 0x74,
0x3a, 0x3a, 0x56, 0x31, 0x62, 0x06, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x33,
}

```
var (
 file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescOnce
sync.Once
 file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData
 = file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc
)

func
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescGZIP()
[]byte {
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescOnce.Do(f
unc() {
  file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData =
protoimpl.X.CompressGZIP(file_google_cloud_commerce_consumer_procurement_v1_license_management_servi
ce_proto_rawDescData)
 })
 return file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDescData
}

var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes =
make([]protoimpl.MessageInfo, 13)
var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes =
[]any{
 (*AssignmentProtocol)(nil),
                  // 0: google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol
 (*LicensePool)(nil),                        // 1: google.cloud.commerce.consumer.procurement.v1.LicensePool
 (*GetLicensePoolRequest)(nil),                 // 2:
google.cloud.commerce.consumer.procurement.v1.GetLicensePoolRequest
 (*UpdateLicensePoolRequest)(nil),              // 3:
google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest
 (*AssignRequest)(nil),                      // 4: google.cloud.commerce.consumer.procurement.v1.AssignRequest
 (*AssignResponse)(nil),                      // 5: google.cloud.commerce.consumer.procurement.v1.AssignResponse
 (*UnassignRequest)(nil),                     // 6: google.cloud.commerce.consumer.procurement.v1.UnassignRequest
 (*UnassignResponse)(nil),                    // 7: google.cloud.commerce.consumer.procurement.v1.UnassignResponse
 (*EnumerateLicensedUsersRequest)(nil),          // 8:
google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersRequest
 (*LicensedUser)(nil),
                     // 9: google.cloud.commerce.consumer.procurement.v1.LicensedUser
 (*EnumerateLicensedUsersResponse)(nil),         // 10:
google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse
 (*AssignmentProtocol_ManualAssignmentType)(nil), // 11:
google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.ManualAssignmentType
 (*AssignmentProtocol_AutoAssignmentType)(nil),   // 12:
google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType
 (*fieldmaskpb.FieldMask)(nil),                // 13: google.protobuf.FieldMask
 (*timestamppb.Timestamp)(nil),                 // 14: google.protobuf.Timestamp
 (*durationpb.Duration)(nil),                  // 15: google.protobuf.Duration
```

```
}
var file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs =
[]int32{
 11, // 0:
google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.manual_assignment_type:type_name
 -> google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.ManualAssignmentType
 12, // 1: google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.auto_assignment_type:type_name -
> google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType
 0,  // 2: google.cloud.commerce.consumer.procurement.v1.LicensePool.license_assignment_protocol:type_name ->
google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol
 1,  // 3: google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest.license_pool:type_name ->
google.cloud.commerce.consumer.procurement.v1.LicensePool
 13, // 4: google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest.update_mask:type_name ->
google.protobuf.FieldMask
 14, // 5: google.cloud.commerce.consumer.procurement.v1.LicensedUser.assign_time:type_name ->
google.protobuf.Timestamp
 14, // 6: google.cloud.commerce.consumer.procurement.v1.LicensedUser.recent_usage_time:type_name
 -> google.protobuf.Timestamp
 9,  // 7:
google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse.licensed_users:type_name ->
google.cloud.commerce.consumer.procurement.v1.LicensedUser
 15, // 8:
google.cloud.commerce.consumer.procurement.v1.AssignmentProtocol.AutoAssignmentType.inactive_license_ttl:t
ype_name -> google.protobuf.Duration
 2,  // 9: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.GetLicensePool:input_type -
> google.cloud.commerce.consumer.procurement.v1.GetLicensePoolRequest
 3,  // 10:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.UpdateLicensePool:input_type ->
google.cloud.commerce.consumer.procurement.v1.UpdateLicensePoolRequest
 4,  // 11: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign:input_type ->
google.cloud.commerce.consumer.procurement.v1.AssignRequest
 6,  // 12: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Unassign:input_type
 -> google.cloud.commerce.consumer.procurement.v1.UnassignRequest
 8,  // 13:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.EnumerateLicensedUsers:input_typ
e -> google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersRequest
 1,  // 14:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.GetLicensePool:output_type ->
google.cloud.commerce.consumer.procurement.v1.LicensePool
 1,  // 15:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.UpdateLicensePool:output_type ->
google.cloud.commerce.consumer.procurement.v1.LicensePool
 5,  // 16: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Assign:output_type ->
google.cloud.commerce.consumer.procurement.v1.AssignResponse
 7,  // 17: google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.Unassign:output_type ->
google.cloud.commerce.consumer.procurement.v1.UnassignResponse
 10, // 18:
google.cloud.commerce.consumer.procurement.v1.LicenseManagementService.EnumerateLicensedUsers:output_ty
```

```
pe
 -> google.cloud.commerce.consumer.procurement.v1.EnumerateLicensedUsersResponse
 14, // [14:19] is the sub-list for method output_type
 9,  // [9:14] is the sub-list for method input_type
 9,  // [9:9] is the sub-list for extension type_name
 9,  // [9:9] is the sub-list for extension extendee
 0,  // [0:9] is the sub-list for field type_name
}

func init() {
 file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_init()
}
func file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_init() {
 if File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto != nil {
  return
 }
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes[0].Oneof
Wrappers = []any{
  (*AssignmentProtocol_ManualAssignmentType_)(nil),
  (*AssignmentProtocol_AutoAssignmentType_)(nil),
 }
 type x struct{}
 out := protoimpl.TypeBuilder{
  File:
 protoimpl.DescBuilder{
   GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
   RawDescriptor:
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc,
   NumEnums:      0,
   NumMessages:   13,
   NumExtensions: 0,
   NumServices:   1,
  },
  GoTypes:
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes,
   DependencyIndexes:
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs,
   MessageInfos:
file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_msgTypes,
 }.Build()
 File_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto = out.File
 file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_rawDesc = nil
 file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_goTypes = nil
 file_google_cloud_commerce_consumer_procurement_v1_license_management_service_proto_depIdxs
 = nil
}

// Reference imports to suppress errors if they are not otherwise used.
```

```
var _ context.Context
var _ grpc.ClientConnInterface

// This is a compile-time assertion to ensure that this generated file
// is compatible with the grpc package it is being compiled against.
const _ = grpc.SupportPackageIsVersion6

// LicenseManagementServiceClient is the client API for LicenseManagementService service.
//
// For semantics around ctx use and closing/ending streaming RPCs, please refer to
https://godoc.org/google.golang.org/grpc#ClientConn.NewStream.
type LicenseManagementServiceClient interface {
 // Gets the license pool.
 GetLicensePool(ctx context.Context, in *GetLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool, error)
 // Updates the license pool if one exists for this Order.
 UpdateLicensePool(ctx context.Context, in *UpdateLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool,
error)
 // Assigns a license to a user.
 Assign(ctx
 context.Context, in *AssignRequest, opts ...grpc.CallOption) (*AssignResponse, error)
 // Unassigns a license from a user.
 Unassign(ctx context.Context, in *UnassignRequest, opts ...grpc.CallOption) (*UnassignResponse, error)
 // Enumerates all users assigned a license.
 EnumerateLicensedUsers(ctx context.Context, in *EnumerateLicensedUsersRequest, opts ...grpc.CallOption)
(*EnumerateLicensedUsersResponse, error)
}

type licenseManagementServiceClient struct {
 cc grpc.ClientConnInterface
}

func NewLicenseManagementServiceClient(cc grpc.ClientConnInterface) LicenseManagementServiceClient {
 return &licenseManagementServiceClient{cc}
}

func (c *licenseManagementServiceClient) GetLicensePool(ctx context.Context, in *GetLicensePoolRequest, opts
...grpc.CallOption) (*LicensePool, error) {
 out := new(LicensePool)
 err := c.cc.Invoke(ctx,
"/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/GetLicensePool", in, out, opts...)
 if err != nil {
  return nil, err
 }
 return
 out, nil
}

func (c *licenseManagementServiceClient) UpdateLicensePool(ctx context.Context, in
```

```
*UpdateLicensePoolRequest, opts ...grpc.CallOption) (*LicensePool, error) {
 out := new(LicensePool)
 err := c.cc.Invoke(ctx,
"/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/UpdateLicensePool", in, out,
opts...)
 if err != nil {
  return nil, err
 }
 return out, nil
}

func (c *licenseManagementServiceClient) Assign(ctx context.Context, in *AssignRequest, opts ...grpc.CallOption)
(*AssignResponse, error) {
 out := new(AssignResponse)
 err := c.cc.Invoke(ctx, "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/Assign", in,
out, opts...)
 if err != nil {
  return nil, err
 }
 return out, nil
}

func (c *licenseManagementServiceClient) Unassign(ctx context.Context, in *UnassignRequest, opts
...grpc.CallOption) (*UnassignResponse, error) {
 out := new(UnassignResponse)
 err := c.cc.Invoke(ctx, "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/Unassign",
 in, out, opts...)
 if err != nil {
  return nil, err
 }
 return out, nil
}

func (c *licenseManagementServiceClient) EnumerateLicensedUsers(ctx context.Context, in
*EnumerateLicensedUsersRequest, opts ...grpc.CallOption) (*EnumerateLicensedUsersResponse, error) {
 out := new(EnumerateLicensedUsersResponse)
 err := c.cc.Invoke(ctx,
"/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/EnumerateLicensedUsers", in, out,
opts...)
 if err != nil {
  return nil, err
 }
 return out, nil
}

// LicenseManagementServiceServer is the server API for LicenseManagementService service.
type LicenseManagementServiceServer interface {
 // Gets the license pool.
```

```
 GetLicensePool(context.Context, *GetLicensePoolRequest) (*LicensePool, error)
 // Updates the license pool if one exists for this Order.
 UpdateLicensePool(context.Context, *UpdateLicensePoolRequest) (*LicensePool, error)
 // Assigns a license to a user.
 Assign(context.Context, *AssignRequest)
 (*AssignResponse, error)
 // Unassigns a license from a user.
 Unassign(context.Context, *UnassignRequest) (*UnassignResponse, error)
 // Enumerates all users assigned a license.
 EnumerateLicensedUsers(context.Context, *EnumerateLicensedUsersRequest)
(*EnumerateLicensedUsersResponse, error)
}

// UnimplementedLicenseManagementServiceServer can be embedded to have forward compatible
implementations.
type UnimplementedLicenseManagementServiceServer struct {
}

func (*UnimplementedLicenseManagementServiceServer) GetLicensePool(context.Context,
*GetLicensePoolRequest) (*LicensePool, error) {
 return nil, status.Errorf(codes.Unimplemented, "method GetLicensePool not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) UpdateLicensePool(context.Context,
*UpdateLicensePoolRequest) (*LicensePool, error) {
 return nil, status.Errorf(codes.Unimplemented, "method UpdateLicensePool not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) Assign(context.Context, *AssignRequest)
 (*AssignResponse, error) {
 return nil, status.Errorf(codes.Unimplemented, "method Assign not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) Unassign(context.Context, *UnassignRequest)
(*UnassignResponse, error) {
 return nil, status.Errorf(codes.Unimplemented, "method Unassign not implemented")
}
func (*UnimplementedLicenseManagementServiceServer) EnumerateLicensedUsers(context.Context,
*EnumerateLicensedUsersRequest) (*EnumerateLicensedUsersResponse, error) {
 return nil, status.Errorf(codes.Unimplemented, "method EnumerateLicensedUsers not implemented")
}

func RegisterLicenseManagementServiceServer(s *grpc.Server, srv LicenseManagementServiceServer) {
 s.RegisterService(&_LicenseManagementService_serviceDesc, srv)
}

func _LicenseManagementService_GetLicensePool_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
 in := new(GetLicensePoolRequest)
 if err := dec(in);
```

```
 err != nil {
  return nil, err
 }
 if interceptor == nil {
  return srv.(LicenseManagementServiceServer).GetLicensePool(ctx, in)
 }
 info := &grpc.UnaryServerInfo{
  Server:     srv,
  FullMethod: "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/GetLicensePool",
 }
 handler := func(ctx context.Context, req interface{}) (interface{}, error) {
  return srv.(LicenseManagementServiceServer).GetLicensePool(ctx, req.(*GetLicensePoolRequest))
 }
 return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_UpdateLicensePool_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
 in := new(UpdateLicensePoolRequest)
 if err := dec(in); err != nil {
  return nil, err
 }
 if interceptor == nil {
  return srv.(LicenseManagementServiceServer).UpdateLicensePool(ctx, in)
 }
 info := &grpc.UnaryServerInfo{
  Server:     srv,
  FullMethod: "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/UpdateLicensePool",
 }
 handler
 := func(ctx context.Context, req interface{}) (interface{}, error) {
  return srv.(LicenseManagementServiceServer).UpdateLicensePool(ctx, req.(*UpdateLicensePoolRequest))
 }
 return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_Assign_Handler(srv interface{}, ctx context.Context, dec func(interface{})
error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
 in := new(AssignRequest)
 if err := dec(in); err != nil {
  return nil, err
 }
 if interceptor == nil {
  return srv.(LicenseManagementServiceServer).Assign(ctx, in)
 }
 info := &grpc.UnaryServerInfo{
  Server:     srv,
  FullMethod: "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/Assign",
```

```
 }
 handler := func(ctx context.Context, req interface{}) (interface{}, error) {
  return srv.(LicenseManagementServiceServer).Assign(ctx, req.(*AssignRequest))
 }
 return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_Unassign_Handler(srv
 interface{}, ctx context.Context, dec func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{},
error) {
 in := new(UnassignRequest)
 if err := dec(in); err != nil {
  return nil, err
 }
 if interceptor == nil {
  return srv.(LicenseManagementServiceServer).Unassign(ctx, in)
 }
 info := &grpc.UnaryServerInfo{
  Server:     srv,
  FullMethod: "/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/Unassign",
 }
 handler := func(ctx context.Context, req interface{}) (interface{}, error) {
  return srv.(LicenseManagementServiceServer).Unassign(ctx, req.(*UnassignRequest))
 }
 return interceptor(ctx, in, info, handler)
}

func _LicenseManagementService_EnumerateLicensedUsers_Handler(srv interface{}, ctx context.Context, dec
func(interface{}) error, interceptor grpc.UnaryServerInterceptor) (interface{}, error) {
 in := new(EnumerateLicensedUsersRequest)
 if err := dec(in); err != nil {
  return nil, err
 }
 if
 interceptor == nil {
  return srv.(LicenseManagementServiceServer).EnumerateLicensedUsers(ctx, in)
 }
 info := &grpc.UnaryServerInfo{
  Server:     srv,
  FullMethod:
"/google.cloud.commerce.consumer.procurement.v1.LicenseManagementService/EnumerateLicensedUsers",
 }
 handler := func(ctx context.Context, req interface{}) (interface{}, error) {
  return srv.(LicenseManagementServiceServer).EnumerateLicensedUsers(ctx,
req.(*EnumerateLicensedUsersRequest))
 }
 return interceptor(ctx, in, info, handler)
}
```

```
var _LicenseManagementService_serviceDesc = grpc.ServiceDesc{
 ServiceName: "google.cloud.commerce.consumer.procurement.v1.LicenseManagementService",
 HandlerType: (*LicenseManagementServiceServer)(nil),
 Methods: []grpc.MethodDesc{
  {
   MethodName: "GetLicensePool",
   Handler:    _LicenseManagementService_GetLicensePool_Handler,
  },
  {
   MethodName: "UpdateLicensePool",
   Handler:    _LicenseManagementService_UpdateLicensePool_Handler,
  },
  {
   MethodName: "Assign",
   Handler:
    _LicenseManagementService_Assign_Handler,
  },
  {
   MethodName: "Unassign",
   Handler:    _LicenseManagementService_Unassign_Handler,
  },
  {
   MethodName: "EnumerateLicensedUsers",
   Handler:    _LicenseManagementService_EnumerateLicensedUsers_Handler,
  },
 },
 Streams:  []grpc.StreamDesc{},
 Metadata: "google/cloud/commerce/consumer/procurement/v1/license_management_service.proto",
}
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test
```

```
import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleNewLicenseCodesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 //
 - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicenseCodesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseCodeRequest{
  // TODO: Fill request
 struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseCodeRequest.
 }
 resp, err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
```

```
 _ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.TestIamPermissionsLicenseCodeRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseCodeRequest.
 }
 resp,
 err := c.TestIamPermissions(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}
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// limitations under the License.

// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (
 "bytes"
```

```
 "context"
 "fmt"
 "log/slog"
 "math"
 "net/http"
 "net/url"
 "time"

 computepb "cloud.google.com/go/compute/apiv1/computepb"
 gax "github.com/googleapis/gax-go/v2"
 "google.golang.org/api/iterator"
 "google.golang.org/api/option"
 "google.golang.org/api/option/internaloption"
 httptransport "google.golang.org/api/transport/http"
 "google.golang.org/grpc"
 "google.golang.org/protobuf/encoding/protojson"
 "google.golang.org/protobuf/proto"
)

var
 newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
 Delete            []gax.CallOption
 Get               []gax.CallOption
 GetIamPolicy      []gax.CallOption
 Insert            []gax.CallOption
 List              []gax.CallOption
 SetIamPolicy      []gax.CallOption
 TestIamPermissions []gax.CallOption
}

func defaultLicensesRESTCallOptions() *LicensesCallOptions {
 return &LicensesCallOptions{
  Delete: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
  Get: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
```

```
  }),
 },
 GetIamPolicy:
[]gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
  gax.WithRetry(func() gax.Retryer {
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
   },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 Insert: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 List: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
  gax.WithRetry(func() gax.Retryer {
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
   },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 SetIamPolicy: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 TestIamPermissions: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
}
}

//
 internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
 Close() error
 setGoogleClientInfo(...string)
 Connection() *grpc.ClientConn
 Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
 Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
 GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
```

```
error)
 Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
 List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
 SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse,
 error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The Licenses API.
type LicensesClient struct {
 // The internal transport-dependent client.
 internalClient internalLicensesClient

 // The call options for this service.
 CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
 return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
 c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection
 to the API service.
//
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicensesClient) Connection() *grpc.ClientConn {
 return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
```

creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
 return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
 return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy for a resource. May be empty
 if no such policy or resource exists. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
 return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses,
 use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption)
*LicenseIterator {
 return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is intended for use only by third-party partners

```
 who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
 return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
type licensesRESTClient struct {
 // The http endpoint to connect to.
 endpoint string

 // The http client.
 httpClient *http.Client

 // operationClient is used to call the operation-specific management service.
 operationClient *GlobalOperationsClient

 // The x-goog-* headers to be sent with each request.
 xGoogHeaders []string

 // Points back to the CallOptions field of the containing LicensesClient
 CallOptions **LicensesCallOptions

 logger *slog.Logger
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx
 context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
 clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
 httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
 if err != nil {
  return nil, err
 }

 callOpts := defaultLicensesRESTCallOptions()
 c := &licensesRESTClient{
  endpoint:    endpoint,
  httpClient:  httpClient,
  CallOptions: &callOpts,
  logger:      internaloption.GetLogger(opts),
 }
 c.setGoogleClientInfo()
```

```
 o := []option.ClientOption{
  option.WithHTTPClient(httpClient),
  option.WithEndpoint(endpoint),
 }
 opC, err := NewGlobalOperationsRESTClient(ctx, o...)
 if err != nil {
  return nil, err
 }
 c.operationClient = opC

 return &LicensesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
 return []option.ClientOption{
  internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
  internaloption.WithDefaultEndpointTemplate("https://compute.UNIVERSE_DOMAIN"),
  internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
  internaloption.WithDefaultUniverseDomain("googleapis.com"),
  internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
  internaloption.WithDefaultScopes(DefaultAuthScopes()...),
  internaloption.EnableNewAuthLibrary(),
 }
}

//
 setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
 kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
 kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
 c.xGoogHeaders = []string{
  "x-goog-api-client", gax.XGoogHeader(kv...),
 }
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
 // Replace httpClient
 with nil to force cleanup.
 c.httpClient = nil
 if err := c.operationClient.Close(); err != nil {
  return err
 }
 return nil
}
```

```
// Connection returns a connection to the API service.
//
// Deprecated: This method always returns nil.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
 return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client
 and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Delete[0:len((*c.CallOptions).Delete):len((*c.CallOptions).Delete)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "Delete")
```

```
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf,
resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 op := &Operation{
  &globalOperationsHandle{
   c:       c.operationClient,
   proto:   resp,
   project: req.GetProject(),
  },
 }
 return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders,
 hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.License{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
```

```
 }
 httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "Get")
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource
 exists. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace
images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
req.GetResource())

 params := url.Values{}
 if req != nil && req.OptionsRequestedPolicyVersion != nil {
  params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}
```

```
 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds,
 "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).GetIamPolicy[0:len((*c.CallOptions).GetIamPolicy):len((*c.CallOptions).GetIamPolicy)],
opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "GetIamPolicy")
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended
 for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetLicenseResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }
```

```
baseUrl, err := url.Parse(c.endpoint)
if err != nil {
 return nil, err
}
baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

params := url.Values{}
if req != nil && req.RequestId != nil {
 params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
}

baseUrl.RawQuery = params.Encode()

// Build HTTP headers from client and context metadata.
hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v", "project", url.QueryEscape(req.GetProject()))}

hds = append(c.xGoogHeaders, hds...)
hds = append(hds, "Content-Type", "application/json")
headers := gax.BuildHeaders(ctx,
hds...)
opts = append((*c.CallOptions).Insert[0:len((*c.CallOptions).Insert):len((*c.CallOptions).Insert)], opts...)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.Operation{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
 if settings.Path != "" {
  baseUrl.Path = settings.Path
 }
 httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "Insert")
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
}, opts...)
if e != nil {
 return nil, e
}
```

```
 op := &Operation{
  &globalOperationsHandle{
   c:       c.operationClient,
   proto:   resp,
   project: req.GetProject(),
  },
 }
 return op, nil
}

// List retrieves the
 list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts
...gax.CallOption) *LicenseIterator {
 it := &LicenseIterator{}
 req = proto.Clone(req).(*computepb.ListLicensesRequest)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
  resp := &computepb.LicensesListResponse{}
  if pageToken != "" {
   req.PageToken = proto.String(pageToken)
  }
  if pageSize > math.MaxInt32
 {
   req.MaxResults = proto.Uint32(uint32(math.MaxInt32))
  } else if pageSize != 0 {
   req.MaxResults = proto.Uint32(uint32(pageSize))
  }
  baseUrl, err := url.Parse(c.endpoint)
  if err != nil {
   return nil, "", err
  }
  baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

  params := url.Values{}
  if req != nil && req.Filter != nil {
   params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
  }
  if req != nil && req.MaxResults != nil {
   params.Add("maxResults", fmt.Sprintf("%v", req.GetMaxResults()))
  }
  if req != nil && req.OrderBy != nil {
   params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
  }
  if req != nil && req.PageToken != nil {
```

```
 params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
 }
 if req != nil && req.ReturnPartialSuccess != nil {
 params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from
client and context metadata.
 hds := append(c.xGoogHeaders, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
 if settings.Path != "" {
  baseUrl.Path = settings.Path
 }
 httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
 if err != nil {
  return err
 }
 httpReq.Header = headers

 buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, nil, "List")
 if err != nil {
  return err
 }
 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
 return nil, "", e
 }
 it.Response = resp
 return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
 items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
 if err != nil {
 return "", err
 }
 it.items = append(it.items, items...)
 return nextPageToken,
nil
}
```

```
 it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
 it.pageInfo.MaxSize = int(req.GetMaxResults())
 it.pageInfo.Token = req.GetPageToken()

 return it
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetGlobalSetPolicyRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds
 := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()),
"resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).SetIamPolicy[0:len((*c.CallOptions).SetIamPolicy):len((*c.CallOptions).SetIamPolicy)],
opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
```

```
 httpReq.Header = headers

 buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "SetIamPolicy")
 if err != nil {
  return err
 }

 if
 err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
 return nil, e
 }
 return resp, nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetTestPermissionsRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params",
 fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "resource",
url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
```

```
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).Tes
tIamPermissions)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.TestPermissionsResponse{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  buf, err := executeHTTPRequest(ctx, c.httpClient, httpReq, c.logger, jsonReq, "TestIamPermissions")
  if err !=
 nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}
```

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```
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package procurement_test

import (
 "context"

 procurement "cloud.google.com/go/commerce/consumer/procurement/apiv1"
 procurementpb "cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb"
 longrunningpb "cloud.google.com/go/longrunning/autogen/longrunningpb"
 "google.golang.org/api/iterator"
)

func ExampleNewLicenseManagementClient() {
 ctx
 := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := procurement.NewLicenseManagementClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleNewLicenseManagementRESTClient() {
```

```
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c,
 err := procurement.NewLicenseManagementRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicenseManagementClient_Assign() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := procurement.NewLicenseManagementClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &procurementpb.AssignRequest{
  // TODO: Fill request struct fields.
  // See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#AssignRequest.
 }
 resp, err := c.Assign(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 //
 TODO: Use resp.
 _ = resp
}

func ExampleLicenseManagementClient_EnumerateLicensedUsers() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
```

```
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := procurement.NewLicenseManagementClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &procurementpb.EnumerateLicensedUsersRequest{
  // TODO: Fill request struct fields.
  // See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#EnumerateLicense
dUsersRequest.
 }
 it := c.EnumerateLicensedUsers(ctx, req)
 for {
  resp, err := it.Next()
  if err == iterator.Done {
   break
  }
  if err != nil {
   // TODO: Handle error.
  }
  //
 TODO: Use resp.
  _ = resp

  // If you need to access the underlying RPC response,
  // you can do so by casting the `Response` as below.
  // Otherwise, remove this line. Only populated after
  // first call to Next(). Not safe for concurrent access.
  _ = it.Response.(*procurementpb.EnumerateLicensedUsersResponse)
 }
}

func ExampleLicenseManagementClient_GetLicensePool() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := procurement.NewLicenseManagementClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()
```

```
 req := &procurementpb.GetLicensePoolRequest{
  // TODO: Fill request struct fields.
  //
 See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#GetLicensePoolRe
quest.
 }
 resp, err := c.GetLicensePool(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicenseManagementClient_Unassign() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := procurement.NewLicenseManagementClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &procurementpb.UnassignRequest{
  // TODO: Fill request struct fields.
  // See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#UnassignRequest.
 }
 resp,
 err := c.Unassign(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicenseManagementClient_UpdateLicensePool() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
```

```
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := procurement.NewLicenseManagementClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &procurementpb.UpdateLicensePoolRequest{
 // TODO: Fill request struct fields.
 // See
https://pkg.go.dev/cloud.google.com/go/commerce/consumer/procurement/apiv1/procurementpb#UpdateLicensePoo
lRequest.
}
resp, err := c.UpdateLicensePool(ctx, req)
if err != nil {
 // TODO: Handle error.
}
//
TODO: Use resp.
_ = resp
}

func ExampleLicenseManagementClient_GetOperation() {
ctx := context.Background()
// This snippet has been automatically generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := procurement.NewLicenseManagementClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &longrunningpb.GetOperationRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/longrunning/autogen/longrunningpb#GetOperationRequest.
}
resp, err := c.GetOperation(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
```

```
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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.35.2
//  protoc        v4.25.3
// source: google/ai/generativelanguage/v1beta/permission.proto

package generativelanguagepb

import (
 reflect "reflect"
 sync "sync"

 _ "google.golang.org/genproto/googleapis/api/annotations"
 protoreflect "google.golang.org/protobuf/reflect/protoreflect"
 protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const
 (
 // Verify that this generated code is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
 // Verify that runtime/protoimpl is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Defines types of the grantee of this permission.
type Permission_GranteeType int32

const (
 // The default value. This value is unused.
 Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GranteeType = 0
 // Represents a user. When set, you must provide email_address for the user.
 Permission_USER Permission_GranteeType = 1
 // Represents a group. When set, you must provide email_address for the
```

```
 // group.
 Permission_GROUP Permission_GranteeType = 2
 // Represents access to everyone. No extra information is required.
 Permission_EVERYONE Permission_GranteeType = 3
)

// Enum value maps for Permission_GranteeType.
var (
 Permission_GranteeType_name = map[int32]string{
  0: "GRANTEE_TYPE_UNSPECIFIED",
  1: "USER",
  2:
 "GROUP",
  3: "EVERYONE",
 }
 Permission_GranteeType_value = map[string]int32{
  "GRANTEE_TYPE_UNSPECIFIED": 0,
  "USER":                     1,
  "GROUP":                    2,
  "EVERYONE":                 3,
 }
)

func (x Permission_GranteeType) Enum() *Permission_GranteeType {
 p := new(Permission_GranteeType)
 *p = x
 return p
}

func (x Permission_GranteeType) String() string {
 return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_GranteeType) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GranteeType) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0]
}

func (x Permission_GranteeType) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_GranteeType.Descriptor instead.
func (Permission_GranteeType) EnumDescriptor() ([]byte,
```

```
[]int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

const (
 // The default value. This value is unused.
 Permission_ROLE_UNSPECIFIED Permission_Role = 0
 // Owner can use, update, share and delete the resource.
 Permission_OWNER Permission_Role = 1
 // Writer can use, update and share the resource.
 Permission_WRITER Permission_Role = 2
 // Reader can use the resource.
 Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
 Permission_Role_name = map[int32]string{
  0: "ROLE_UNSPECIFIED",
  1: "OWNER",
  2: "WRITER",
  3: "READER",
 }
 Permission_Role_value = map[string]int32{
  "ROLE_UNSPECIFIED": 0,
  "OWNER":            1,
  "WRITER":           2,
  "READER":           3,
 }
)

func (x Permission_Role) Enum() *Permission_Role {
 p := new(Permission_Role)
 *p = x
 return p
}

func (x Permission_Role) String() string {
 return
 protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1].Descriptor()
}
```

```
func (Permission_Role) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service accounts,
 you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Output only. Identifier. The permission name. A unique name will be
 // generated on create. Examples:
 //
 // tunedModels/{tuned_model}/permissions/{permission}
 // corpora/{corpus}/permissions/{permission}
 //
 // Output only.
 Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
 // Optional. Immutable. The type of the grantee.
 GranteeType *Permission_GranteeType
`protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1beta.Permission_GranteeType,oneof"
 json:"grantee_type,omitempty"`
 // Optional. Immutable. The email address of the user of group which this
```

```
 // permission refers. Field is not set when permission's grantee type is
 // EVERYONE.
 EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
json:"email_address,omitempty"`
 // Required. The role granted by this permission.
 Role *Permission_Role
`protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1beta.Permission_Role,oneof"
json:"role,omitempty"`
}

func (x *Permission) Reset() {
 *x = Permission{}
 mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
 ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
 ms.StoreMessageInfo(mi)
}

func (x *Permission) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}

func (x *Permission) ProtoReflect() protoreflect.Message
 {
 mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
 if x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0}
}

func (x *Permission) GetName() string {
 if x != nil {
  return x.Name
 }
 return ""
}
```

```
func (x *Permission) GetGranteeType() Permission_GranteeType {
 if x != nil && x.GranteeType != nil {
  return *x.GranteeType
 }
 return Permission_GRANTEE_TYPE_UNSPECIFIED
}

func (x *Permission) GetEmailAddress() string {
 if x != nil && x.EmailAddress != nil {
  return *x.EmailAddress
 }
 return ""
}

func (x *Permission) GetRole() Permission_Role {
 if x != nil && x.Role != nil {
  return *x.Role
 }
 return Permission_ROLE_UNSPECIFIED
}

var
 File_google_ai_generativelanguage_v1beta_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = []byte{
 0x0a, 0x34, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
 0x31, 0x62, 0x65, 0x74, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x23, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x1a, 0x1f, 0x67, 0x6f, 0x6f,
 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65,
 0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a, 0x19, 0x67, 0x6f,
 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69,
 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63,
 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x85, 0x05, 0x0a, 0x0a, 0x50, 0x65, 0x72, 0x6d,
 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65, 0x18, 0x01,
 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04, 0x6e, 0x61,
 0x6d, 0x65, 0x12, 0x6b, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f, 0x74, 0x79,
 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3b, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c,
 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50,
 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65,
 0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x00, 0x52,
 0x0b, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x88,
 0x01, 0x01, 0x12,
 0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73,
 0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x01,
```

```
0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x88, 0x01,
0x01, 0x12, 0x52, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01, 0x28, 0x0e, 0x32,
0x34, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65,
0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76,
0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02, 0x52, 0x04, 0x72, 0x6f,
0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65,
0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a, 0x18, 0x47, 0x52, 0x41, 0x4e, 0x54, 0x45, 0x45, 0x5f,
0x54,
0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45, 0x44,
0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01, 0x12, 0x09, 0x0a, 0x05,
0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45, 0x56, 0x45, 0x52, 0x59,
0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c, 0x65, 0x12, 0x14, 0x0a,
0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45,
0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52, 0x10, 0x01, 0x12, 0x0a,
0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a, 0x0a, 0x06, 0x52, 0x45,
0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6, 0x01, 0x0a, 0x2c, 0x67,
0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73, 0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69,
0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x32, 0x74, 0x75, 0x6e,
0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x5f,
0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x12,
0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f, 0x72, 0x70, 0x75, 0x73,
0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70,
0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b, 0x70, 0x65, 0x72, 0x6d,
0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73,
0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61,
0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f,
0x72, 0x6f, 0x6c, 0x65, 0x42,
0x9b, 0x01, 0x0a, 0x27, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x42, 0x0f, 0x50, 0x65, 0x72,
0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x50, 0x01, 0x5a, 0x5d,
0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x76, 0x31, 0x62,
0x65, 0x74, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61,
0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74,
0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x62, 0x06, 0x70,
0x72,
0x6f, 0x74, 0x6f, 0x33,
}

var (
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce sync.Once
```

```
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP() []byte {
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce.Do(func() {
  file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData)
 })
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData
}

var file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1beta_permission_proto_goTypes = []any{
 (Permission_GranteeType)(0),
 // 0: google.ai.generativelanguage.v1beta.Permission.GranteeType
 (Permission_Role)(0),        // 1: google.ai.generativelanguage.v1beta.Permission.Role
 (*Permission)(nil),          // 2: google.ai.generativelanguage.v1beta.Permission
}
var file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = []int32{
 0, // 0: google.ai.generativelanguage.v1beta.Permission.grantee_type:type_name ->
google.ai.generativelanguage.v1beta.Permission.GranteeType
 1, // 1: google.ai.generativelanguage.v1beta.Permission.role:type_name ->
google.ai.generativelanguage.v1beta.Permission.Role
 2, // [2:2] is the sub-list for method output_type
 2, // [2:2] is the sub-list for method input_type
 2, // [2:2] is the sub-list for extension type_name
 2, // [2:2] is the sub-list for extension extendee
 0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1beta_permission_proto_init() }
func file_google_ai_generativelanguage_v1beta_permission_proto_init()
 {
 if File_google_ai_generativelanguage_v1beta_permission_proto != nil {
  return
 }
 file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].OneofWrappers = []any{}
 type x struct{}
 out := protoimpl.TypeBuilder{
  File: protoimpl.DescBuilder{
   GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
   RawDescriptor: file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc,
   NumEnums:      2,
   NumMessages:   1,
   NumExtensions: 0,
   NumServices:   0,
```

```
 },
 GoTypes:          file_google_ai_generativelanguage_v1beta_permission_proto_goTypes,
 DependencyIndexes: file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs,
 EnumInfos:        file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes,
 MessageInfos:     file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes,
}.Build()
File_google_ai_generativelanguage_v1beta_permission_proto = out.File
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = nil
file_google_ai_generativelanguage_v1beta_permission_proto_goTypes
= nil
file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = nil
}
```

# 1.21 grafana-grafana-aws-sdk 0.25.1

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"operations": {
"AssociateUser": " Associates the user to an EC2 instance to utilize user-based subscriptions. <note> Your estimated bill for charges on the number of users and related costs will take 48 hours to appear for billing periods that haven't closed (marked as Pending billing status) in Amazon Web Services Billing. For more information, see <a href=\"https://docs.aws.amazon.com/awsaccountbilling/latest/aboutv2/invoice.html\">Viewing your monthly charges</a> in the Amazon Web Services Billing User Guide. </note>",
"DeregisterIdentityProvider": " Deregisters the identity provider from providing user-based subscriptions. ",
"DisassociateUser": " Disassociates the user from an EC2 instance providing user-based subscriptions. ",
"ListIdentityProviders":
" Lists the identity providers for user-based subscriptions. ",
"ListInstances": " Lists the EC2 instances providing user-based subscriptions. ",
"ListProductSubscriptions": " Lists the user-based subscription products available from an identity provider. ",
"ListUserAssociations": " Lists user associations for an identity provider. ",
"RegisterIdentityProvider": " Registers an identity provider for user-based subscriptions. ",
"StartProductSubscription": " Starts a product subscription for a user with the specified identity provider. <note> Your estimated bill for charges on the number of users and related costs will take 48 hours to appear for billing periods that haven't closed (marked as Pending billing status) in Amazon Web Services Billing. For more information, see <a href=\"https://docs.aws.amazon.com/awsaccountbilling/latest/aboutv2/invoice.html\">Viewing your monthly charges</a> in the Amazon Web

```
 Services Billing User Guide</i>.</p> </note>",
   "StopProductSubscription": "<p>Stops a product subscription for a user with the specified identity provider.</p>",
   "UpdateIdentityProviderSettings": "<p>Updates additional product configuration settings for the registered
identity provider.</p>"
 },
 "shapes": {
   "AccessDeniedException": {
     "base": "<p>You don't have sufficient access to perform this action.</p>",
     "refs": {
     }
   },
   "ActiveDirectoryIdentityProvider": {
     "base": "<p>Details about an Active Directory identity provider.</p>",
     "refs": {
       "IdentityProvider$ActiveDirectoryIdentityProvider": "<p>An object that details an Active Directory identity
provider.</p>"
     }
   },
   "AssociateUserRequest": {
     "base": null,
     "refs": {
     }
   },
   "AssociateUserResponse": {
     "base": null,
     "refs": {
     }
   },
   "BoxInteger": {
     "base": null,
     "refs": {
       "ListIdentityProvidersRequest$MaxResults":
 "<p>Maximum number of results to return in a single call.</p>",
       "ListInstancesRequest$MaxResults": "<p>Maximum number of results to return in a single call.</p>",
       "ListProductSubscriptionsRequest$MaxResults": "<p>Maximum number of results to return in a single
call.</p>",
       "ListUserAssociationsRequest$MaxResults": "<p>Maximum number of results to return in a single call.</p>"
     }
   },
   "ConflictException": {
     "base": "<p>The request couldn't be completed because it conflicted with the current state of the resource.</p>",
     "refs": {
     }
   },
   "DeregisterIdentityProviderRequest": {
     "base": null,
     "refs": {
     }
```

```
  },
  "DeregisterIdentityProviderResponse": {
    "base": null,
    "refs": {
    }
  },
  "DisassociateUserRequest": {
    "base": null,
    "refs": {
    }
  },
  "DisassociateUserResponse": {
    "base": null,
    "refs": {
    }
  },
  "Filter": {
    "base": "<p>A
 filter name and value pair that is used to return more specific results from a describe operation. Filters can be used to match a set of resources by specific criteria, such as tags, attributes, or IDs.</p>",
    "refs": {
      "FilterList$member": null
    }
  },
  "FilterList": {
    "base": null,
    "refs": {
      "ListInstancesRequest$Filters": "<p>An array of structures that you can use to filter the results to those that match one or more sets of key-value pairs that you specify.</p>",
      "ListProductSubscriptionsRequest$Filters": "<p>An array of structures that you can use to filter the results to those that match one or more sets of key-value pairs that you specify.</p>",
      "ListUserAssociationsRequest$Filters": "<p>An array of structures that you can use to filter the results to those that match one or more sets of key-value pairs that you specify.</p>"
    }
  },
  "IdentityProvider": {
    "base": "<p>Details about an identity provider.</p>",
    "refs": {
      "AssociateUserRequest$IdentityProvider": "<p>The identity provider of the user.</p>",
      "DeregisterIdentityProviderRequest$IdentityProvider": "<p>An object that specifies details for the identity provider.</p>",
      "DisassociateUserRequest$IdentityProvider": "<p>An object that specifies details for the identity provider.</p>",
      "IdentityProviderSummary$IdentityProvider": "<p>An object that specifies details for the identity provider.</p>",
      "InstanceUserSummary$IdentityProvider": "<p>An object that specifies details for the identity provider.</p>",
      "ListProductSubscriptionsRequest$IdentityProvider": "<p>An object that specifies details for the identity provider.</p>",
```

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      "ListUserAssociationsRequest$IdentityProvider": "<p>An object that specifies details for the identity provider.</p>",
      "ProductUserSummary$IdentityProvider": "<p>An object that specifies details for the identity provider.</p>",
      "RegisterIdentityProviderRequest$IdentityProvider":
 "<p>An object that specifies details for the identity provider.</p>",
      "StartProductSubscriptionRequest$IdentityProvider": "<p>An object that specifies details for the identity provider.</p>",
      "StopProductSubscriptionRequest$IdentityProvider": "<p>An object that specifies details for the identity provider.</p>",
      "UpdateIdentityProviderSettingsRequest$IdentityProvider": null
    }
  },
  "IdentityProviderSummary": {
    "base": "<p>Describes an identity provider.</p>",
    "refs": {
      "DeregisterIdentityProviderResponse$IdentityProviderSummary": "<p>Metadata that describes the results of an identity provider operation.</p>",
      "IdentityProviderSummaryList$member": null,
      "RegisterIdentityProviderResponse$IdentityProviderSummary": "<p>Metadata that describes the results of an identity provider operation.</p>",
      "UpdateIdentityProviderSettingsResponse$IdentityProviderSummary": null

    }
  },
  "IdentityProviderSummaryList": {
    "base": null,
    "refs": {
      "ListIdentityProvidersResponse$IdentityProviderSummaries": "<p>Metadata that describes the list identity providers operation.</p>"
    }
  },
  "InstanceSummary": {
    "base": "<p>Describes an EC2 instance providing user-based subscriptions.</p>",
    "refs": {
      "InstanceSummaryList$member": null
    }
  },
  "InstanceSummaryList": {
    "base": null,
    "refs": {
      "ListInstancesResponse$InstanceSummaries": "<p>Metadata that describes the list instances operation.</p>"
    }
  },
  "InstanceUserSummary": {
    "base": "<p>Describes users of an EC2 instance providing user-based subscriptions.</p>",
    "refs": {
      "AssociateUserResponse$InstanceUserSummary": "<p>Metadata that describes the associate user operation.</p>",
```

```
      "DisassociateUserResponse$InstanceUserSummary": "<p>Metadata that describes the associate user operation.</p>",

    "InstanceUserSummaryList$member": null
     }
   },
   "InstanceUserSummaryList": {
    "base": null,
    "refs": {
     "ListUserAssociationsResponse$InstanceUserSummaries": "<p>Metadata that describes the list user association operation.</p>"
    }
   },
   "InternalServerException": {
    "base": "<p>An exception occurred with the service.</p>",
    "refs": {
    }
   },
   "ListIdentityProvidersRequest": {
    "base": null,
    "refs": {
    }
   },
   "ListIdentityProvidersResponse": {
    "base": null,
    "refs": {
    }
   },
   "ListInstancesRequest": {
    "base": null,
    "refs": {
    }
   },
   "ListInstancesResponse": {
    "base": null,
    "refs": {
    }
   },
   "ListProductSubscriptionsRequest": {
    "base": null,
    "refs": {
    }
   },
   "ListProductSubscriptionsResponse": {
    "base": null,
    "refs": {
    }
   },
```

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  "ListUserAssociationsRequest": {
    "base": null,
    "refs": {
     }
  },
  "ListUserAssociationsResponse": {
    "base": null,
    "refs": {
    }
  },
  "ProductUserSummary": {
    "base": "<p>The summary of the user-based subscription products for a user.</p>",
    "refs": {
      "ProductUserSummaryList$member": null,
      "StartProductSubscriptionResponse$ProductUserSummary": "<p>Metadata that describes the start product subscription operation.</p>",
      "StopProductSubscriptionResponse$ProductUserSummary": "<p>Metadata that describes the start product subscription operation.</p>"
    }
  },
  "ProductUserSummaryList": {
    "base": null,
    "refs": {
      "ListProductSubscriptionsResponse$ProductUserSummaries": "<p>Metadata that describes the list product subscriptions operation.</p>"
    }
  },
  "RegisterIdentityProviderRequest": {
    "base": null,
    "refs": {
    }
  },
  "RegisterIdentityProviderResponse": {
    "base": null,
    "refs": {
    }
  },
  "ResourceNotFoundException":
 {
    "base": "<p>The resource couldn't be found.</p>",
    "refs": {
    }
  },
  "SecurityGroup": {
    "base": null,
    "refs": {
      "Settings$SecurityGroupId": "<p>A security group ID that allows inbound TCP port 1688 communication between resources in your VPC and the VPC endpoint for activation servers.</p>",
```

```
    "UpdateSettings$SecurityGroupId": "<p>A security group ID that allows inbound TCP port 1688 communication between resources in your VPC and the VPC endpoints for activation servers.</p>"
    }
  },
  "ServiceQuotaExceededException": {
    "base": "<p>The request failed because a service quota is exceeded.</p>",
    "refs": {
    }
  },
  "Settings": {
    "base": "<p>The registered identity providers product related configuration settings such as the subnets to provision VPC endpoints, and the security group ID that is associated with the VPC endpoints. The security group should permit inbound TCP port 1688 communication
 from resources in the VPC.</p>",
    "refs": {
      "IdentityProviderSummary$Settings": "<p>An object that details the registered identity providers product related configuration settings such as the subnets to provision VPC endpoints.</p>",
      "RegisterIdentityProviderRequest$Settings": "<p>The registered identity providers product related configuration settings such as the subnets to provision VPC endpoints.</p>"
    }
  },
  "SettingsSubnetsList": {
    "base": null,
    "refs": {
      "Settings$Subnets": "<p>The subnets defined for the registered identity provider.</p>"
    }
  },
  "StartProductSubscriptionRequest": {
    "base": null,
    "refs": {
    }
  },
  "StartProductSubscriptionResponse": {
    "base": null,
    "refs": {
    }
  },
  "StopProductSubscriptionRequest": {
    "base": null,
    "refs": {
    }
  },
  "StopProductSubscriptionResponse": {
    "base": null,
    "refs": {
    }
  },
  "String":
```

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{
  "base": null,
  "refs": {
    "AccessDeniedException$message": null,
    "ActiveDirectoryIdentityProvider$DirectoryId": "<p>The directory ID for an Active Directory identity provider.</p>",
    "AssociateUserRequest$Domain": "<p>The domain name of the user.</p>",
    "AssociateUserRequest$InstanceId": "<p>The ID of the EC2 instance, which provides user-based subscriptions.</p>",
    "AssociateUserRequest$Username": "<p>The user name from the identity provider for the user.</p>",
    "ConflictException$message": null,
    "DeregisterIdentityProviderRequest$Product": "<p>The name of the user-based subscription product.</p>",
    "DisassociateUserRequest$Domain": "<p>The domain name of the user.</p>",
    "DisassociateUserRequest$InstanceId": "<p>The ID of the EC2 instance, which provides user-based subscriptions.</p>",
    "DisassociateUserRequest$Username": "<p>The user name from the identity provider for the user.</p>",

   "Filter$Attribute": "<p>The name of an attribute to use as a filter.</p>",
    "Filter$Operation": "<p>The type of search (For example, eq, geq, leq)</p>",
    "Filter$Value": "<p>Value of the filter.</p>",
    "IdentityProviderSummary$FailureMessage": "<p>The failure message associated with an identity provider.</p>",
    "IdentityProviderSummary$Product": "<p>The name of the user-based subscription product.</p>",
    "IdentityProviderSummary$Status": "<p>The status of an identity provider.</p>",
    "InstanceSummary$InstanceId": "<p>The ID of the EC2 instance, which provides user-based subscriptions.</p>",
    "InstanceSummary$LastStatusCheckDate": "<p>The date of the last status check.</p>",
    "InstanceSummary$Status": "<p>The status of an EC2 instance resource.</p>",
    "InstanceSummary$StatusMessage": "<p>The status message for an EC2 instance.</p>",
    "InstanceUserSummary$AssociationDate": "<p>The date a user was associated with an EC2 instance.</p>",
    "InstanceUserSummary$DisassociationDate": "<p>The date a user was disassociated from an EC2 instance.</p>",
    "InstanceUserSummary$Domain": "<p>The domain name of the user.</p>",
    "InstanceUserSummary$InstanceId": "<p>The ID of the EC2 instance, which provides user-based subscriptions.</p>",
    "InstanceUserSummary$Status": "<p>The status of a user associated with an EC2 instance.</p>",
    "InstanceUserSummary$StatusMessage": "<p>The status message for users of an EC2 instance.</p>",
    "InstanceUserSummary$Username": "<p>The user name from the identity provider for the user.</p>",
    "InternalServerException$message": null,
    "ListIdentityProvidersRequest$NextToken": "<p>Token for the next set of results.</p>",
    "ListIdentityProvidersResponse$NextToken": "<p>Token for the next set of results.</p>",
    "ListInstancesRequest$NextToken": "<p>Token for the next set of results.</p>",
    "ListInstancesResponse$NextToken": "<p>Token for the next set of results.</p>",
    "ListProductSubscriptionsRequest$NextToken": "<p>Token for the next set of results.</p>",
    "ListProductSubscriptionsRequest$Product": "<p>The name of the user-based subscription product.</p>",
    "ListProductSubscriptionsResponse$NextToken": "<p>Token for the next set of results.</p>",
```

```
      "ListUserAssociationsRequest$InstanceId": "<p>The ID of the EC2 instance, which provides user-based subscriptions.</p>",
      "ListUserAssociationsRequest$NextToken": "<p>Token for the next set of results.</p>",
      "ListUserAssociationsResponse$NextToken": "<p>Token for the next set of results.</p>",
      "ProductUserSummary$Domain": "<p>The domain name of the user.</p>",
      "ProductUserSummary$Product": "<p>The name of the user-based subscription product.</p>",
      "ProductUserSummary$Status": "<p>The status of a product for a user.</p>",
      "ProductUserSummary$StatusMessage": "<p>The status
 message for a product for a user.</p>",
      "ProductUserSummary$SubscriptionEndDate": "<p>The end date of a subscription.</p>",
      "ProductUserSummary$SubscriptionStartDate": "<p>The start date of a subscription.</p>",
      "ProductUserSummary$Username": "<p>The user name from the identity provider of the user.</p>",
      "RegisterIdentityProviderRequest$Product": "<p>The name of the user-based subscription product.</p>",
      "ResourceNotFoundException$message": null,
      "ServiceQuotaExceededException$message": null,
      "StartProductSubscriptionRequest$Domain": "<p>The domain name of the user.</p>",
      "StartProductSubscriptionRequest$Product": "<p>The name of the user-based subscription product.</p>",
      "StartProductSubscriptionRequest$Username": "<p>The user name from the identity provider of the user.</p>",
      "StopProductSubscriptionRequest$Domain": "<p>The domain name of the user.</p>",
      "StopProductSubscriptionRequest$Product":
 "<p>The name of the user-based subscription product.</p>",
      "StopProductSubscriptionRequest$Username": "<p>The user name from the identity provider for the user.</p>",
      "StringList$member": null,
      "ThrottlingException$message": null,
      "UpdateIdentityProviderSettingsRequest$Product": "<p>The name of the user-based subscription product.</p>",
      "ValidationException$message": null
    }
  },
  "StringList": {
    "base": null,
    "refs": {
      "InstanceSummary$Products": "<p>A list of provided user-based subscription products.</p>"
    }
  },
  "Subnet": {
    "base": null,
    "refs": {
      "SettingsSubnetsList$member": null,
      "Subnets$member": null
    }
  },
  "Subnets": {
    "base": null,
    "refs": {
      "UpdateSettings$AddSubnets": "<p>The ID of one or more subnets in which License Manager will create a VPC endpoint for products that require connectivity to activation servers.</p>",
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      "UpdateSettings$RemoveSubnets":
 "<p>The ID of one or more subnets to remove.</p>"
    }
  },
  "ThrottlingException": {
    "base": "<p>The request was denied because of request throttling. Retry the request.</p>",
    "refs": {
    }
  },
  "UpdateIdentityProviderSettingsRequest": {
    "base": null,
    "refs": {
    }
  },
  "UpdateIdentityProviderSettingsResponse": {
    "base": null,
    "refs": {
    }
  },
  "UpdateSettings": {
    "base": "<p>Updates the registered identity providers product related configuration settings such as the subnets to provision VPC endpoints.</p>",
    "refs": {
      "UpdateIdentityProviderSettingsRequest$UpdateSettings": "<p>Updates the registered identity providers product related configuration settings. You can update any combination of settings in a single operation such as the:</p> <ul> <li> <p>Subnets which you want to add to provision VPC endpoints.</p> </li> <li> <p>Subnets which you want to remove the VPC endpoints
 from.</p> </li> <li> <p>Security group ID which permits traffic to the VPC endpoints.</p> </li> </ul>"
    }
  },
  "ValidationException": {
    "base": "<p>A parameter is not valid.</p>",
    "refs": {
    }
  }
 }
}
{
 "version": "2.0",
 "service": "<p>With License Manager, you can discover and track your commercial Linux subscriptions on running Amazon EC2 instances.</p>",
 "operations": {
   "DeregisterSubscriptionProvider": "<p>Remove a third-party subscription provider from the Bring Your Own License (BYOL) subscriptions registered to your account.</p>",
   "GetRegisteredSubscriptionProvider": "<p>Get details for a Bring Your Own License (BYOL) subscription that's registered to your account.</p>",
   "GetServiceSettings": "<p>Lists the Linux subscriptions service settings for your account.</p>",
   "ListLinuxSubscriptionInstances": "<p>Lists the running Amazon EC2 instances that were discovered with
```

commercial Linux subscriptions. ",
"ListLinuxSubscriptions": " Lists the Linux subscriptions that have been discovered. If you have linked your organization, the returned results will include data aggregated across your accounts in Organizations. ",
"ListRegisteredSubscriptionProviders":
" List Bring Your Own License (BYOL) subscription registration resources for your account. ",
"ListTagsForResource": " List the metadata tags that are assigned to the specified Amazon Web Services resource. ",
"RegisterSubscriptionProvider": " Register the supported third-party subscription provider for your Bring Your Own License (BYOL) subscription. ",
"TagResource": " Add metadata tags to the specified Amazon Web Services resource. ",
"UntagResource": " Remove one or more metadata tag from the specified Amazon Web Services resource. ",
"UpdateServiceSettings": " Updates the service settings for Linux subscriptions. "
},
"shapes": {
"Boolean": {
"base": null,
"refs": {
"UpdateServiceSettingsRequest$AllowUpdate": " Describes if updates are allowed to the service settings for Linux subscriptions. If you allow updates, you can aggregate Linux subscription data in more than one home Region. "
}
},
"BoxInteger": {
"base": null,
"refs": {
"ListLinuxSubscriptionInstancesRequest$MaxResults": " The maximum items to return in a request. ",
"ListLinuxSubscriptionsRequest$MaxResults": " The maximum items to return in a request. "
}
},
"BoxLong": {
"base": null,
"refs": {
"Subscription$InstanceCount": " The total amount of running instances using this subscription. "
}
},
"DeregisterSubscriptionProviderRequest": {
"base": null,
"refs": {
}
},
"DeregisterSubscriptionProviderResponse": {
"base": null,
"refs": {
}
},
"Filter": {
"base": " A filter object that is used to return more specific results from a describe operation. Filters can be

used to match a set of resources by specific criteria. ",
    "refs": {
     "FilterList$member": null
    }
   },
   "FilterList": {
    "base": null,
    "refs": {

   "ListLinuxSubscriptionInstancesRequest$Filters": " An array of structures that you can use to filter the results by your specified criteria. For example, you can specify <code>Region</code> in the <code>Name</code>, with the <code>contains</code> operator to list all subscriptions that match a partial string in the <code>Value</code>, such as <code>us-west</code>. For each filter, you can specify one of the following values for the <code>Name</code> key to streamline results: <ul> <li>  <code>AccountID</code>  </li> <li>  <code>AmiID</code>  </li> <li>  <code>DualSubscription</code>  </li> <li>  <code>InstanceID</code>  </li> <li>  <code>InstanceType</code>  </li> <li>  <code>ProductCode</code>  </li> <li>  <code>Region</code>  </li> <li>  <code>Status</code>  </li> <li>  <code>UsageOperation</code>  </li> </ul> For each filter, you can use one of the following <code>Operator</code> values to define the behavior
 of the filter: <ul> <li>  <code>contains</code>  </li> <li>  <code>equals</code>  </li> <li>  <code>Notequal</code>  </li> </ul>",
       "ListLinuxSubscriptionsRequest$Filters": " An array of structures that you can use to filter the results to those that match one or more sets of key-value pairs that you specify. For example, you can filter by the name of <code>Subscription</code> with an optional operator to see subscriptions that match, partially match, or don't match a certain subscription's name. The valid names for this filter are: <ul> <li>  <code>Subscription</code>  </li> </ul> The valid Operators for this filter are: <ul> <li>  <code>contains</code>  </li> <li>  <code>equals</code>  </li> <li>  <code>Notequal</code>  </li> </ul>"
    }
   },
   "GetRegisteredSubscriptionProviderRequest": {
    "base": null,
    "refs": {
    }
   },
   "GetRegisteredSubscriptionProviderResponse": {
     "base": null,
    "refs": {
    }
   },
   "GetServiceSettingsRequest": {
    "base": null,
    "refs": {
    }
   },
   "GetServiceSettingsResponse": {
    "base": null,
    "refs": {

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    }
  },
  "Instance": {
    "base": "<p>Details discovered information about a running instance using Linux subscriptions.</p>",
    "refs": {
      "InstanceList$member": null
    }
  },
  "InstanceList": {
    "base": null,
    "refs": {
      "ListLinuxSubscriptionInstancesResponse$Instances": "<p>An array that contains instance objects.</p>"
    }
  },
  "InternalServerException": {
    "base": "<p>An exception occurred with the service.</p>",
    "refs": {
    }
  },
  "LinuxSubscriptionsDiscovery": {
    "base": null,
    "refs": {
      "GetServiceSettingsResponse$LinuxSubscriptionsDiscovery": "<p>Lists if discovery has been enabled for Linux subscriptions.</p>",
      "UpdateServiceSettingsRequest$LinuxSubscriptionsDiscovery": "<p>Describes if the discovery of Linux subscriptions is enabled.</p>",
      "UpdateServiceSettingsResponse$LinuxSubscriptionsDiscovery": "<p>Lists if discovery has been enabled for Linux subscriptions.</p>"
    }
  },
  "LinuxSubscriptionsDiscoverySettings": {
    "base": "<p>Lists the settings defined for discovering Linux subscriptions.</p>",
    "refs": {
      "GetServiceSettingsResponse$LinuxSubscriptionsDiscoverySettings": "<p>Lists the settings defined for Linux subscriptions discovery. The settings include if Organizations integration has been enabled, and which Regions data will be aggregated from.</p>",
      "UpdateServiceSettingsRequest$LinuxSubscriptionsDiscoverySettings": "<p>The settings defined for Linux subscriptions discovery. The settings include if Organizations integration has been enabled, and which Regions data will be aggregated from.</p>",
      "UpdateServiceSettingsResponse$LinuxSubscriptionsDiscoverySettings": "<p>The settings defined for Linux subscriptions discovery. The settings include if Organizations integration has been enabled, and which Regions data will be aggregated from.</p>"
    }
  },
  "ListLinuxSubscriptionInstancesRequest": {
    "base": "<p>NextToken length limit is half of ddb accepted limit. Increase this limit if parameters in request increases.</p>",
    "refs": {
```

```
    }
  },
  "ListLinuxSubscriptionInstancesRequestNextTokenString": {
    "base": null,
    "refs": {
      "ListLinuxSubscriptionInstancesRequest$NextToken": "<p>A token to specify where to start paginating. This is the nextToken from a previously truncated response.</p>"
    }
  },
  "ListLinuxSubscriptionInstancesResponse": {
    "base": null,
    "refs": {
    }
  },
  "ListLinuxSubscriptionsRequest": {
    "base": "<p>NextToken length limit is half of ddb accepted limit. Increase this limit if parameters in request increases.</p>",
    "refs": {
    }
  },
  "ListLinuxSubscriptionsRequestNextTokenString":
 {
    "base": null,
    "refs": {
      "ListLinuxSubscriptionsRequest$NextToken": "<p>A token to specify where to start paginating. This is the nextToken from a previously truncated response.</p>"
    }
  },
  "ListLinuxSubscriptionsResponse": {
    "base": null,
    "refs": {
    }
  },
  "ListRegisteredSubscriptionProvidersRequest": {
    "base": null,
    "refs": {
    }
  },
  "ListRegisteredSubscriptionProvidersRequestMaxResultsInteger": {
    "base": null,
    "refs": {
      "ListRegisteredSubscriptionProvidersRequest$MaxResults": "<p>The maximum items to return in a request.</p>"
    }
  },
  "ListRegisteredSubscriptionProvidersResponse": {
    "base": null,
    "refs": {
```

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    }
  },
  "ListTagsForResourceRequest": {
    "base": null,
    "refs": {
    }
  },
  "ListTagsForResourceResponse": {
    "base": null,
    "refs": {
    }
  },
  "Operator": {
    "base": null,
    "refs":
{
      "Filter$Operator": "<p>An operator for filtering results.</p>"
    }
  },
  "OrganizationIntegration": {
    "base": null,
    "refs": {
      "LinuxSubscriptionsDiscoverySettings$OrganizationIntegration": "<p>Details if you have enabled resource discovery across your accounts in Organizations.</p>"
    }
  },
  "ProductCodeList": {
    "base": null,
    "refs": {
      "Instance$ProductCode": "<p>The product code for the instance. For more information, see <a href=\"https://docs.aws.amazon.com/license-manager/latest/userguide/linux-subscriptions-usage-operation.html\">Usage operation values</a> in the <i>License Manager User Guide</i> .</p>"
    }
  },
  "RegisterSubscriptionProviderRequest": {
    "base": null,
    "refs": {
    }
  },
  "RegisterSubscriptionProviderResponse": {
    "base": null,
    "refs": {
    }
  },
  "RegisteredSubscriptionProvider": {
    "base": "<p>A third-party provider for operating system (OS) platform software and license subscriptions, such as Red Hat. When you register a third-party Linux subscription provider, License Manager can get subscription data from the registered provider.</p>",
```

```
    "refs": {
      "RegisteredSubscriptionProviderList$member": null
    }
  },
  "RegisteredSubscriptionProviderList": {
    "base": null,
    "refs": {
      "ListRegisteredSubscriptionProvidersResponse$RegisteredSubscriptionProviders": "<p>The list of BYOL registration resources that fit the criteria you specified in the request.</p>"
    }
  },
  "ResourceNotFoundException": {
    "base": "<p>Unable to find the requested Amazon Web Services resource.</p>",
    "refs": {
    }
  },
  "SecretArn": {
    "base": null,
    "refs": {
      "GetRegisteredSubscriptionProviderResponse$SecretArn": "<p>The Amazon Resource Name (ARN) of the third-party access secret stored in Secrets Manager for the BYOL registration resource specified in the request.</p>",
      "RegisterSubscriptionProviderRequest$SecretArn": "<p>The Amazon Resource Name (ARN) of the secret where you've stored your subscription provider's access token. For RHEL subscriptions managed through the Red Hat Subscription Manager (RHSM), the secret contains your Red Hat Offline token.</p>",
      "RegisteredSubscriptionProvider$SecretArn": "<p>The Amazon Resource Name (ARN) of the Secrets Manager secret that stores your registered Linux subscription provider access token. For RHEL account subscriptions, this is the offline token.</p>"
    }
  },
  "Status": {
    "base": null,
    "refs": {
      "GetServiceSettingsResponse$Status": "<p>Indicates the status of Linux subscriptions settings being applied.</p>",
      "UpdateServiceSettingsResponse$Status": "<p>Indicates the status of Linux subscriptions settings being applied.</p>"
    }
  },
  "String": {
    "base": null,
    "refs": {
      "Filter$Name": "<p>The type of name to filter by.</p>",
      "GetRegisteredSubscriptionProviderResponse$LastSuccessfulDataRetrievalTime": "<p>The timestamp from the last time License Manager retrieved subscription details from your registered third-party Linux subscription provider.</p>",
      "GetRegisteredSubscriptionProviderResponse$SubscriptionProviderStatusMessage": "<p>The detailed message from your subscription provider token status.</p>",
```

"Instance$AccountID": " The account ID which owns the instance. ",
"Instance$AmiId": " The AMI ID used to launch the instance. ",
"Instance$DualSubscription": " Indicates that you have two different license subscriptions for the same software on your instance. ",
"Instance$InstanceID": " The instance ID of the resource. ",
"Instance$InstanceType": " The instance type of the resource. ",
"Instance$LastUpdatedTime": " The time in which the last discovery updated the instance details. ",
"Instance$OsVersion":
" The operating system software version that runs on your instance. ",
"Instance$Region": " The Region the instance is running in. ",
"Instance$RegisteredWithSubscriptionProvider": " Indicates that your instance uses a BYOL license subscription from a third-party Linux subscription provider that you've registered with License Manager. ",
"Instance$Status": " The status of the instance. ",
"Instance$SubscriptionName": " The name of the license subscription that the instance uses. ",
"Instance$SubscriptionProviderCreateTime": " The timestamp when you registered the third-party Linux subscription provider for the subscription that the instance uses. ",
"Instance$SubscriptionProviderUpdateTime": " The timestamp from the last time that the instance synced with the registered third-party Linux subscription provider. ",
"Instance$UsageOperation": " The usage operation of the instance. For more information,
see For more information, see <a href=\"https://docs.aws.amazon.com/license-manager/latest/userguide/linux-subscriptions-usage-operation.html\">Usage operation values</a> in the License Manager User Guide. ",
"InternalServerException$message": null,
"ListLinuxSubscriptionInstancesResponse$NextToken": " The next token used for paginated responses. When this field isn't empty, there are additional elements that the service hasn't included in this request. Use this token with the next request to retrieve additional objects. ",
"ListLinuxSubscriptionsResponse$NextToken": " The next token used for paginated responses. When this field isn't empty, there are additional elements that the service hasn't included in this request. Use this token with the next request to retrieve additional objects. ",
"ListRegisteredSubscriptionProvidersRequest$NextToken": " A token to specify where to start paginating. This is the nextToken from a
previously truncated response. ",
"ListRegisteredSubscriptionProvidersResponse$NextToken": " The next token used for paginated responses. When this field isn't empty, there are additional elements that the service hasn't included in this request. Use this token with the next request to retrieve additional objects. ",
"ProductCodeList$member": null,
"RegisterSubscriptionProviderResponse$SubscriptionProviderArn": " The Amazon Resource Name (ARN) of the Linux subscription provider resource that you registered. ",
"RegisteredSubscriptionProvider$LastSuccessfulDataRetrievalTime": " The timestamp from the last time that License Manager accessed third-party subscription data for your account from your registered Linux subscription provider. ",
"RegisteredSubscriptionProvider$SubscriptionProviderStatusMessage": " A detailed message that's associated with your BYOL subscription provider token status. ",
"ResourceNotFoundException$message":
null,
"StringMap$key": null,
"StringMap$value": null,
"Subscription$Name": " The name of the subscription. ",

```
    "Subscription$Type": "<p>The type of subscription. The type can be subscription-included with Amazon EC2, Bring Your Own Subscription model (BYOS), or from the Amazon Web Services Marketplace. Certain subscriptions may use licensing from the Amazon Web Services Marketplace as well as OS licensing from Amazon EC2 or BYOS.</p>",
    "TagKeyList$member": null,
    "Tags$key": null,
    "Tags$value": null,
    "ThrottlingException$message": null,
    "ValidationException$message": null
   }
  },
  "StringList": {
   "base": null,
   "refs": {
    "Filter$Values": "<p>One or more values for the name to filter by.</p>",
    "GetServiceSettingsResponse$HomeRegions": "<p>The Region in which License Manager displays the aggregated data for Linux subscriptions.</p>",
    "LinuxSubscriptionsDiscoverySettings$SourceRegions":
 "<p>The Regions in which to discover data for Linux subscriptions.</p>",
    "UpdateServiceSettingsResponse$HomeRegions": "<p>The Region in which License Manager displays the aggregated data for Linux subscriptions.</p>"
   }
  },
  "StringListMemberString": {
   "base": null,
   "refs": {
    "StringList$member": null
   }
  },
  "StringMap": {
   "base": null,
   "refs": {
    "GetServiceSettingsResponse$StatusMessage": "<p>A message which details the Linux subscriptions service settings current status.</p>",
    "UpdateServiceSettingsResponse$StatusMessage": "<p>A message which details the Linux subscriptions service settings current status.</p>"
   }
  },
  "Subscription": {
   "base": "<p>An object which details a discovered Linux subscription.</p>",
   "refs": {
    "SubscriptionList$member": null
   }
  },
  "SubscriptionList": {
   "base": null,
   "refs": {
    "ListLinuxSubscriptionsResponse$Subscriptions":
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 "<p>An array that contains subscription objects.</p>"
    }
  },
  "SubscriptionProviderArn": {
    "base": null,
    "refs": {
      "DeregisterSubscriptionProviderRequest$SubscriptionProviderArn": "<p>The Amazon Resource Name (ARN) of the subscription provider resource to deregister.</p>",
      "GetRegisteredSubscriptionProviderRequest$SubscriptionProviderArn": "<p>The Amazon Resource Name (ARN) of the BYOL registration resource to get details for.</p>",
      "GetRegisteredSubscriptionProviderResponse$SubscriptionProviderArn": "<p>The Amazon Resource Name (ARN) for the BYOL registration resource specified in the request.</p>",
      "ListTagsForResourceRequest$resourceArn": "<p>The Amazon Resource Name (ARN) of the resource for which to list metadata tags.</p>",
      "RegisteredSubscriptionProvider$SubscriptionProviderArn": "<p>The Amazon Resource Name (ARN) of the Linux subscription provider resource that you registered.</p>",
      "TagResourceRequest$resourceArn": "<p>The Amazon Resource Name (ARN) of the Amazon Web Services resource to which to add the specified metadata tags.</p>",
      "UntagResourceRequest$resourceArn": "<p>The Amazon Resource Name (ARN) of the Amazon Web Services resource to remove the metadata tags from.</p>"
    }
  },
  "SubscriptionProviderSource": {
    "base": null,
    "refs": {
      "GetRegisteredSubscriptionProviderResponse$SubscriptionProviderSource": "<p>The subscription provider for the BYOL registration resource specified in the request.</p>",
      "RegisterSubscriptionProviderRequest$SubscriptionProviderSource": "<p>The supported Linux subscription provider to register.</p>",
      "RegisterSubscriptionProviderResponse$SubscriptionProviderSource": "<p>The Linux subscription provider that you registered.</p>",
      "RegisteredSubscriptionProvider$SubscriptionProviderSource": "<p>A supported third-party Linux subscription provider. License
 Manager currently supports Red Hat subscriptions.</p>",
      "SubscriptionProviderSourceList$member": null
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  "SubscriptionProviderSourceList": {
    "base": null,
    "refs": {
      "ListRegisteredSubscriptionProvidersRequest$SubscriptionProviderSources": "<p>To filter your results, specify which subscription providers to return in the list.</p>"
    }
  },
  "SubscriptionProviderStatus": {
    "base": null,
    "refs": {
      "GetRegisteredSubscriptionProviderResponse$SubscriptionProviderStatus": "<p>The status of the Linux
```

subscription provider access token from the last successful subscription data request. ",
"RegisterSubscriptionProviderResponse$SubscriptionProviderStatus": " Indicates the status of the registration action for the Linux subscription provider that you requested. ",
"RegisteredSubscriptionProvider$SubscriptionProviderStatus": " Indicates the status of your registered Linux subscription provider access
token from the last time License Manager retrieved subscription data. For RHEL account subscriptions, this is the status of the offline token. "
}
},
"TagKeyList": {
"base": null,
"refs": {
"UntagResourceRequest$tagKeys": " A list of metadata tag keys to remove from the requested resource. "
}
},
"TagResourceRequest": {
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"refs": {
}
},
"TagResourceResponse": {
"base": null,
"refs": {
}
},
"Tags": {
"base": null,
"refs": {
"ListTagsForResourceResponse$tags": " The metadata tags for the requested resource. ",
"RegisterSubscriptionProviderRequest$Tags": " The metadata tags to assign to your registered Linux subscription provider resource. ",
"TagResourceRequest$tags": " The metadata tags to assign to the Amazon Web Services resource. Tags are formatted as key value pairs. "
}
},
"ThrottlingException": {
"base": " The request was denied due to request throttling. ",
"refs": {
}
},
"UntagResourceRequest": {
"base": null,
"refs": {
}
},
"UntagResourceResponse": {
"base": null,

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    "refs": {
    }
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  "UpdateServiceSettingsRequest": {
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    "refs": {
    }
  },
  "UpdateServiceSettingsResponse": {
    "base": null,
    "refs": {
    }
  },
  "ValidationException": {
    "base": "<p>The provided input is not valid. Try your request again.</p>",
    "refs": {
    }
  }
 }
}
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  "version": "1.0",
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      "builtIn": "AWS::Region",
      "required": false,
      "documentation": "The AWS region used to dispatch the request.",
      "type": "String"
    },
    "UseDualStack": {
      "builtIn": "AWS::UseDualStack",
      "required": true,
      "default": false,
      "documentation": "When true, use the dual-stack endpoint. If the configured endpoint does not support dual-stack, dispatching the request MAY return an error.",
      "type": "Boolean"
    },
    "UseFIPS": {
      "builtIn": "AWS::UseFIPS",
      "required": true,
      "default": false,
      "documentation": "When true, send this request to the FIPS-compliant regional endpoint. If the configured endpoint does not have a FIPS compliant endpoint, dispatching the request will return an error.",
      "type": "Boolean"
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    "Endpoint": {
```

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  "builtIn": "SDK::Endpoint",
      "required": false,
      "documentation": "Override the endpoint used to send this request",
      "type": "String"
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"rules": [
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        "fn": "aws.partition",
        "argv": [
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            "ref": "Region"
          }
        ],
        "assign": "PartitionResult"
      }
    ],
    "type": "tree",
    "rules": [
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        "conditions": [
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            "fn": "isSet",
            "argv": [
              {
                "ref": "Endpoint"
              }
            ]
          },
          {
            "fn": "parseURL",

             "argv": [
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                "ref": "Endpoint"
              }
            ],
            "assign": "url"
          }
        ],
        "type": "tree",
        "rules": [
          {
            "conditions": [
              {
                "fn": "booleanEquals",
```

```
                "argv": [
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                    "ref": "UseFIPS"
                  },
                  true
                ]
              }
            ],
            "error": "Invalid Configuration: FIPS and custom endpoint are not supported",
            "type": "error"
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            "conditions": [],
            "type": "tree",
            "rules": [
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                    "argv": [
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                        "ref": "UseDualStack"
                      },
                      true
                    ]
                  }
                ],
                "error": "Invalid Configuration: Dualstack and custom endpoint are not supported",
                "type": "error"
              },

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                "endpoint": {
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                    "ref": "Endpoint"
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                  "properties": {},
                  "headers": {}
                },
                "type": "endpoint"
              }
            ]
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        ]
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        "conditions": [
```

```
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                },
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                },
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                    {
                      "fn": "getAttr",
                      "argv": [
                        {
                          "ref": "PartitionResult"

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                        "supportsFIPS"
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                    }
                  ]
                },
                {
                  "fn": "booleanEquals",
                  "argv": [
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                    {
                      "fn": "getAttr",
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```

```
                                "ref": "PartitionResult"
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                        ]
                    }
                ]
            }

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fips.{Region}.{PartitionResult#dualStackDnsSuffix}",
                        "properties": {},
                        "headers": {}
                    },
                    "type": "endpoint"
                }
            ]
        },
        {
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            "type": "error"
        }
    ]
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{
    "conditions": [
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            "fn": "booleanEquals",
            "argv": [
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                    "ref": "UseFIPS"
                },
                true
            ]
        }
    ],
    "type": "tree",
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            "conditions": [
                {
```

```
                        "fn": "booleanEquals",
                        "argv": [
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                           {
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                                    "ref": "PartitionResult"
                                 },
                                 "supportsFIPS"
                              ]
                           }
                        ]
                     }
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                  "type": "tree",
                  "rules": [
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fips.{Region}.{PartitionResult#dnsSuffix}",
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                           "headers": {}
                        },
                        "type": "endpoint"
                     }
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               {

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                  "type": "error"
               }
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                     "argv": [
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                           "ref": "UseDualStack"
                        },
                        true
                     ]
                  }
```

```
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                    },
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                  ]
                }
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subscriptions.{Region}.{PartitionResult#dualStackDnsSuffix}",
                "properties": {},

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                "type": "endpoint"
              }
            ]
          },
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            "type": "error"
          }
        ]
      },
      {
        "conditions": [],
        "endpoint": {
          "url": "https://license-manager-user-subscriptions.{Region}.{PartitionResult#dnsSuffix}",
```

```
                "properties": {},
                "headers": {}
              },
              "type": "endpoint"
            }
          ]
        }
      ]
}
```


AWS SDK for Go

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{
 "version":"2.0",
 "metadata":{
  "apiVersion":"2018-08-01",
  "endpointPrefix":"license-manager",
  "jsonVersion":"1.1",
  "protocol":"json",
  "serviceFullName":"AWS License Manager",
  "serviceId":"License Manager",
  "signatureVersion":"v4",
  "targetPrefix":"AWSLicenseManager",
  "uid":"license-manager-2018-08-01"
 },
 "operations":{
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   "name":"AcceptGrant",
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    "requestUri":"/"
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   "input":{"shape":"AcceptGrantRequest"},
   "output":{"shape":"AcceptGrantResponse"},
   "errors":[
    {"shape":"ValidationException"},
    {"shape":"InvalidParameterValueException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"},
    {"shape":"ResourceLimitExceededException"},
    {"shape":"ServerInternalException"}
   ]
  },
  "CheckInLicense":{
   "name":"CheckInLicense",
   "http":{
```

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    {"shape":"ServerInternalException"}
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    "requestUri":"/"
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   "output":{"shape":"CheckoutBorrowLicenseResponse"},
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    {"shape":"EntitlementNotAllowedException"},
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    {"shape":"RedirectException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"},
    {"shape":"ServerInternalException"}
   ]
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   "http":{
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    {"shape":"RateLimitExceededException"},
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},
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    {"shape":"RateLimitExceededException"},
    {"shape":"ServerInternalException"}
  ]
},
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  "input":{"shape":"CreateLicenseConfigurationRequest"},
  "output":{"shape":"CreateLicenseConfigurationResponse"},
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    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
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  "http":{
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    {"shape":"ServerInternalException"},
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```
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  ]
},
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    "requestUri":"/"
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  "output":{"shape":"CreateLicenseManagerReportGeneratorResponse"},
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    {"shape":"AccessDeniedException"},
    {"shape":"ResourceNotFoundException"}
  ]
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```
    {"shape":"RateLimitExceededException"}
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    {"shape":"RateLimitExceededException"}
   ]
  },
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    {"shape":"AccessDeniedException"},
    {"shape":"ResourceNotFoundException"}
   ]
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    "requestUri":"/"
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   "input":{"shape":"DeleteTokenRequest"},
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      {"shape":"ServerInternalException"},
      {"shape":"ResourceNotFoundException"},
      {"shape":"RedirectException"}
    ]
   },
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    "http":{
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      "requestUri":"/"
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    "input":{"shape":"ExtendLicenseConsumptionRequest"},
    "output":{"shape":"ExtendLicenseConsumptionResponse"},
    "errors":[
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      {"shape":"AuthorizationException"},
      {"shape":"AccessDeniedException"},
      {"shape":"RateLimitExceededException"},
      {"shape":"ServerInternalException"},
      {"shape":"ResourceNotFoundException"}
    ]
   },
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    "http":{
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    "output":{"shape":"GetAccessTokenResponse"},
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  {"shape":"RateLimitExceededException"},
      {"shape":"ServerInternalException"}
    ]
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      "requestUri":"/"
```

```
  },
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  "output":{"shape":"GetGrantResponse"},
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    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
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    "requestUri":"/"
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  "output":{"shape":"GetLicenseUsageResponse"},
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```

```
  ]
},
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  },
  "input":{"shape":"GetServiceSettingsRequest"},
  "output":{"shape":"GetServiceSettingsResponse"},
  "errors":[
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
},
"ListAssociationsForLicenseConfiguration":{
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   "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"ListAssociationsForLicenseConfigurationRequest"},
  "output":{"shape":"ListAssociationsForLicenseConfigurationResponse"},
  "errors":[
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    {"shape":"FilterLimitExceededException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
},
"ListDistributedGrants":{
  "name":"ListDistributedGrants",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"ListDistributedGrantsRequest"},
  "output":{"shape":"ListDistributedGrantsResponse"},
  "errors":[
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    {"shape":"InvalidParameterValueException"},
    {"shape":"ResourceLimitExceededException"},
    {"shape":"ServerInternalException"},
```

```
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
},
"ListFailuresForLicenseConfigurationOperations":{
  "name":"ListFailuresForLicenseConfigurationOperations",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"ListFailuresForLicenseConfigurationOperationsRequest"},
  "output":{"shape":"ListFailuresForLicenseConfigurationOperationsResponse"},
  "errors":[
    {"shape":"InvalidParameterValueException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
},
"ListLicenseConfigurations":{
  "name":"ListLicenseConfigurations",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"ListLicenseConfigurationsRequest"},
   "output":{"shape":"ListLicenseConfigurationsResponse"},
  "errors":[
    {"shape":"InvalidParameterValueException"},
    {"shape":"ServerInternalException"},
    {"shape":"FilterLimitExceededException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
},
"ListLicenseConversionTasks":{
  "name":"ListLicenseConversionTasks",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"ListLicenseConversionTasksRequest"},
  "output":{"shape":"ListLicenseConversionTasksResponse"},
  "errors":[
    {"shape":"InvalidParameterValueException"},
```

```
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
   ]
  },
  "ListLicenseManagerReportGenerators":{
   "name":"ListLicenseManagerReportGenerators",
    "http":{
     "method":"POST",
     "requestUri":"/"
   },
   "input":{"shape":"ListLicenseManagerReportGeneratorsRequest"},
   "output":{"shape":"ListLicenseManagerReportGeneratorsResponse"},
   "errors":[
     {"shape":"ValidationException"},
     {"shape":"InvalidParameterValueException"},
     {"shape":"ResourceLimitExceededException"},
     {"shape":"ServerInternalException"},
     {"shape":"AuthorizationException"},
     {"shape":"RateLimitExceededException"},
     {"shape":"AccessDeniedException"},
     {"shape":"ResourceNotFoundException"}
   ]
  },
  "ListLicenseSpecificationsForResource":{
   "name":"ListLicenseSpecificationsForResource",
   "http":{
     "method":"POST",
     "requestUri":"/"
   },
   "input":{"shape":"ListLicenseSpecificationsForResourceRequest"},
   "output":{"shape":"ListLicenseSpecificationsForResourceResponse"},
   "errors":[
     {"shape":"InvalidParameterValueException"},
      {"shape":"ServerInternalException"},
     {"shape":"AuthorizationException"},
     {"shape":"AccessDeniedException"},
     {"shape":"RateLimitExceededException"}
   ]
  },
  "ListLicenseVersions":{
   "name":"ListLicenseVersions",
   "http":{
     "method":"POST",
     "requestUri":"/"
   },
   "input":{"shape":"ListLicenseVersionsRequest"},
```

```
  "output":{"shape":"ListLicenseVersionsResponse"},
  "errors":[
    {"shape":"InvalidParameterValueException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"},
    {"shape":"ServerInternalException"}
  ]
},
"ListLicenses":{
  "name":"ListLicenses",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"ListLicensesRequest"},
  "output":{"shape":"ListLicensesResponse"},
  "errors":[
    {"shape":"ValidationException"},

    {"shape":"InvalidParameterValueException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"},
    {"shape":"ServerInternalException"}
  ]
},
"ListReceivedGrants":{
  "name":"ListReceivedGrants",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"ListReceivedGrantsRequest"},
  "output":{"shape":"ListReceivedGrantsResponse"},
  "errors":[
    {"shape":"ValidationException"},
    {"shape":"InvalidParameterValueException"},
    {"shape":"ResourceLimitExceededException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
},
"ListReceivedGrantsForOrganization":{
  "name":"ListReceivedGrantsForOrganization",
  "http":{
```

```
    "method":"POST",
    "requestUri":"/"
   },
  "input":{"shape":"ListReceivedGrantsForOrganizationRequest"},
  "output":{"shape":"ListReceivedGrantsForOrganizationResponse"},
  "errors":[
    {"shape":"ValidationException"},
    {"shape":"InvalidParameterValueException"},
    {"shape":"ResourceLimitExceededException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
},
"ListReceivedLicenses":{
  "name":"ListReceivedLicenses",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"ListReceivedLicensesRequest"},
  "output":{"shape":"ListReceivedLicensesResponse"},
  "errors":[
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    {"shape":"InvalidParameterValueException"},
    {"shape":"ResourceLimitExceededException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
     {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
},
"ListReceivedLicensesForOrganization":{
  "name":"ListReceivedLicensesForOrganization",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"ListReceivedLicensesForOrganizationRequest"},
  "output":{"shape":"ListReceivedLicensesForOrganizationResponse"},
  "errors":[
    {"shape":"ValidationException"},
    {"shape":"InvalidParameterValueException"},
    {"shape":"ResourceLimitExceededException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
```

```
    {"shape":"RateLimitExceededException"}
   ]
  },
  "ListResourceInventory":{
   "name":"ListResourceInventory",
   "http":{
    "method":"POST",
    "requestUri":"/"
   },
   "input":{"shape":"ListResourceInventoryRequest"},
   "output":{"shape":"ListResourceInventoryResponse"},
    "errors":[
    {"shape":"InvalidParameterValueException"},
    {"shape":"ServerInternalException"},
    {"shape":"FilterLimitExceededException"},
    {"shape":"FailedDependencyException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
   ]
  },
  "ListTagsForResource":{
   "name":"ListTagsForResource",
   "http":{
    "method":"POST",
    "requestUri":"/"
   },
   "input":{"shape":"ListTagsForResourceRequest"},
   "output":{"shape":"ListTagsForResourceResponse"},
   "errors":[
    {"shape":"InvalidParameterValueException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
   ]
  },
  "ListTokens":{
   "name":"ListTokens",
   "http":{
    "method":"POST",

 "requestUri":"/"
   },
   "input":{"shape":"ListTokensRequest"},
   "output":{"shape":"ListTokensResponse"},
   "errors":[
    {"shape":"ValidationException"},
```

```
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"},
    {"shape":"ServerInternalException"}
   ]
  },
  "ListUsageForLicenseConfiguration":{
   "name":"ListUsageForLicenseConfiguration",
   "http":{
    "method":"POST",
    "requestUri":"/"
   },
   "input":{"shape":"ListUsageForLicenseConfigurationRequest"},
   "output":{"shape":"ListUsageForLicenseConfigurationResponse"},
   "errors":[
    {"shape":"InvalidParameterValueException"},
    {"shape":"FilterLimitExceededException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
   ]
  },
  "RejectGrant":{
    "name":"RejectGrant",
   "http":{
    "method":"POST",
    "requestUri":"/"
   },
   "input":{"shape":"RejectGrantRequest"},
   "output":{"shape":"RejectGrantResponse"},
   "errors":[
    {"shape":"ValidationException"},
    {"shape":"InvalidParameterValueException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"},
    {"shape":"ResourceLimitExceededException"},
    {"shape":"ServerInternalException"}
   ]
  },
  "TagResource":{
   "name":"TagResource",
   "http":{
    "method":"POST",
    "requestUri":"/"
   },
   "input":{"shape":"TagResourceRequest"},
```

```
  "output":{"shape":"TagResourceResponse"},
  "errors":[
    {"shape":"InvalidParameterValueException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
   ]
},
"UntagResource":{
  "name":"UntagResource",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"UntagResourceRequest"},
  "output":{"shape":"UntagResourceResponse"},
  "errors":[
    {"shape":"InvalidParameterValueException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
},
"UpdateLicenseConfiguration":{
  "name":"UpdateLicenseConfiguration",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"UpdateLicenseConfigurationRequest"},
  "output":{"shape":"UpdateLicenseConfigurationResponse"},
  "errors":[
    {"shape":"InvalidParameterValueException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
     {"shape":"RateLimitExceededException"},
    {"shape":"ResourceLimitExceededException"}
  ]
},
"UpdateLicenseManagerReportGenerator":{
  "name":"UpdateLicenseManagerReportGenerator",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
```

```
  "input":{"shape":"UpdateLicenseManagerReportGeneratorRequest"},
  "output":{"shape":"UpdateLicenseManagerReportGeneratorResponse"},
  "errors":[
    {"shape":"ValidationException"},
    {"shape":"InvalidParameterValueException"},
    {"shape":"RateLimitExceededException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"ResourceNotFoundException"},
    {"shape":"ResourceLimitExceededException"}
  ]
 },
 "UpdateLicenseSpecificationsForResource":{
  "name":"UpdateLicenseSpecificationsForResource",
  "http":{
    "method":"POST",
    "requestUri":"/"

},
  "input":{"shape":"UpdateLicenseSpecificationsForResourceRequest"},
  "output":{"shape":"UpdateLicenseSpecificationsForResourceResponse"},
  "errors":[
    {"shape":"InvalidParameterValueException"},
    {"shape":"InvalidResourceStateException"},
    {"shape":"LicenseUsageException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
  ]
 },
 "UpdateServiceSettings":{
  "name":"UpdateServiceSettings",
  "http":{
    "method":"POST",
    "requestUri":"/"
  },
  "input":{"shape":"UpdateServiceSettingsRequest"},
  "output":{"shape":"UpdateServiceSettingsResponse"},
  "errors":[
    {"shape":"InvalidParameterValueException"},
    {"shape":"ServerInternalException"},
    {"shape":"AuthorizationException"},
    {"shape":"AccessDeniedException"},
    {"shape":"RateLimitExceededException"}
   ]
 }
```

```
},
"shapes":{
 "AcceptGrantRequest":{
  "type":"structure",
  "required":["GrantArn"],
  "members":{
   "GrantArn":{"shape":"Arn"}
  }
 },
 "AcceptGrantResponse":{
  "type":"structure",
  "members":{
   "GrantArn":{"shape":"Arn"},
   "Status":{"shape":"GrantStatus"},
   "Version":{"shape":"String"}
  }
 },
 "AccessDeniedException":{
  "type":"structure",
  "members":{
   "Message":{"shape":"Message"}
  },
  "exception":true
 },
 "ActivationOverrideBehavior":{
  "type":"string",
  "enum":[
   "DISTRIBUTED_GRANTS_ONLY",
   "ALL_GRANTS_PERMITTED_BY_ISSUER"
  ]
 },
 "AllowedOperation":{
  "type":"string",
  "enum":[
   "CreateGrant",
   "CheckoutLicense",
   "CheckoutBorrowLicense",
   "CheckInLicense",
   "ExtendConsumptionLicense",
   "ListPurchasedLicenses",
   "CreateToken"
  ]
 },
 "AllowedOperationList":{
   "type":"list",
  "member":{"shape":"AllowedOperation"},
  "max":7,
  "min":1
```

```
  },
  "Arn":{
    "type":"string",
    "max":2048,
    "pattern":"^arn:aws(-(cn|us-gov|iso-b|iso-c|iso-d))?:[A-Za-z0-9][A-Za-z0-9_/.-]{0,62}:[A-Za-z0-9_/.-]{0,63}:[A-Za-z0-9_/.-]{0,63}:[A-Za-z0-9][A-Za-z0-9:_/+=,@.-]{0,1023}$"
  },
  "ArnList":{
    "type":"list",
    "member":{"shape":"Arn"}
  },
  "AuthorizationException":{
    "type":"structure",
    "members":{
      "Message":{"shape":"Message"}
    },
    "exception":true
  },
  "AutomatedDiscoveryInformation":{
    "type":"structure",
    "members":{
      "LastRunTime":{"shape":"DateTime"}
    }
  },
  "Boolean":{"type":"boolean"},
  "BorrowConfiguration":{
    "type":"structure",
    "required":[
      "AllowEarlyCheckIn",
      "MaxTimeToLiveInMinutes"
    ],
    "members":{
      "AllowEarlyCheckIn":{"shape":"BoxBoolean"},
      "MaxTimeToLiveInMinutes":{"shape":"BoxInteger"}
    }
  },
  "BoxBoolean":{"type":"boolean"},
  "BoxInteger":{"type":"integer"},
  "BoxLong":{"type":"long"},
  "CheckInLicenseRequest":{
    "type":"structure",
    "required":["LicenseConsumptionToken"],
    "members":{
      "LicenseConsumptionToken":{"shape":"String"},
      "Beneficiary":{"shape":"String"}
    }
  },
  "CheckInLicenseResponse":{
```

```
    "type":"structure",
    "members":{
    }
  },
  "CheckoutBorrowLicenseRequest":{
    "type":"structure",
    "required":[
      "LicenseArn",
      "Entitlements",
      "DigitalSignatureMethod",
      "ClientToken"
    ],
    "members":{
      "LicenseArn":{"shape":"Arn"},
      "Entitlements":{"shape":"EntitlementDataList"},
      "DigitalSignatureMethod":{"shape":"DigitalSignatureMethod"},
      "NodeId":{"shape":"String"},
      "CheckoutMetadata":{"shape":"MetadataList"},
      "ClientToken":{"shape":"ClientToken"}
    }
  },

  "CheckoutBorrowLicenseResponse":{
    "type":"structure",
    "members":{
      "LicenseArn":{"shape":"Arn"},
      "LicenseConsumptionToken":{"shape":"String"},
      "EntitlementsAllowed":{"shape":"EntitlementDataList"},
      "NodeId":{"shape":"String"},
      "SignedToken":{"shape":"SignedToken"},
      "IssuedAt":{"shape":"ISO8601DateTime"},
      "Expiration":{"shape":"ISO8601DateTime"},
      "CheckoutMetadata":{"shape":"MetadataList"}
    }
  },
  "CheckoutLicenseRequest":{
    "type":"structure",
    "required":[
      "ProductSKU",
      "CheckoutType",
      "KeyFingerprint",
      "Entitlements",
      "ClientToken"
    ],
    "members":{
      "ProductSKU":{"shape":"String"},
      "CheckoutType":{"shape":"CheckoutType"},
      "KeyFingerprint":{"shape":"String"},
```

```
    "Entitlements":{"shape":"EntitlementDataList"},
    "ClientToken":{"shape":"ClientToken"},
    "Beneficiary":{"shape":"String"},
    "NodeId":{"shape":"String"}
   }
},
"CheckoutLicenseResponse":{
  "type":"structure",
  "members":{
    "CheckoutType":{"shape":"CheckoutType"},
    "LicenseConsumptionToken":{"shape":"String"},
    "EntitlementsAllowed":{"shape":"EntitlementDataList"},
    "SignedToken":{"shape":"SignedToken"},
    "NodeId":{"shape":"String"},
    "IssuedAt":{"shape":"ISO8601DateTime"},
    "Expiration":{"shape":"ISO8601DateTime"},
    "LicenseArn":{"shape":"String"}
  }
},
"CheckoutType":{
  "type":"string",
  "enum":[
    "PROVISIONAL",
    "PERPETUAL"
  ]
},
"ClientRequestToken":{
  "type":"string",
  "max":36,
  "min":1
},
"ClientToken":{
  "type":"string",
  "max":2048,
  "pattern":"\\S+"
},
"ConflictException":{
  "type":"structure",
  "members":{
    "Message":{"shape":"Message"}
  },
  "exception":true
},
"ConsumedLicenseSummary":{
  "type":"structure",
   "members":{
    "ResourceType":{"shape":"ResourceType"},
    "ConsumedLicenses":{"shape":"BoxLong"}
```

```
  }
},
"ConsumedLicenseSummaryList":{
  "type":"list",
  "member":{"shape":"ConsumedLicenseSummary"}
},
"ConsumptionConfiguration":{
  "type":"structure",
  "members":{
    "RenewType":{"shape":"RenewType"},
    "ProvisionalConfiguration":{"shape":"ProvisionalConfiguration"},
    "BorrowConfiguration":{"shape":"BorrowConfiguration"}
  }
},
"CreateGrantRequest":{
  "type":"structure",
  "required":[
    "ClientToken",
    "GrantName",
    "LicenseArn",
    "Principals",
    "HomeRegion",
    "AllowedOperations"
  ],
  "members":{
    "ClientToken":{"shape":"ClientToken"},
    "GrantName":{"shape":"String"},
    "LicenseArn":{"shape":"Arn"},
    "Principals":{"shape":"PrincipalArnList"},
    "HomeRegion":{"shape":"String"},
    "AllowedOperations":{"shape":"AllowedOperationList"}
   }
},
"CreateGrantResponse":{
  "type":"structure",
  "members":{
    "GrantArn":{"shape":"Arn"},
    "Status":{"shape":"GrantStatus"},
    "Version":{"shape":"String"}
  }
},
"CreateGrantVersionRequest":{
  "type":"structure",
  "required":[
    "ClientToken",
    "GrantArn"
  ],
  "members":{
```

```
    "ClientToken":{"shape":"ClientToken"},
    "GrantArn":{"shape":"Arn"},
    "GrantName":{"shape":"String"},
    "AllowedOperations":{"shape":"AllowedOperationList"},
    "Status":{"shape":"GrantStatus"},
    "StatusReason":{"shape":"StatusReasonMessage"},
    "SourceVersion":{"shape":"String"},
    "Options":{"shape":"Options"}
  }
},
"CreateGrantVersionResponse":{
  "type":"structure",
  "members":{
    "GrantArn":{"shape":"Arn"},
    "Status":{"shape":"GrantStatus"},
    "Version":{"shape":"String"}
  }
},
"CreateLicenseConfigurationRequest":{
   "type":"structure",
  "required":[
    "Name",
    "LicenseCountingType"
  ],
  "members":{
    "Name":{"shape":"String"},
    "Description":{"shape":"String"},
    "LicenseCountingType":{"shape":"LicenseCountingType"},
    "LicenseCount":{"shape":"BoxLong"},
    "LicenseCountHardLimit":{"shape":"BoxBoolean"},
    "LicenseRules":{"shape":"StringList"},
    "Tags":{"shape":"TagList"},
    "DisassociateWhenNotFound":{"shape":"BoxBoolean"},
    "ProductInformationList":{"shape":"ProductInformationList"}
  }
},
"CreateLicenseConfigurationResponse":{
  "type":"structure",
  "members":{
    "LicenseConfigurationArn":{"shape":"String"}
  }
},
"CreateLicenseConversionTaskForResourceRequest":{
  "type":"structure",
  "required":[
    "ResourceArn",
    "SourceLicenseContext",
    "DestinationLicenseContext"
```

```
  ],
  "members":{
    "ResourceArn":{"shape":"Arn"},
     "SourceLicenseContext":{"shape":"LicenseConversionContext"},
    "DestinationLicenseContext":{"shape":"LicenseConversionContext"}
  }
},
"CreateLicenseConversionTaskForResourceResponse":{
  "type":"structure",
  "members":{
    "LicenseConversionTaskId":{"shape":"LicenseConversionTaskId"}
  }
},
"CreateLicenseManagerReportGeneratorRequest":{
  "type":"structure",
  "required":[
    "ReportGeneratorName",
    "Type",
    "ReportContext",
    "ReportFrequency",
    "ClientToken"
  ],
  "members":{
    "ReportGeneratorName":{"shape":"ReportGeneratorName"},
    "Type":{"shape":"ReportTypeList"},
    "ReportContext":{"shape":"ReportContext"},
    "ReportFrequency":{"shape":"ReportFrequency"},
    "ClientToken":{"shape":"ClientRequestToken"},
    "Description":{"shape":"String"},
    "Tags":{"shape":"TagList"}
  }
},
"CreateLicenseManagerReportGeneratorResponse":{
   "type":"structure",
  "members":{
    "LicenseManagerReportGeneratorArn":{"shape":"String"}
  }
},
"CreateLicenseRequest":{
  "type":"structure",
  "required":[
    "LicenseName",
    "ProductName",
    "ProductSKU",
    "Issuer",
    "HomeRegion",
    "Validity",
    "Entitlements",
```

```
      "Beneficiary",
      "ConsumptionConfiguration",
      "ClientToken"
    ],
    "members":{
      "LicenseName":{"shape":"String"},
      "ProductName":{"shape":"String"},
      "ProductSKU":{"shape":"String"},
      "Issuer":{"shape":"Issuer"},
      "HomeRegion":{"shape":"String"},
      "Validity":{"shape":"DatetimeRange"},
      "Entitlements":{"shape":"EntitlementList"},
      "Beneficiary":{"shape":"String"},
      "ConsumptionConfiguration":{"shape":"ConsumptionConfiguration"},
      "LicenseMetadata":{"shape":"MetadataList"},
      "ClientToken":{"shape":"ClientToken"}

}
  },
  "CreateLicenseResponse":{
    "type":"structure",
    "members":{
      "LicenseArn":{"shape":"Arn"},
      "Status":{"shape":"LicenseStatus"},
      "Version":{"shape":"String"}
    }
  },
  "CreateLicenseVersionRequest":{
    "type":"structure",
    "required":[
      "LicenseArn",
      "LicenseName",
      "ProductName",
      "Issuer",
      "HomeRegion",
      "Validity",
      "Entitlements",
      "ConsumptionConfiguration",
      "Status",
      "ClientToken"
    ],
    "members":{
      "LicenseArn":{"shape":"Arn"},
      "LicenseName":{"shape":"String"},
      "ProductName":{"shape":"String"},
      "Issuer":{"shape":"Issuer"},
      "HomeRegion":{"shape":"String"},
      "Validity":{"shape":"DatetimeRange"},
```

```
    "LicenseMetadata":{"shape":"MetadataList"},
    "Entitlements":{"shape":"EntitlementList"},
    "ConsumptionConfiguration":{"shape":"ConsumptionConfiguration"},
    "Status":{"shape":"LicenseStatus"},
     "ClientToken":{"shape":"ClientToken"},
    "SourceVersion":{"shape":"String"}
  }
},
"CreateLicenseVersionResponse":{
  "type":"structure",
  "members":{
    "LicenseArn":{"shape":"Arn"},
    "Version":{"shape":"String"},
    "Status":{"shape":"LicenseStatus"}
  }
},
"CreateTokenRequest":{
  "type":"structure",
  "required":[
    "LicenseArn",
    "ClientToken"
  ],
  "members":{
    "LicenseArn":{"shape":"Arn"},
    "RoleArns":{"shape":"ArnList"},
    "ExpirationInDays":{"shape":"Integer"},
    "TokenProperties":{"shape":"MaxSize3StringList"},
    "ClientToken":{"shape":"ClientToken"}
  }
},
"CreateTokenResponse":{
  "type":"structure",
  "members":{
    "TokenId":{"shape":"String"},
    "TokenType":{"shape":"TokenType"},
    "Token":{"shape":"TokenString"}
  }
},
"DateTime":{"type":"timestamp"},
"DatetimeRange":{

"type":"structure",
  "required":["Begin"],
  "members":{
    "Begin":{"shape":"ISO8601DateTime"},
    "End":{"shape":"ISO8601DateTime"}
  }
},
```

```
"DeleteGrantRequest":{
  "type":"structure",
  "required":[
    "GrantArn",
    "Version"
  ],
  "members":{
    "GrantArn":{"shape":"Arn"},
    "StatusReason":{"shape":"StatusReasonMessage"},
    "Version":{"shape":"String"}
  }
},
"DeleteGrantResponse":{
  "type":"structure",
  "members":{
    "GrantArn":{"shape":"Arn"},
    "Status":{"shape":"GrantStatus"},
    "Version":{"shape":"String"}
  }
},
"DeleteLicenseConfigurationRequest":{
  "type":"structure",
  "required":["LicenseConfigurationArn"],
  "members":{
    "LicenseConfigurationArn":{"shape":"String"}
  }
},
"DeleteLicenseConfigurationResponse":{
  "type":"structure",
  "members":{
  }
},
"DeleteLicenseManagerReportGeneratorRequest":{
   "type":"structure",
  "required":["LicenseManagerReportGeneratorArn"],
  "members":{
    "LicenseManagerReportGeneratorArn":{"shape":"String"}
  }
},
"DeleteLicenseManagerReportGeneratorResponse":{
  "type":"structure",
  "members":{
  }
},
"DeleteLicenseRequest":{
  "type":"structure",
  "required":[
    "LicenseArn",
```

```
    "SourceVersion"
   ],
   "members":{
    "LicenseArn":{"shape":"Arn"},
    "SourceVersion":{"shape":"String"}
   }
  },
  "DeleteLicenseResponse":{
   "type":"structure",
   "members":{
    "Status":{"shape":"LicenseDeletionStatus"},
    "DeletionDate":{"shape":"ISO8601DateTime"}
   }
  },
  "DeleteTokenRequest":{
   "type":"structure",
   "required":["TokenId"],
   "members":{
    "TokenId":{"shape":"String"}
   }
  },
  "DeleteTokenResponse":{
   "type":"structure",
   "members":{
   }
  },
  "DigitalSignatureMethod":{

   "type":"string",
   "enum":["JWT_PS384"]
  },
  "Entitlement":{
   "type":"structure",
   "required":[
    "Name",
    "Unit"
   ],
   "members":{
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    "MaxCount":{"shape":"Long"},
    "Overage":{"shape":"BoxBoolean"},
    "Unit":{"shape":"EntitlementUnit"},
    "AllowCheckIn":{"shape":"BoxBoolean"}
   }
  },
  "EntitlementData":{
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  "required":[
    "Name",
    "Unit"
  ],
  "members":{
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    "Value":{"shape":"String"},
    "Unit":{"shape":"EntitlementDataUnit"}
  }
},
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  "member":{"shape":"EntitlementData"}
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  "enum":[
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    "None",
    "Seconds",
    "Microseconds",
    "Milliseconds",
    "Bytes",
    "Kilobytes",

  "Megabytes",
    "Gigabytes",
    "Terabytes",
    "Bits",
    "Kilobits",
    "Megabits",
    "Gigabits",
    "Terabits",
    "Percent",
    "Bytes/Second",
    "Kilobytes/Second",
    "Megabytes/Second",
    "Gigabytes/Second",
    "Terabytes/Second",
    "Bits/Second",
    "Kilobits/Second",
    "Megabits/Second",
    "Gigabits/Second",
    "Terabits/Second",
    "Count/Second"
  ]
},
"EntitlementList":{
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    "type":"list",
    "member":{"shape":"Entitlement"}
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  "EntitlementNotAllowedException":{
    "type":"structure",
    "members":{
      "Message":{"shape":"Message"}
    },
    "exception":true
  },
  "EntitlementUnit":{
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    "enum":[
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      "Seconds",
      "Microseconds",
      "Milliseconds",
      "Bytes",
      "Kilobytes",
      "Megabytes",
      "Gigabytes",
      "Terabytes",

"Bits",
      "Kilobits",
      "Megabits",
      "Gigabits",
      "Terabits",
      "Percent",
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      "Kilobytes/Second",
      "Megabytes/Second",
      "Gigabytes/Second",
      "Terabytes/Second",
      "Bits/Second",
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      "Gigabits/Second",
      "Terabits/Second",
      "Count/Second"
    ]
  },
  "EntitlementUsage":{
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      "ConsumedValue",
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    "Unit"
   ],
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    "ConsumedValue":{"shape":"String"},
    "MaxCount":{"shape":"String"},
    "Unit":{"shape":"EntitlementDataUnit"}
   }
  },
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   "member":{"shape":"EntitlementUsage"}
  },
  "ExtendLicenseConsumptionRequest":{
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   "required":["LicenseConsumptionToken"],
   "members":{
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     "DryRun":{"shape":"Boolean"}
   }
  },
  "ExtendLicenseConsumptionResponse":{
   "type":"structure",
   "members":{
    "LicenseConsumptionToken":{"shape":"String"},
    "Expiration":{"shape":"ISO8601DateTime"}
   }
  },
  "FailedDependencyException":{
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   "members":{
    "Message":{"shape":"Message"},
    "ErrorCode":{"shape":"String"}
   },
   "exception":true
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  "Filter":{
   "type":"structure",
   "members":{
    "Name":{"shape":"FilterName"},
    "Values":{"shape":"FilterValues"}
   }
  },
  "FilterLimitExceededException":{
   "type":"structure",
   "members":{
    "Message":{"shape":"Message"}
   },
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"FilterValues":{
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  "member":{"shape":"FilterValue"}
 },
"Filters":{
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  "member":{"shape":"Filter"}
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"GetAccessTokenRequest":{
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  "required":["Token"],
  "members":{
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    "TokenProperties":{"shape":"MaxSize3StringList"}
  }
},
"GetAccessTokenResponse":{
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  "members":{
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  }
},
"GetGrantRequest":{
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  "required":["GrantArn"],
  "members":{
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    "Version":{"shape":"String"}
  }
},
"GetGrantResponse":{
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  "members":{
    "Grant":{"shape":"Grant"}
  }
},
"GetLicenseConfigurationRequest":{
  "type":"structure",
  "required":["LicenseConfigurationArn"],
  "members":{
```

```
    "LicenseConfigurationArn":{"shape":"String"}
  }
},
"GetLicenseConfigurationResponse":{
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  "members":{
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    "LicenseConfigurationArn":{"shape":"String"},
    "Name":{"shape":"String"},
    "Description":{"shape":"String"},
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    "LicenseRules":{"shape":"StringList"},
    "LicenseCount":{"shape":"BoxLong"},
    "LicenseCountHardLimit":{"shape":"BoxBoolean"},
    "ConsumedLicenses":{"shape":"BoxLong"},
    "Status":{"shape":"String"},
    "OwnerAccountId":{"shape":"String"},
    "ConsumedLicenseSummaryList":{"shape":"ConsumedLicenseSummaryList"},
    "ManagedResourceSummaryList":{"shape":"ManagedResourceSummaryList"},
    "Tags":{"shape":"TagList"},
    "ProductInformationList":{"shape":"ProductInformationList"},
    "AutomatedDiscoveryInformation":{"shape":"AutomatedDiscoveryInformation"},
    "DisassociateWhenNotFound":{"shape":"BoxBoolean"}
  }
},
"GetLicenseConversionTaskRequest":{
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  "members":{
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  }
},
"GetLicenseConversionTaskResponse":{
  "type":"structure",
  "members":{
    "LicenseConversionTaskId":{"shape":"LicenseConversionTaskId"},
    "ResourceArn":{"shape":"String"},
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    "DestinationLicenseContext":{"shape":"LicenseConversionContext"},
    "StatusMessage":{"shape":"String"},
    "Status":{"shape":"LicenseConversionTaskStatus"},
    "StartTime":{"shape":"DateTime"},
    "LicenseConversionTime":{"shape":"DateTime"},
    "EndTime":{"shape":"DateTime"}
  }
},
"GetLicenseManagerReportGeneratorRequest":{
  "type":"structure",
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  "required":["LicenseManagerReportGeneratorArn"],
  "members":{
    "LicenseManagerReportGeneratorArn":{"shape":"String"}
   }
},
"GetLicenseManagerReportGeneratorResponse":{
  "type":"structure",
  "members":{
    "ReportGenerator":{"shape":"ReportGenerator"}
  }
},
"GetLicenseRequest":{
  "type":"structure",
  "required":["LicenseArn"],
  "members":{
    "LicenseArn":{"shape":"Arn"},
    "Version":{"shape":"String"}
  }
},
"GetLicenseResponse":{
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  "members":{
    "License":{"shape":"License"}
  }
},
"GetLicenseUsageRequest":{
  "type":"structure",
  "required":["LicenseArn"],
  "members":{
    "LicenseArn":{"shape":"Arn"}
  }
},
"GetLicenseUsageResponse":{
  "type":"structure",
  "members":{
    "LicenseUsage":{"shape":"LicenseUsage"}
  }
},
"GetServiceSettingsRequest":{
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  "members":{
  }
},
"GetServiceSettingsResponse":{
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  "members":{
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    "SnsTopicArn":{"shape":"String"},
    "OrganizationConfiguration":{"shape":"OrganizationConfiguration"},
    "EnableCrossAccountsDiscovery":{"shape":"BoxBoolean"},
    "LicenseManagerResourceShareArn":{"shape":"String"}
  }
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"Grant":{
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    "GrantName",
    "ParentArn",
    "LicenseArn",
    "GranteePrincipalArn",
    "HomeRegion",
    "GrantStatus",
    "Version",
    "GrantedOperations"
  ],
  "members":{
    "GrantArn":{"shape":"Arn"},
    "GrantName":{"shape":"String"},
    "ParentArn":{"shape":"Arn"},
    "LicenseArn":{"shape":"Arn"},
    "GranteePrincipalArn":{"shape":"Arn"},
    "HomeRegion":{"shape":"String"},
    "GrantStatus":{"shape":"GrantStatus"},
    "StatusReason":{"shape":"StatusReasonMessage"},
    "Version":{"shape":"String"},
    "GrantedOperations":{"shape":"AllowedOperationList"},
    "Options":{"shape":"Options"}
  }
},
"GrantList":{
  "type":"list",
  "member":{"shape":"Grant"}
},
"GrantStatus":{
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  "enum":[
    "PENDING_WORKFLOW",
    "PENDING_ACCEPT",
    "REJECTED",
    "ACTIVE",
    "FAILED_WORKFLOW",
    "DELETED",
    "PENDING_DELETE",
    "DISABLED",
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      "WORKFLOW_COMPLETED"
    ]
  },
  "GrantedLicense":{
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    "members":{
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      "LicenseName":{"shape":"String"},
      "ProductName":{"shape":"String"},
      "ProductSKU":{"shape":"String"},
      "Issuer":{"shape":"IssuerDetails"},
      "HomeRegion":{"shape":"String"},
      "Status":{"shape":"LicenseStatus"},
      "Validity":{"shape":"DatetimeRange"},
      "Beneficiary":{"shape":"String"},
      "Entitlements":{"shape":"EntitlementList"},
      "ConsumptionConfiguration":{"shape":"ConsumptionConfiguration"},

  "LicenseMetadata":{"shape":"MetadataList"},
      "CreateTime":{"shape":"ISO8601DateTime"},
      "Version":{"shape":"String"},
      "ReceivedMetadata":{"shape":"ReceivedMetadata"}
    }
  },
  "GrantedLicenseList":{
    "type":"list",
    "member":{"shape":"GrantedLicense"}
  },
  "ISO8601DateTime":{
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    "max":50,
    "pattern":"^(-?(?:[1-9][0-9]*)?[0-9]{4})-(1[0-2]|0[1-9])-(3[0-1]|0[1-9]|[1-2][0-9])T(2[0-3]|[0-1][0-9]):([0-5][0-
9]):([0-5][0-9])(\\.[0-9]+)?(Z|[+-](?:2[ 0-3]|[0-1][0-9]):[0-5][0-9])+$"
  },
  "Integer":{"type":"integer"},
  "InvalidParameterValueException":{
    "type":"structure",
    "members":{
      "Message":{"shape":"Message"}
    },
    "exception":true,
    "synthetic":true
  },
  "InvalidResourceStateException":{
    "type":"structure",
    "members":{
      "Message":{"shape":"Message"}
    },
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  "exception":true
},
"InventoryFilter":{
  "type":"structure",
  "required":[
    "Name",
    "Condition"
  ],
  "members":{
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    "Condition":{"shape":"InventoryFilterCondition"},
    "Value":{"shape":"String"}
  }
},
"InventoryFilterCondition":{
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  "enum":[
    "EQUALS",
    "NOT_EQUALS",
    "BEGINS_WITH",
    "CONTAINS"
  ]
},
"InventoryFilterList":{
  "type":"list",
  "member":{"shape":"InventoryFilter"}
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"Issuer":{
  "type":"structure",
  "required":["Name"],
  "members":{
    "Name":{"shape":"String"},
    "SignKey":{"shape":"String"}
  }
},
"IssuerDetails":{
  "type":"structure",
  "members":{
    "Name":{"shape":"String"},
    "SignKey":{"shape":"String"},
    "KeyFingerprint":{"shape":"String"}
  }
},
"License":{
  "type":"structure",
  "members":{
    "LicenseArn":{"shape":"Arn"},
    "LicenseName":{"shape":"String"},
```

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"ProductName":{"shape":"String"},
    "ProductSKU":{"shape":"String"},
    "Issuer":{"shape":"IssuerDetails"},
    "HomeRegion":{"shape":"String"},
    "Status":{"shape":"LicenseStatus"},
    "Validity":{"shape":"DatetimeRange"},
    "Beneficiary":{"shape":"String"},
    "Entitlements":{"shape":"EntitlementList"},
    "ConsumptionConfiguration":{"shape":"ConsumptionConfiguration"},
    "LicenseMetadata":{"shape":"MetadataList"},
    "CreateTime":{"shape":"ISO8601DateTime"},
    "Version":{"shape":"String"}
  }
},
"LicenseConfiguration":{
  "type":"structure",
  "members":{
    "LicenseConfigurationId":{"shape":"String"},
    "LicenseConfigurationArn":{"shape":"String"},
    "Name":{"shape":"String"},
    "Description":{"shape":"String"},
    "LicenseCountingType":{"shape":"LicenseCountingType"},
    "LicenseRules":{"shape":"StringList"},
    "LicenseCount":{"shape":"BoxLong"},
    "LicenseCountHardLimit":{"shape":"BoxBoolean"},
     "DisassociateWhenNotFound":{"shape":"BoxBoolean"},
    "ConsumedLicenses":{"shape":"BoxLong"},
    "Status":{"shape":"String"},
    "OwnerAccountId":{"shape":"String"},
    "ConsumedLicenseSummaryList":{"shape":"ConsumedLicenseSummaryList"},
    "ManagedResourceSummaryList":{"shape":"ManagedResourceSummaryList"},
    "ProductInformationList":{"shape":"ProductInformationList"},
    "AutomatedDiscoveryInformation":{"shape":"AutomatedDiscoveryInformation"}
  }
},
"LicenseConfigurationAssociation":{
  "type":"structure",
  "members":{
    "ResourceArn":{"shape":"String"},
    "ResourceType":{"shape":"ResourceType"},
    "ResourceOwnerId":{"shape":"String"},
    "AssociationTime":{"shape":"DateTime"},
    "AmiAssociationScope":{"shape":"String"}
  }
},
"LicenseConfigurationAssociations":{
  "type":"list",
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```
  "member":{"shape":"LicenseConfigurationAssociation"}
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"LicenseConfigurationStatus":{
  "type":"string",
  "enum":[
    "AVAILABLE",
    "DISABLED"
  ]
},
"LicenseConfigurationUsage":{
  "type":"structure",
  "members":{
    "ResourceArn":{"shape":"String"},
    "ResourceType":{"shape":"ResourceType"},
    "ResourceStatus":{"shape":"String"},
    "ResourceOwnerId":{"shape":"String"},
    "AssociationTime":{"shape":"DateTime"},
    "ConsumedLicenses":{"shape":"BoxLong"}
  }
},
"LicenseConfigurationUsageList":{
  "type":"list",
  "member":{"shape":"LicenseConfigurationUsage"}
},
"LicenseConfigurations":{
  "type":"list",
  "member":{"shape":"LicenseConfiguration"}
},
"LicenseConversionContext":{
  "type":"structure",
  "members":{
    "UsageOperation":{"shape":"UsageOperation"}
  }
},
"LicenseConversionTask":{
  "type":"structure",
  "members":{
    "LicenseConversionTaskId":{"shape":"LicenseConversionTaskId"},
     "ResourceArn":{"shape":"String"},
    "SourceLicenseContext":{"shape":"LicenseConversionContext"},
    "DestinationLicenseContext":{"shape":"LicenseConversionContext"},
    "Status":{"shape":"LicenseConversionTaskStatus"},
    "StatusMessage":{"shape":"String"},
    "StartTime":{"shape":"DateTime"},
    "LicenseConversionTime":{"shape":"DateTime"},
    "EndTime":{"shape":"DateTime"}
  }
},
```

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"LicenseConversionTaskId":{
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  "max":50,
  "pattern":"^lct-[a-zA-Z0-9]*"
},
"LicenseConversionTaskStatus":{
  "type":"string",
  "enum":[
    "IN_PROGRESS",
    "SUCCEEDED",
    "FAILED"
  ]
},
"LicenseConversionTasks":{
  "type":"list",
  "member":{"shape":"LicenseConversionTask"}
},
"LicenseCountingType":{
  "type":"string",
  "enum":[
    "vCPU",
    "Instance",
    "Core",
    "Socket"
  ]
},
"LicenseDeletionStatus":{
   "type":"string",
  "enum":[
    "PENDING_DELETE",
    "DELETED"
  ]
},
"LicenseList":{
  "type":"list",
  "member":{"shape":"License"}
},
"LicenseOperationFailure":{
  "type":"structure",
  "members":{
    "ResourceArn":{"shape":"String"},
    "ResourceType":{"shape":"ResourceType"},
    "ErrorMessage":{"shape":"String"},
    "FailureTime":{"shape":"DateTime"},
    "OperationName":{"shape":"String"},
    "ResourceOwnerId":{"shape":"String"},
    "OperationRequestedBy":{"shape":"String"},
    "MetadataList":{"shape":"MetadataList"}
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```
  }
},
"LicenseOperationFailureList":{
  "type":"list",
  "member":{"shape":"LicenseOperationFailure"}
},
"LicenseSpecification":{
  "type":"structure",
  "required":["LicenseConfigurationArn"],
  "members":{
    "LicenseConfigurationArn":{"shape":"String"},
    "AmiAssociationScope":{"shape":"String"}
  }
},
 "LicenseSpecifications":{
  "type":"list",
  "member":{"shape":"LicenseSpecification"}
},
"LicenseStatus":{
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  "enum":[
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    "PENDING_AVAILABLE",
    "DEACTIVATED",
    "SUSPENDED",
    "EXPIRED",
    "PENDING_DELETE",
    "DELETED"
  ]
},
"LicenseUsage":{
  "type":"structure",
  "members":{
    "EntitlementUsages":{"shape":"EntitlementUsageList"}
  }
},
"LicenseUsageException":{
  "type":"structure",
  "members":{
    "Message":{"shape":"Message"}
  },
  "exception":true
},
"ListAssociationsForLicenseConfigurationRequest":{
  "type":"structure",
  "required":["LicenseConfigurationArn"],
  "members":{
    "LicenseConfigurationArn":{"shape":"String"},
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```
    "MaxResults":{"shape":"BoxInteger"},
    "NextToken":{"shape":"String"}
   }
  },
  "ListAssociationsForLicenseConfigurationResponse":{
   "type":"structure",
    "members":{
    "LicenseConfigurationAssociations":{"shape":"LicenseConfigurationAssociations"},
    "NextToken":{"shape":"String"}
   }
  },
  "ListDistributedGrantsRequest":{
   "type":"structure",
   "members":{
    "GrantArns":{"shape":"ArnList"},
    "Filters":{"shape":"FilterList"},
    "NextToken":{"shape":"String"},
    "MaxResults":{"shape":"MaxSize100"}
   }
  },
  "ListDistributedGrantsResponse":{
   "type":"structure",
   "members":{
    "Grants":{"shape":"GrantList"},
    "NextToken":{"shape":"String"}
   }
  },
  "ListFailuresForLicenseConfigurationOperationsRequest":{
   "type":"structure",
   "required":["LicenseConfigurationArn"],
   "members":{
    "LicenseConfigurationArn":{"shape":"String"},
    "MaxResults":{"shape":"BoxInteger"},
    "NextToken":{"shape":"String"}
   }
  },
  "ListFailuresForLicenseConfigurationOperationsResponse":{
   "type":"structure",
    "members":{
    "LicenseOperationFailureList":{"shape":"LicenseOperationFailureList"},
    "NextToken":{"shape":"String"}
   }
  },
  "ListLicenseConfigurationsRequest":{
   "type":"structure",
   "members":{
    "LicenseConfigurationArns":{"shape":"StringList"},
    "MaxResults":{"shape":"BoxInteger"},
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```
    "NextToken":{"shape":"String"},
    "Filters":{"shape":"Filters"}
  }
},
"ListLicenseConfigurationsResponse":{
  "type":"structure",
  "members":{
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    "NextToken":{"shape":"String"}
  }
},
"ListLicenseConversionTasksRequest":{
  "type":"structure",
  "members":{
    "NextToken":{"shape":"String"},
    "MaxResults":{"shape":"BoxInteger"},
    "Filters":{"shape":"Filters"}
  }
},
"ListLicenseConversionTasksResponse":{
  "type":"structure",
  "members":{
    "LicenseConversionTasks":{"shape":"LicenseConversionTasks"},
     "NextToken":{"shape":"String"}
  }
},
"ListLicenseManagerReportGeneratorsRequest":{
  "type":"structure",
  "members":{
    "Filters":{"shape":"FilterList"},
    "NextToken":{"shape":"String"},
    "MaxResults":{"shape":"MaxSize100"}
  }
},
"ListLicenseManagerReportGeneratorsResponse":{
  "type":"structure",
  "members":{
    "ReportGenerators":{"shape":"ReportGeneratorList"},
    "NextToken":{"shape":"String"}
  }
},
"ListLicenseSpecificationsForResourceRequest":{
  "type":"structure",
  "required":["ResourceArn"],
  "members":{
    "ResourceArn":{"shape":"String"},
    "MaxResults":{"shape":"BoxInteger"},
    "NextToken":{"shape":"String"}
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```
    }
  },
  "ListLicenseSpecificationsForResourceResponse":{
    "type":"structure",
    "members":{
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      "NextToken":{"shape":"String"}

  }
  },
  "ListLicenseVersionsRequest":{
    "type":"structure",
    "required":["LicenseArn"],
    "members":{
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      "NextToken":{"shape":"String"},
      "MaxResults":{"shape":"MaxSize100"}
    }
  },
  "ListLicenseVersionsResponse":{
    "type":"structure",
    "members":{
      "Licenses":{"shape":"LicenseList"},
      "NextToken":{"shape":"String"}
    }
  },
  "ListLicensesRequest":{
    "type":"structure",
    "members":{
      "LicenseArns":{"shape":"ArnList"},
      "Filters":{"shape":"FilterList"},
      "NextToken":{"shape":"String"},
      "MaxResults":{"shape":"MaxSize100"}
    }
  },
  "ListLicensesResponse":{
    "type":"structure",
    "members":{
      "Licenses":{"shape":"LicenseList"},
      "NextToken":{"shape":"String"}
    }
  },
  "ListReceivedGrantsForOrganizationRequest":{
    "type":"structure",
    "required":["LicenseArn"],
    "members":{
      "LicenseArn":{"shape":"Arn"},
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```
    "Filters":{"shape":"FilterList"},
    "NextToken":{"shape":"String"},
    "MaxResults":{"shape":"MaxSize100"}
   }
  },
  "ListReceivedGrantsForOrganizationResponse":{
   "type":"structure",
   "members":{
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    "NextToken":{"shape":"String"}
   }
  },
  "ListReceivedGrantsRequest":{
   "type":"structure",
   "members":{
    "GrantArns":{"shape":"ArnList"},
    "Filters":{"shape":"FilterList"},
    "NextToken":{"shape":"String"},
    "MaxResults":{"shape":"MaxSize100"}
   }
  },
  "ListReceivedGrantsResponse":{
   "type":"structure",
   "members":{
    "Grants":{"shape":"GrantList"},
    "NextToken":{"shape":"String"}
   }
  },
  "ListReceivedLicensesForOrganizationRequest":{
   "type":"structure",
   "members":{
    "Filters":{"shape":"FilterList"},
    "NextToken":{"shape":"String"},
    "MaxResults":{"shape":"MaxSize100"}
    }
  },
  "ListReceivedLicensesForOrganizationResponse":{
   "type":"structure",
   "members":{
    "Licenses":{"shape":"GrantedLicenseList"},
    "NextToken":{"shape":"String"}
   }
  },
  "ListReceivedLicensesRequest":{
   "type":"structure",
   "members":{
    "LicenseArns":{"shape":"ArnList"},
    "Filters":{"shape":"FilterList"},
```

```
    "NextToken":{"shape":"String"},
    "MaxResults":{"shape":"MaxSize100"}
   }
  },
  "ListReceivedLicensesResponse":{
   "type":"structure",
   "members":{
    "Licenses":{"shape":"GrantedLicenseList"},
    "NextToken":{"shape":"String"}
   }
  },
  "ListResourceInventoryRequest":{
   "type":"structure",
   "members":{
    "MaxResults":{"shape":"BoxInteger"},
    "NextToken":{"shape":"String"},
    "Filters":{"shape":"InventoryFilterList"}
   }
  },
  "ListResourceInventoryResponse":{
   "type":"structure",
   "members":{
    "ResourceInventoryList":{"shape":"ResourceInventoryList"},
     "NextToken":{"shape":"String"}
   }
  },
  "ListTagsForResourceRequest":{
   "type":"structure",
   "required":["ResourceArn"],
   "members":{
    "ResourceArn":{"shape":"String"}
   }
  },
  "ListTagsForResourceResponse":{
   "type":"structure",
   "members":{
    "Tags":{"shape":"TagList"}
   }
  },
  "ListTokensRequest":{
   "type":"structure",
   "members":{
    "TokenIds":{"shape":"StringList"},
    "Filters":{"shape":"FilterList"},
    "NextToken":{"shape":"String"},
    "MaxResults":{"shape":"MaxSize100"}
   }
  },
```

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"ListTokensResponse":{
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  "members":{
    "Tokens":{"shape":"TokenList"},
    "NextToken":{"shape":"String"}
  }
},
"ListUsageForLicenseConfigurationRequest":{
  "type":"structure",
  "required":["LicenseConfigurationArn"],
  "members":{
    "LicenseConfigurationArn":{"shape":"String"},
     "MaxResults":{"shape":"BoxInteger"},
    "NextToken":{"shape":"String"},
    "Filters":{"shape":"Filters"}
  }
},
"ListUsageForLicenseConfigurationResponse":{
  "type":"structure",
  "members":{
    "LicenseConfigurationUsageList":{"shape":"LicenseConfigurationUsageList"},
    "NextToken":{"shape":"String"}
  }
},
"Location":{"type":"string"},
"Long":{"type":"long"},
"ManagedResourceSummary":{
  "type":"structure",
  "members":{
    "ResourceType":{"shape":"ResourceType"},
    "AssociationCount":{"shape":"BoxLong"}
  }
},
"ManagedResourceSummaryList":{
  "type":"list",
  "member":{"shape":"ManagedResourceSummary"}
},
"MaxSize100":{
  "type":"integer",
  "max":100,
  "min":1
},
"MaxSize3StringList":{
  "type":"list",
  "member":{"shape":"String"},
  "max":3
},
"Message":{"type":"string"},
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```
"Metadata":{
  "type":"structure",
   "members":{
    "Name":{"shape":"String"},
    "Value":{"shape":"String"}
  }
},
"MetadataList":{
  "type":"list",
  "member":{"shape":"Metadata"}
},
"NoEntitlementsAllowedException":{
  "type":"structure",
  "members":{
    "Message":{"shape":"Message"}
  },
  "exception":true
},
"Options":{
  "type":"structure",
  "members":{
    "ActivationOverrideBehavior":{"shape":"ActivationOverrideBehavior"}
  }
},
"OrganizationConfiguration":{
  "type":"structure",
  "required":["EnableIntegration"],
  "members":{
    "EnableIntegration":{"shape":"Boolean"}
  }
},
"PrincipalArnList":{
  "type":"list",
  "member":{"shape":"Arn"},
  "max":1,
  "min":1
},
"ProductInformation":{
  "type":"structure",
  "required":[
    "ResourceType",
    "ProductInformationFilterList"
  ],
  "members":{
    "ResourceType":{"shape":"String"},
     "ProductInformationFilterList":{"shape":"ProductInformationFilterList"}
  }
},
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"ProductInformationFilter":{
  "type":"structure",
  "required":[
    "ProductInformationFilterName",
    "ProductInformationFilterComparator"
  ],
  "members":{
    "ProductInformationFilterName":{"shape":"String"},
    "ProductInformationFilterValue":{"shape":"StringList"},
    "ProductInformationFilterComparator":{"shape":"String"}
  }
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"ProductInformationFilterList":{
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  "member":{"shape":"ProductInformationFilter"}
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"ProductInformationList":{
  "type":"list",
  "member":{"shape":"ProductInformation"}
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"ProvisionalConfiguration":{
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  "required":["MaxTimeToLiveInMinutes"],
  "members":{
    "MaxTimeToLiveInMinutes":{"shape":"BoxInteger"}
  }
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"RateLimitExceededException":{
  "type":"structure",
  "members":{
    "Message":{"shape":"Message"}
   },
  "exception":true
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"ReceivedMetadata":{
  "type":"structure",
  "members":{
    "ReceivedStatus":{"shape":"ReceivedStatus"},
    "ReceivedStatusReason":{"shape":"StatusReasonMessage"},
    "AllowedOperations":{"shape":"AllowedOperationList"}
  }
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"ReceivedStatus":{
  "type":"string",
  "enum":[
    "PENDING_WORKFLOW",
    "PENDING_ACCEPT",
    "REJECTED",
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    "ACTIVE",
    "FAILED_WORKFLOW",
    "DELETED",
    "DISABLED",
    "WORKFLOW_COMPLETED"
   ]
  },
  "RedirectException":{
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    "Location":{"shape":"Location"},
    "Message":{"shape":"Message"}
   },
   "exception":true
  },
  "RejectGrantRequest":{
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   "required":["GrantArn"],
   "members":{
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   }
  },
  "RejectGrantResponse":{
   "type":"structure",
   "members":{
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    "Status":{"shape":"GrantStatus"},
    "Version":{"shape":"String"}
   }
  },
  "RenewType":{
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   "enum":[
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    "Weekly",
    "Monthly"
   ]
  },
  "ReportContext":{
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   "required":["licenseConfigurationArns"],
   "members":{
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   }
  },
  "ReportFrequency":{
   "type":"structure",
   "members":{
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    "value":{"shape":"Integer"},
    "period":{"shape":"ReportFrequencyType"}
   }
  },
  "ReportFrequencyType":{
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    "WEEK",
    "MONTH"
   ]
  },
  "ReportGenerator":{
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   "members":{
    "ReportGeneratorName":{"shape":"String"},
    "ReportType":{"shape":"ReportTypeList"},
    "ReportContext":{"shape":"ReportContext"},
    "ReportFrequency":{"shape":"ReportFrequency"},
     "LicenseManagerReportGeneratorArn":{"shape":"String"},
    "LastRunStatus":{"shape":"String"},
    "LastRunFailureReason":{"shape":"String"},
    "LastReportGenerationTime":{"shape":"String"},
    "ReportCreatorAccount":{"shape":"String"},
    "Description":{"shape":"String"},
    "S3Location":{"shape":"S3Location"},
    "CreateTime":{"shape":"String"},
    "Tags":{"shape":"TagList"}
   }
  },
  "ReportGeneratorList":{
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   "member":{"shape":"ReportGenerator"}
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  "ReportGeneratorName":{
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   "max":100,
   "min":1
  },
  "ReportType":{
   "type":"string",
   "enum":[
    "LicenseConfigurationSummaryReport",
    "LicenseConfigurationUsageReport"
   ]
  },
  "ReportTypeList":{
   "type":"list",
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  "member":{"shape":"ReportType"}
},
"ResourceInventory":{
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     "ResourceType":{"shape":"ResourceType"},
    "ResourceArn":{"shape":"String"},
    "Platform":{"shape":"String"},
    "PlatformVersion":{"shape":"String"},
    "ResourceOwningAccountId":{"shape":"String"}
  }
},
"ResourceInventoryList":{
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  "member":{"shape":"ResourceInventory"}
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"ResourceLimitExceededException":{
  "type":"structure",
  "members":{
    "Message":{"shape":"Message"}
  },
  "exception":true
},
"ResourceNotFoundException":{
  "type":"structure",
  "members":{
    "Message":{"shape":"Message"}
  },
  "exception":true
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"ResourceType":{
  "type":"string",
  "enum":[
    "EC2_INSTANCE",
    "EC2_HOST",
    "EC2_AMI",
    "RDS",
    "SYSTEMS_MANAGER_MANAGED_INSTANCE"
  ]
},
"S3Location":{
  "type":"structure",
  "members":{
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    "keyPrefix":{"shape":"String"}
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}
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"ServerInternalException":{
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  "fault":true
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},
"StatusReasonMessage":{
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  "max":400,
  "pattern":"[\\s\\S]+"
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"String":{"type":"string"},
"StringList":{
  "type":"list",
  "member":{"shape":"String"}
},
"Tag":{
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  "members":{
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    "Value":{"shape":"String"}
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"TagKeyList":{
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"TagList":{
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  "member":{"shape":"Tag"}
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"TagResourceRequest":{
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  "required":[
    "ResourceArn",
    "Tags"
  ],
  "members":{
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    "Tags":{"shape":"TagList"}
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  }
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"TagResourceResponse":{
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  "members":{
  }
},
"TokenData":{
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  "members":{
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    "TokenType":{"shape":"String"},
    "LicenseArn":{"shape":"String"},
    "ExpirationTime":{"shape":"ISO8601DateTime"},
    "TokenProperties":{"shape":"MaxSize3StringList"},
    "RoleArns":{"shape":"ArnList"},
    "Status":{"shape":"String"}
  }
},
"TokenList":{
  "type":"list",
  "member":{"shape":"TokenData"}
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  "max":4096,
  "pattern":"\\S+"
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"TokenType":{
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  "enum":["REFRESH_TOKEN"]
},
"UnsupportedDigitalSignatureMethodException":{
  "type":"structure",
  "members":{
    "Message":{"shape":"Message"}
  },
  "exception":true
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"UntagResourceRequest":{
  "type":"structure",
  "required":[
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    "TagKeys"
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  "members":{
    "ResourceArn":{"shape":"String"},
    "TagKeys":{"shape":"TagKeyList"}
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  }
},
"UntagResourceResponse":{
  "type":"structure",
  "members":{
  }
},
"UpdateLicenseConfigurationRequest":{
  "type":"structure",
  "required":["LicenseConfigurationArn"],
  "members":{
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    "LicenseConfigurationStatus":{"shape":"LicenseConfigurationStatus"},
    "LicenseRules":{"shape":"StringList"},
    "LicenseCount":{"shape":"BoxLong"},
    "LicenseCountHardLimit":{"shape":"BoxBoolean"},
    "Name":{"shape":"String"},
    "Description":{"shape":"String"},
    "ProductInformationList":{"shape":"ProductInformationList"},
    "DisassociateWhenNotFound":{"shape":"BoxBoolean"}
  }
},
"UpdateLicenseConfigurationResponse":{
  "type":"structure",
  "members":{
  }
},
"UpdateLicenseManagerReportGeneratorRequest":{
   "type":"structure",
  "required":[
    "LicenseManagerReportGeneratorArn",
    "ReportGeneratorName",
    "Type",
    "ReportContext",
    "ReportFrequency",
    "ClientToken"
  ],
  "members":{
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    "ReportGeneratorName":{"shape":"ReportGeneratorName"},
    "Type":{"shape":"ReportTypeList"},
    "ReportContext":{"shape":"ReportContext"},
    "ReportFrequency":{"shape":"ReportFrequency"},
    "ClientToken":{"shape":"ClientRequestToken"},
    "Description":{"shape":"String"}
  }
},
"UpdateLicenseManagerReportGeneratorResponse":{
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    "members":{
    }
  },
  "UpdateLicenseSpecificationsForResourceRequest":{
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    "required":["ResourceArn"],
    "members":{
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      "AddLicenseSpecifications":{"shape":"LicenseSpecifications"},
      "RemoveLicenseSpecifications":{"shape":"LicenseSpecifications"}
     }
  },
  "UpdateLicenseSpecificationsForResourceResponse":{
    "type":"structure",
    "members":{
    }
  },
  "UpdateServiceSettingsRequest":{
    "type":"structure",
    "members":{
      "S3BucketArn":{"shape":"String"},
      "SnsTopicArn":{"shape":"String"},
      "OrganizationConfiguration":{"shape":"OrganizationConfiguration"},
      "EnableCrossAccountsDiscovery":{"shape":"BoxBoolean"}
    }
  },
  "UpdateServiceSettingsResponse":{
    "type":"structure",
    "members":{
    }
  },
  "UsageOperation":{
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    "max":50
  },
  "ValidationException":{
    "type":"structure",
    "members":{
      "Message":{"shape":"Message"}
    },
    "exception":true
  }
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}
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  "testCases": [
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        "Region": "ap-south-1",
        "UseDualStack": true
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        }
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        "Region": "ap-south-1",
        "UseDualStack": false
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and DualStack enabled",
      "expect": {
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      "params": {
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        "Region": "ap-south-1",
        "UseDualStack": true
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      },
      "params": {
        "UseFIPS": false,
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      "UseDualStack": false
    }
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    "expect": {
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    },
    "params": {
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      "Region": "eu-south-1",
      "UseDualStack": true
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    },
    "params": {
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      "UseDualStack": false
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    "expect": {
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        "url": "https://license-manager-user-subscriptions.eu-south-1.api.aws"
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    },

   "params": {
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  },
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    "documentation": "For region eu-south-1 with FIPS disabled and DualStack disabled",
    "expect": {
      "endpoint": {
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            "url": "https://license-manager-user-subscriptions.eu-south-1.amazonaws.com"
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    },
    "params": {
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        "Region": "eu-south-1",
        "UseDualStack": false
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        "Region": "ca-central-1",

        "UseDualStack": true
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        }
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    "params": {
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        "Region": "ca-central-1",
        "UseDualStack": false
    }
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    "expect": {
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        "UseDualStack": false
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      "documentation": "For region eu-central-1 with FIPS enabled and DualStack enabled",
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        "Region": "eu-central-1",
        "UseDualStack": true
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        }
      },
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        "UseDualStack": false
      }
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        "Region": "eu-central-1",
        "UseDualStack": false
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      "documentation": "For region us-west-1 with FIPS enabled and DualStack enabled",
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        }
      },
      "params": {
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        "Region": "us-west-1",
        "UseDualStack": true
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        }
      },
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        "Region": "us-west-1",
        "UseDualStack": false
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    },
    {
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    },
    "params": {
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      "Region": "us-west-1",
      "UseDualStack": true
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    "expect": {
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      "UseDualStack": false
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        "url": "https://license-manager-user-subscriptions-fips.us-west-2.api.aws"
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      "Region": "us-west-2",
      "UseDualStack": true
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    "documentation": "For region us-west-2 with FIPS enabled and DualStack disabled",
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      "Region": "us-west-2",
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and DualStack enabled",
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            "Region": "us-west-2",
            "UseDualStack": true
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            "UseDualStack": false
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            "UseDualStack": true
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        "documentation": "For region af-south-1 with FIPS enabled and DualStack disabled",
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        }
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        }
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        "Region": "af-south-1",
        "UseDualStack": false
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        "endpoint": {
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        }
      },
      "params": {
        "UseFIPS": true,
        "Region": "eu-north-1",

"UseDualStack": true
      }
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    },
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        }
      },
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        "Region": "eu-north-1",
        "UseDualStack": false
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        }
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      "params": {
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        "Region": "eu-north-1",
        "UseDualStack": true
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    },
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with FIPS disabled and DualStack disabled",
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      },
      "params": {
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        "Region": "eu-north-1",
        "UseDualStack": false
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        }
      },
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        "Region": "eu-west-3",
        "UseDualStack": true
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        "Region": "eu-west-3",
        "UseDualStack": false
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        "Region": "eu-west-3",
        "UseDualStack": true
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        "UseDualStack": false
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    {
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      "Region": "eu-west-2",
      "UseDualStack": true
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      "Region": "eu-west-2",
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region eu-west-1 with FIPS enabled and DualStack enabled",
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          "Region": "ap-northeast-3",
          "UseDualStack": false
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        "UseDualStack":
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        "UseDualStack": false
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      "UseDualStack": false
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            "UseDualStack": false
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        },
        "params": {
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            "Region": "ap-east-1",
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        "UseDualStack": false
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        "UseDualStack": true
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        }
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        "Region": "ap-east-1",
        "UseDualStack": false
      }
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    {
      "documentation": "For region ap-southeast-1 with FIPS enabled and DualStack enabled",
      "expect": {
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        }
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      "params": {
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            "Region": "ap-southeast-1",
            "UseDualStack": false
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            "Region": "ap-southeast-1",
            "UseDualStack": true
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            "Region": "ap-southeast-1",
            "UseDualStack": false
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        {
          "documentation": "For region ap-southeast-2 with FIPS enabled and DualStack enabled",
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        "endpoint": {
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        "Region": "ap-southeast-2",
        "UseDualStack": true
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enabled and DualStack disabled",
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        "UseDualStack": false
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        }
      },
      "params": {
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      "Region": "ap-southeast-2",
      "UseDualStack": false
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  {
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    "expect": {
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      "Region": "us-east-1",
      "UseDualStack": true
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      "UseDualStack": false
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      "UseDualStack": true
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        }
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        "UseDualStack": false
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    "expect": {
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        "Region": "us-east-2",
        "UseDualStack": true
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        "Region": "us-east-2",
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      "expect":
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        "Region": "us-east-1",
        "UseDualStack": false,
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      }
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      "expect": {
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        "UseDualStack": false,
        "Endpoint": "https://example.com"
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      "expect": {
        "error": "Invalid Configuration: Dualstack and custom endpoint are not supported"

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      "params": {
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            "UseDualStack": true,
            "Endpoint": "https://example.com"
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    "version": "1.0"
}
{
 "version": "2.0",
 "service": "<p>License Manager makes it easier to manage licenses from software vendors across multiple Amazon Web Services accounts and on-premises servers.</p>",
 "operations": {
   "AcceptGrant": "<p>Accepts the specified grant.</p>",
   "CheckInLicense": "<p>Checks in the specified license. Check in a license when it is no longer in use.</p>",
   "CheckoutBorrowLicense": "<p>Checks out the specified license for offline use.</p>",
   "CheckoutLicense": "<p>Checks out the specified license.</p> <note> <p>If the account that created the license is the same that is performing the check out, you must specify the account as the beneficiary.</p> </note>",
   "CreateGrant": "<p>Creates a grant for the specified license. A grant shares the use of license entitlements with a specific Amazon Web Services account, an organization, or an organizational unit (OU). For more information, see <a href=\"https://docs.aws.amazon.com/license-manager/latest/userguide/granted-licenses.html\">Granted licenses in License Manager</a> in the <i>License Manager User Guide</i>.</p>",
   "CreateGrantVersion": "<p>Creates a new version of the specified grant. For more information, see <a href=\"https://docs.aws.amazon.com/license-manager/latest/userguide/granted-licenses.html\">Granted licenses in License Manager</a> in the <i>License Manager User Guide</i>.</p>",
   "CreateLicense": "<p>Creates a license.</p>",
   "CreateLicenseConfiguration": "<p>Creates a license configuration.</p> <p>A license configuration is an abstraction of a customer license agreement that can be consumed and enforced by License Manager. Components include specifications for the license type (licensing by instance, socket, CPU, or vCPU), allowed tenancy (shared tenancy, Dedicated Instance, Dedicated Host, or all of these), license affinity to host (how long a license must be associated with a host), and the number of licenses purchased and used.</p>",
   "CreateLicenseConversionTaskForResource":
 "<p>Creates a new license conversion task.</p>",
   "CreateLicenseManagerReportGenerator": "<p>Creates a report generator.</p>",
   "CreateLicenseVersion": "<p>Creates a new version of the specified license.</p>",
   "CreateToken": "<p>Creates a long-lived token.</p> <p>A refresh token is a JWT token used to get an access token. With an access token, you can call AssumeRoleWithWebIdentity to get role credentials that you can use to call License Manager to manage the specified license.</p>",
   "DeleteGrant": "<p>Deletes the specified grant.</p>",
   "DeleteLicense": "<p>Deletes the specified license.</p>",
   "DeleteLicenseConfiguration": "<p>Deletes the specified license configuration.</p> <p>You cannot delete a license configuration that is in use.</p>",
   "DeleteLicenseManagerReportGenerator": "<p>Deletes the specified report generator.</p> <p>This action deletes the report generator, which stops it from generating future reports. The action cannot be reversed. It has no effect on the previous reports from this generator.</p>",
   "DeleteToken": "<p>Deletes the specified token. Must be called in the license home Region.</p>",
   "ExtendLicenseConsumption": "<p>Extends the expiration date for license consumption.</p>",
```

"GetAccessToken": " Gets a temporary access token to use with AssumeRoleWithWebIdentity. Access tokens are valid for one hour. ",
"GetGrant": " Gets detailed information about the specified grant. ",
"GetLicense": " Gets detailed information about the specified license. ",
"GetLicenseConfiguration": " Gets detailed information about the specified license configuration. ",
"GetLicenseConversionTask": " Gets information about the specified license type conversion task. ",
"GetLicenseManagerReportGenerator": " Gets information about the specified report generator. ",
"GetLicenseUsage": " Gets detailed information about the usage of the specified license. ",
"GetServiceSettings":
" Gets the License Manager settings for the current Region. ",
"ListAssociationsForLicenseConfiguration": " Lists the resource associations for the specified license configuration. Resource associations need not consume licenses from a license configuration. For example, an AMI or a stopped instance might not consume a license (depending on the license rules). ",
"ListDistributedGrants": " Lists the grants distributed for the specified license. ",
"ListFailuresForLicenseConfigurationOperations": " Lists the license configuration operations that failed. ",
"ListLicenseConfigurations": " Lists the license configurations for your account. ",
"ListLicenseConversionTasks": " Lists the license type conversion tasks for your account. ",
"ListLicenseManagerReportGenerators": " Lists the report generators for your account. ",
"ListLicenseSpecificationsForResource": " Describes the license configurations for the specified resource. ",
"ListLicenseVersions": " Lists all versions of the specified license. ",
"ListLicenses": " Lists the licenses for your account. ",
"ListReceivedGrants": " Lists grants that are received. Received grants are grants created while specifying the recipient as this Amazon Web Services account, your organization, or an organizational unit (OU) to which this member account belongs. ",
"ListReceivedGrantsForOrganization": " Lists the grants received for all accounts in the organization. ",
"ListReceivedLicenses": " Lists received licenses. ",
"ListReceivedLicensesForOrganization": " Lists the licenses received for all accounts in the organization. ",
"ListResourceInventory": " Lists resources managed using Systems Manager inventory. ",
"ListTagsForResource": " Lists the tags for the specified license configuration. ",
"ListTokens": " Lists your tokens. ",
"ListUsageForLicenseConfiguration":
" Lists all license usage records for a license configuration, displaying license consumption details by resource at a selected point in time. Use this action to audit the current license consumption for any license inventory and configuration. ",
"RejectGrant": " Rejects the specified grant. ",
"TagResource": " Adds the specified tags to the specified license configuration. ",
"UntagResource": " Removes the specified tags from the specified license configuration. ",
"UpdateLicenseConfiguration": " Modifies the attributes of an existing license configuration. ",
"UpdateLicenseManagerReportGenerator": " Updates a report generator. After you make changes to a report generator, it starts generating new reports within 60 minutes of being updated. ",
"UpdateLicenseSpecificationsForResource": " Adds or removes the specified license configurations for the specified Amazon Web Services resource. You can update the
license specifications of AMIs, instances, and hosts. You cannot update the license specifications for launch templates and CloudFormation templates, as they send license configurations to the operation that creates the resource. ",

```
  "UpdateServiceSettings": "<p>Updates License Manager settings for the current Region.</p>"
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 "shapes": {
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   "refs": {
   }
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  "AcceptGrantResponse": {
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   "refs": {
   }
  },
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   "refs": {
   }
  },
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   "base": null,
   "refs": {
    "Options$ActivationOverrideBehavior": "<p>An activation option for your grant that determines the behavior of activating a grant. Activation options can only be used with granted licenses sourced from the Amazon Web Services Marketplace. Additionally, the operation must specify the value of <code>ACTIVE</code> for the <code>Status</code> parameter.</p> <ul> <li> <p>As a license administrator, you can optionally specify an <code>ActivationOverrideBehavior</code> when activating a grant.</p> </li> <li> <p>As a grantor, you can optionally specify an <code>ActivationOverrideBehavior</code> when you activate a grant for a grantee account in your organization.</p> </li> <li> <p>As a grantee, if the grantor creating the distributed grant doesnt specify an <code>ActivationOverrideBehavior</code>, you can optionally specify one when you are activating the grant.</p> </li> </ul> <dl> <dt>DISTRIBUTED_GRANTS_ONLY</dt> <dd> <p>Use this value to activate a grant without replacing any member accounts active grants for the same product.</p> </dd> <dt>ALL_GRANTS_PERMITTED_BY_ISSUER</dt> <dd> <p>Use this value to activate a grant and disable other active grants in any member accounts for the same product. This action will also replace their previously activated grants with this activated grant.</p> </dd> </dl>"
   }
  },
  "AllowedOperation": {
   "base": null,
   "refs": {
    "AllowedOperationList$member": null
   }
  },
  "AllowedOperationList": {
   "base": null,
   "refs": {
    "CreateGrantRequest$AllowedOperations": "<p>Allowed operations for the grant.</p>",
    "CreateGrantVersionRequest$AllowedOperations": "<p>Allowed operations for the grant.</p>",
```

```
      "Grant$GrantedOperations": "<p>Granted operations.</p>",
      "ReceivedMetadata$AllowedOperations": "<p>Allowed operations.</p>"
    }
  },
  "Arn": {
    "base": null,
    "refs": {
      "AcceptGrantRequest$GrantArn": "<p>Amazon Resource Name (ARN) of the grant.</p>",
      "AcceptGrantResponse$GrantArn": "<p>Grant ARN.</p>",
      "ArnList$member": null,
      "CheckoutBorrowLicenseRequest$LicenseArn": "<p>Amazon Resource Name (ARN) of the license. The
license must use the borrow consumption configuration.</p>",
      "CheckoutBorrowLicenseResponse$LicenseArn":
 "<p>Amazon Resource Name (ARN) of the license.</p>",
      "CreateGrantRequest$LicenseArn": "<p>Amazon Resource Name (ARN) of the license.</p>",
      "CreateGrantResponse$GrantArn": "<p>Grant ARN.</p>",
      "CreateGrantVersionRequest$GrantArn": "<p>Amazon Resource Name (ARN) of the grant.</p>",
      "CreateGrantVersionResponse$GrantArn": "<p>Grant ARN.</p>",
      "CreateLicenseConversionTaskForResourceRequest$ResourceArn": "<p>Amazon Resource Name (ARN) of
the resource you are converting the license type for.</p>",
      "CreateLicenseResponse$LicenseArn": "<p>Amazon Resource Name (ARN) of the license.</p>",
      "CreateLicenseVersionRequest$LicenseArn": "<p>Amazon Resource Name (ARN) of the license.</p>",
      "CreateLicenseVersionResponse$LicenseArn": "<p>License ARN.</p>",
      "CreateTokenRequest$LicenseArn": "<p>Amazon Resource Name (ARN) of the license. The ARN is mapped
to the aud claim of the JWT token.</p>",
      "DeleteGrantRequest$GrantArn":
 "<p>Amazon Resource Name (ARN) of the grant.</p>",
      "DeleteGrantResponse$GrantArn": "<p>Grant ARN.</p>",
      "DeleteLicenseRequest$LicenseArn": "<p>Amazon Resource Name (ARN) of the license.</p>",
      "GetGrantRequest$GrantArn": "<p>Amazon Resource Name (ARN) of the grant.</p>",
      "GetLicenseRequest$LicenseArn": "<p>Amazon Resource Name (ARN) of the license.</p>",
      "GetLicenseUsageRequest$LicenseArn": "<p>Amazon Resource Name (ARN) of the license.</p>",
      "Grant$GrantArn": "<p>Amazon Resource Name (ARN) of the grant.</p>",
      "Grant$ParentArn": "<p>Parent ARN.</p>",
      "Grant$LicenseArn": "<p>License ARN.</p>",
      "Grant$GranteePrincipalArn": "<p>The grantee principal ARN.</p>",
      "GrantedLicense$LicenseArn": "<p>Amazon Resource Name (ARN) of the license.</p>",
      "License$LicenseArn": "<p>Amazon Resource Name (ARN) of the license.</p>",
      "ListLicenseVersionsRequest$LicenseArn": "<p>Amazon Resource Name (ARN) of
 the license.</p>",
      "ListReceivedGrantsForOrganizationRequest$LicenseArn": "<p>The Amazon Resource Name (ARN) of the
received license.</p>",
      "PrincipalArnList$member": null,
      "RejectGrantRequest$GrantArn": "<p>Amazon Resource Name (ARN) of the grant.</p>",
      "RejectGrantResponse$GrantArn": "<p>Grant ARN.</p>"
    }
  },
  "ArnList": {
```

```
    "base": null,
    "refs": {
      "CreateTokenRequest$RoleArns": "<p>Amazon Resource Name (ARN) of the IAM roles to embed in the token. License Manager does not check whether the roles are in use.</p>",
      "ListDistributedGrantsRequest$GrantArns": "<p>Amazon Resource Names (ARNs) of the grants.</p>",
      "ListLicensesRequest$LicenseArns": "<p>Amazon Resource Names (ARNs) of the licenses.</p>",
      "ListReceivedGrantsRequest$GrantArns": "<p>Amazon Resource Names (ARNs) of the grants.</p>",
      "ListReceivedLicensesRequest$LicenseArns": "<p>Amazon Resource Names (ARNs) of the licenses.</p>",

    "ReportContext$licenseConfigurationArns": "<p>Amazon Resource Name (ARN) of the license configuration that this generator reports on.</p>",
      "TokenData$RoleArns": "<p>Amazon Resource Names (ARN) of the roles included in the token.</p>"
    }
  },
  "AuthorizationException": {
    "base": "<p>The Amazon Web Services user account does not have permission to perform the action. Check the IAM policy associated with this account.</p>",
    "refs": {
    }
  },
  "AutomatedDiscoveryInformation": {
    "base": "<p>Describes automated discovery.</p>",
    "refs": {
      "GetLicenseConfigurationResponse$AutomatedDiscoveryInformation": "<p>Automated discovery information.</p>",
      "LicenseConfiguration$AutomatedDiscoveryInformation": "<p>Automated discovery information.</p>"
    }
  },
  "Boolean": {
    "base": null,
    "refs": {
      "ExtendLicenseConsumptionRequest$DryRun": "<p>Checks whether you have the required permissions for the action,
 without actually making the request. Provides an error response if you do not have the required permissions.</p>",
      "OrganizationConfiguration$EnableIntegration": "<p>Enables Organizations integration.</p>"
    }
  },
  "BorrowConfiguration": {
    "base": "<p>Details about a borrow configuration.</p>",
    "refs": {
      "ConsumptionConfiguration$BorrowConfiguration": "<p>Details about a borrow configuration.</p>"
    }
  },
  "BoxBoolean": {
    "base": null,
    "refs": {
      "BorrowConfiguration$AllowEarlyCheckIn": "<p>Indicates whether early check-ins are allowed.</p>",
      "CreateLicenseConfigurationRequest$LicenseCountHardLimit": "<p>Indicates whether hard or soft license
```

enforcement is used. Exceeding a hard limit blocks the launch of new instances. ",
"CreateLicenseConfigurationRequest$DisassociateWhenNotFound": " When true, disassociates a resource when software is uninstalled. ",
"Entitlement$Overage": " Indicates
whether overages are allowed. ",
"Entitlement$AllowCheckIn": " Indicates whether check-ins are allowed. ",
"GetLicenseConfigurationResponse$LicenseCountHardLimit": " Sets the number of available licenses as a hard limit. ",
"GetLicenseConfigurationResponse$DisassociateWhenNotFound": " When true, disassociates a resource when software is uninstalled. ",
"GetServiceSettingsResponse$EnableCrossAccountsDiscovery": " Indicates whether cross-account discovery is enabled. ",
"LicenseConfiguration$LicenseCountHardLimit": " Number of available licenses as a hard limit. ",
"LicenseConfiguration$DisassociateWhenNotFound": " When true, disassociates a resource when software is uninstalled. ",
"UpdateLicenseConfigurationRequest$LicenseCountHardLimit": " New hard limit of the number of available licenses. ",
"UpdateLicenseConfigurationRequest$DisassociateWhenNotFound": " When true, disassociates
a resource when software is uninstalled. ",
"UpdateServiceSettingsRequest$EnableCrossAccountsDiscovery": " Activates cross-account discovery. "
}
},
"BoxInteger": {
"base": null,
"refs": {
"BorrowConfiguration$MaxTimeToLiveInMinutes": " Maximum time for the borrow configuration, in minutes. ",
"ListAssociationsForLicenseConfigurationRequest$MaxResults": " Maximum number of results to return in a single call. ",
"ListFailuresForLicenseConfigurationOperationsRequest$MaxResults": " Maximum number of results to return in a single call. ",
"ListLicenseConfigurationsRequest$MaxResults": " Maximum number of results to return in a single call. ",
"ListLicenseConversionTasksRequest$MaxResults": " Maximum number of results to return in a single call. ",
"ListLicenseSpecificationsForResourceRequest$MaxResults": " Maximum number of results to return in a single call. ",

"ListResourceInventoryRequest$MaxResults": " Maximum number of results to return in a single call. ",
"ListUsageForLicenseConfigurationRequest$MaxResults": " Maximum number of results to return in a single call. ",
"ProvisionalConfiguration$MaxTimeToLiveInMinutes": " Maximum time for the provisional configuration, in minutes. "
}
},
"BoxLong": {
"base": null,

```
    "refs": {
      "ConsumedLicenseSummary$ConsumedLicenses": "<p>Number of licenses consumed by the resource.</p>",
      "CreateLicenseConfigurationRequest$LicenseCount": "<p>Number of licenses managed by the license configuration.</p>",
      "GetLicenseConfigurationResponse$LicenseCount": "<p>Number of available licenses.</p>",
      "GetLicenseConfigurationResponse$ConsumedLicenses": "<p>Number of licenses assigned to resources.</p>",
      "LicenseConfiguration$LicenseCount": "<p>Number of licenses managed by the license configuration.</p>",
      "LicenseConfiguration$ConsumedLicenses": "<p>Number of licenses consumed. </p>",
      "LicenseConfigurationUsage$ConsumedLicenses": "<p>Number of licenses consumed by the resource.</p>",
      "ManagedResourceSummary$AssociationCount": "<p>Number of resources associated with licenses.</p>",
      "UpdateLicenseConfigurationRequest$LicenseCount": "<p>New number of licenses managed by the license configuration.</p>"
    }
  },
  "CheckInLicenseRequest": {
    "base": null,
    "refs": {
    }
  },
  "CheckInLicenseResponse": {
    "base": null,
    "refs": {
    }
  },
  "CheckoutBorrowLicenseRequest": {
    "base": null,
    "refs": {
    }
  },
  "CheckoutBorrowLicenseResponse": {
    "base": null,
    "refs": {
    }
  },
  "CheckoutLicenseRequest": {
    "base": null,
    "refs": {
    }
  },
  "CheckoutLicenseResponse": {
    "base": null,
    "refs": {
    }
  },
  "CheckoutType": {
    "base": null,
    "refs": {
```

```
      "CheckoutLicenseRequest$CheckoutType": "<p>Checkout type.</p>",
      "CheckoutLicenseResponse$CheckoutType": "<p>Checkout type.</p>"
    }
  },
  "ClientRequestToken": {
    "base": null,
    "refs": {
      "CreateLicenseManagerReportGeneratorRequest$ClientToken": "<p>Unique, case-sensitive identifier that you provide to ensure the idempotency of the request.</p>",
      "UpdateLicenseManagerReportGeneratorRequest$ClientToken": "<p>Unique, case-sensitive identifier that you provide to ensure the idempotency of the request.</p>"
    }
  },
  "ClientToken": {
    "base": null,
    "refs": {
      "CheckoutBorrowLicenseRequest$ClientToken": "<p>Unique, case-sensitive identifier that you provide to ensure the idempotency of the request.</p>",
      "CheckoutLicenseRequest$ClientToken": "<p>Unique, case-sensitive identifier that you provide to ensure the idempotency of the request.</p>",
      "CreateGrantRequest$ClientToken": "<p>Unique, case-sensitive
 identifier that you provide to ensure the idempotency of the request.</p>",
      "CreateGrantVersionRequest$ClientToken": "<p>Unique, case-sensitive identifier that you provide to ensure the idempotency of the request.</p>",
      "CreateLicenseRequest$ClientToken": "<p>Unique, case-sensitive identifier that you provide to ensure the idempotency of the request.</p>",
      "CreateLicenseVersionRequest$ClientToken": "<p>Unique, case-sensitive identifier that you provide to ensure the idempotency of the request.</p>",
      "CreateTokenRequest$ClientToken": "<p>Idempotency token, valid for 10 minutes.</p>"
    }
  },
  "ConflictException": {
    "base": "<p>There was a conflict processing the request. Try your request again.</p>",
    "refs": {
    }
  },
  "ConsumedLicenseSummary": {
    "base": "<p>Details about license consumption.</p>",
    "refs": {
      "ConsumedLicenseSummaryList$member": null
    }
  },
  "ConsumedLicenseSummaryList": {
    "base": null,
    "refs": {
      "GetLicenseConfigurationResponse$ConsumedLicenseSummaryList": "<p>Summaries of the licenses consumed by resources.</p>",
      "LicenseConfiguration$ConsumedLicenseSummaryList": "<p>Summaries for licenses consumed by various
```

```
resources.</p>"
    }
  },
  "ConsumptionConfiguration": {
    "base": "<p>Details about a consumption configuration.</p>",
    "refs": {
      "CreateLicenseRequest$ConsumptionConfiguration": "<p>Configuration for consumption of the license. Choose a provisional configuration for workloads running with continuous connectivity. Choose a borrow configuration for workloads with offline usage.</p>",
      "CreateLicenseVersionRequest$ConsumptionConfiguration": "<p>Configuration for consumption of the license. Choose a provisional configuration for workloads running with continuous connectivity. Choose a borrow configuration for workloads with offline usage.</p>",
      "GrantedLicense$ConsumptionConfiguration":
 "<p>Configuration for consumption of the license.</p>",
      "License$ConsumptionConfiguration": "<p>Configuration for consumption of the license.</p>"
    }
  },
  "CreateGrantRequest": {
    "base": null,
    "refs": {
    }
  },
  "CreateGrantResponse": {
    "base": null,
    "refs": {
    }
  },
  "CreateGrantVersionRequest": {
    "base": null,
    "refs": {
    }
  },
  "CreateGrantVersionResponse": {
    "base": null,
    "refs": {
    }
  },
  "CreateLicenseConfigurationRequest": {
    "base": null,
    "refs": {
    }
  },
  "CreateLicenseConfigurationResponse": {
    "base": null,
    "refs": {
    }
  },
  "CreateLicenseConversionTaskForResourceRequest": {
```

```
  "base": null,
  "refs": {
  }
},
"CreateLicenseConversionTaskForResourceResponse": {
  "base": null,
  "refs": {
  }
},
"CreateLicenseManagerReportGeneratorRequest": {
  "base": null,
  "refs": {

 }
},
"CreateLicenseManagerReportGeneratorResponse": {
  "base": null,
  "refs": {
  }
},
"CreateLicenseRequest": {
  "base": null,
  "refs": {
  }
},
"CreateLicenseResponse": {
  "base": null,
  "refs": {
  }
},
"CreateLicenseVersionRequest": {
  "base": null,
  "refs": {
  }
},
"CreateLicenseVersionResponse": {
  "base": null,
  "refs": {
  }
},
"CreateTokenRequest": {
  "base": null,
  "refs": {
  }
},
"CreateTokenResponse": {
  "base": null,
  "refs": {
```

```
    }
  },
  "DateTime": {
    "base": null,
    "refs": {
      "AutomatedDiscoveryInformation$LastRunTime": "<p>Time that automated discovery last ran.</p>",
      "GetLicenseConversionTaskResponse$StartTime": "<p>Time at which the license type conversion task was started .</p>",
      "GetLicenseConversionTaskResponse$LicenseConversionTime": "<p>Amount of time to complete the license type conversion.</p>",
      "GetLicenseConversionTaskResponse$EndTime": "<p>Time at which the license type conversion task was completed.</p>",
      "LicenseConfigurationAssociation$AssociationTime": "<p>Time when the license configuration was associated with the resource.</p>",
      "LicenseConfigurationUsage$AssociationTime": "<p>Time when the license configuration was initially associated with the resource.</p>",
      "LicenseConversionTask$StartTime": "<p>The time the conversion task was started at.</p>",
      "LicenseConversionTask$LicenseConversionTime": "<p>The time the usage operation value of the resource was changed.</p>",
      "LicenseConversionTask$EndTime": "<p>The time the conversion task was completed.</p>",
      "LicenseOperationFailure$FailureTime": "<p>Failure time.</p>"
    }
  },
  "DatetimeRange": {
    "base": "<p>Describes a time range, in ISO8601-UTC format.</p>",
    "refs": {
      "CreateLicenseRequest$Validity": "<p>Date and time range during which the license is valid, in ISO8601-UTC format.</p>",
      "CreateLicenseVersionRequest$Validity": "<p>Date and time range during which the license is valid, in ISO8601-UTC format.</p>",
      "GrantedLicense$Validity": "<p>Date and time range during which the granted license is valid, in ISO8601-UTC format.</p>",
      "License$Validity": "<p>Date and time range during which the license is valid, in ISO8601-UTC format.</p>"
    }
  },
  "DeleteGrantRequest": {
    "base": null,
    "refs": {
    }
  },
  "DeleteGrantResponse": {
    "base": null,
    "refs": {
    }
  },
  "DeleteLicenseConfigurationRequest": {
    "base": null,
    "refs": {
```

```
    }
  },
  "DeleteLicenseConfigurationResponse": {
    "base": null,
    "refs": {
    }
  },
  "DeleteLicenseManagerReportGeneratorRequest": {
    "base": null,
    "refs": {
    }
  },
  "DeleteLicenseManagerReportGeneratorResponse": {
    "base": null,
     "refs": {
    }
  },
  "DeleteLicenseRequest": {
    "base": null,
    "refs": {
    }
  },
  "DeleteLicenseResponse": {
    "base": null,
    "refs": {
    }
  },
  "DeleteTokenRequest": {
    "base": null,
    "refs": {
    }
  },
  "DeleteTokenResponse": {
    "base": null,
    "refs": {
    }
  },
  "DigitalSignatureMethod": {
    "base": null,
    "refs": {
      "CheckoutBorrowLicenseRequest$DigitalSignatureMethod": "<p>Digital signature method. The possible value is JSON Web Signature (JWS) algorithm PS384. For more information, see <a href=\"https://tools.ietf.org/html/rfc7518#section-3.5\">RFC 7518 Digital Signature with RSASSA-PSS</a>.</p>"
    }
  },
  "Entitlement": {
    "base": "<p>Describes a resource entitled for use with a license.</p>",
    "refs": {
```

```
    "EntitlementList$member": null
   }
  },
  "EntitlementData": {
   "base": "<p>Data associated with an entitlement resource.</p>",

   "refs": {
    "EntitlementDataList$member": null
   }
  },
  "EntitlementDataList": {
   "base": null,
   "refs": {
    "CheckoutBorrowLicenseRequest$Entitlements": "<p>License entitlements. Partial checkouts are not
supported.</p>",
    "CheckoutBorrowLicenseResponse$EntitlementsAllowed": "<p>Allowed license entitlements.</p>",
    "CheckoutLicenseRequest$Entitlements": "<p>License entitlements.</p>",
    "CheckoutLicenseResponse$EntitlementsAllowed": "<p>Allowed license entitlements.</p>"
   }
  },
  "EntitlementDataUnit": {
   "base": null,
   "refs": {
    "EntitlementData$Unit": "<p>Entitlement data unit.</p>",
    "EntitlementUsage$Unit": "<p>Entitlement usage unit.</p>"
   }
  },
  "EntitlementList": {
   "base": null,
   "refs": {
    "CreateLicenseRequest$Entitlements": "<p>License entitlements.</p>",
    "CreateLicenseVersionRequest$Entitlements": "<p>License entitlements.</p>",
    "GrantedLicense$Entitlements":
 "<p>License entitlements.</p>",
    "License$Entitlements": "<p>License entitlements.</p>"
   }
  },
  "EntitlementNotAllowedException": {
   "base": "<p>The entitlement is not allowed.</p>",
   "refs": {
   }
  },
  "EntitlementUnit": {
   "base": null,
   "refs": {
    "Entitlement$Unit": "<p>Entitlement unit.</p>"
   }
  },
```

```
  "EntitlementUsage": {
    "base": "<p>Usage associated with an entitlement resource.</p>",
    "refs": {
      "EntitlementUsageList$member": null
    }
  },
  "EntitlementUsageList": {
    "base": null,
    "refs": {
      "LicenseUsage$EntitlementUsages": "<p>License entitlement usages.</p>"
    }
  },
  "ExtendLicenseConsumptionRequest": {
    "base": null,
    "refs": {
    }
  },
  "ExtendLicenseConsumptionResponse": {
    "base": null,
    "refs": {
    }
  },
  "FailedDependencyException": {
    "base": "<p>A dependency required to run the API is missing.</p>",
     "refs": {
    }
  },
  "Filter": {
    "base": "<p>A filter name and value pair that is used to return more specific results from a describe operation. Filters can be used to match a set of resources by specific criteria, such as tags, attributes, or IDs.</p>",
    "refs": {
      "FilterList$member": null,
      "Filters$member": null
    }
  },
  "FilterLimitExceededException": {
    "base": "<p>The request uses too many filters or too many filter values.</p>",
    "refs": {
    }
  },
  "FilterList": {
    "base": null,
    "refs": {
      "ListDistributedGrantsRequest$Filters": "<p>Filters to scope the results. The following filters are supported:</p> <ul> <li> <p> <code>LicenseArn</code> </p> </li> <li> <p> <code>GrantStatus</code> </p> </li> <li> <p> <code>GranteePrincipalARN</code> </p> </li> <li> <p> <code>ProductSKU</code> </p> </li> <li> <p> <code>LicenseIssuerName</code> </p> </li> </ul>",
      "ListLicenseManagerReportGeneratorsRequest$Filters":
```

" Filters to scope the results. The following filters are supported:  <ul> <li>  <code>LicenseConfigurationArn</code>  </li> </ul>",
"ListLicensesRequest$Filters": " Filters to scope the results. The following filters are supported: <ul> <li>  <code>Beneficiary</code>  </li> <li>  <code>ProductSKU</code>  </li> <li>  <code>Fingerprint</code>  </li> <li>  <code>Status</code>  </li> </ul>",
"ListReceivedGrantsForOrganizationRequest$Filters": " Filters to scope the results. The following filters are supported: <ul> <li>  <code>ParentArn</code>  </li> <li>  <code>GranteePrincipalArn</code>  </li> </ul>",
"ListReceivedGrantsRequest$Filters": " Filters to scope the results. The following filters are supported: <ul> <li>  <code>ProductSKU</code>  </li> <li>  <code>LicenseIssuerName</code>  </li> <li>  <code>LicenseArn</code>  </li> <li>  <code>GrantStatus</code>  </li> <li>  <code>GranterAccountId</code>  </li> </ul>",
"ListReceivedLicensesForOrganizationRequest$Filters": " Filters to scope the results. The following filters are supported: <ul> <li>  <code>Beneficiary</code>  </li> <li>  <code>ProductSKU</code>  </li> </ul>",
"ListReceivedLicensesRequest$Filters": " Filters to scope the results. The following filters are supported: <ul> <li>  <code>ProductSKU</code>  </li> <li>  <code>Status</code>  </li> <li>  <code>Fingerprint</code>  </li> <li>  <code>IssuerName</code>  </li> <li>  <code>Beneficiary</code>  </li> </ul>",
"ListTokensRequest$Filters": " Filters to scope the results. The following filter is supported: <ul> <li>  <code>LicenseArns</code>  </li> </ul>"
}
},
"FilterName": {
"base": null,
"refs": {
"Filter$Name": " Name of the filter. Filter names are case-sensitive. "
}
},
"FilterValue": {
"base": null,
"refs": {
"FilterValues$member": null
}
},
"FilterValues": {
"base": null,
"refs": {
"Filter$Values": " The value of the filter, which is case-sensitive. You can only specify one value for the filter. "
}
},
"Filters": {
"base": null,
"refs": {
"ListLicenseConfigurationsRequest$Filters": " Filters to scope the results. The following filters and logical operators are supported: <ul> <li>  <code>licenseCountingType</code> - The dimension for which licenses are counted. Possible values are <code>vCPU</code> | <code>Instance</code> | <code>Core</code> |

<code>Socket</code>. Logical operators are <code>EQUALS</code> | <code>NOT_EQUALS</code>. </li> <li>  <code>enforceLicenseCount</code> - A Boolean value that indicates whether hard license enforcement is used. Logical operators are <code>EQUALS</code> | <code>NOT_EQUALS</code>. </li> <li>  <code>usagelimitExceeded</code> - A Boolean value that indicates whether the available licenses have been exceeded. Logical operators are <code>EQUALS</code> | <code>NOT_EQUALS</code>. </li> </ul>",

"ListLicenseConversionTasksRequest$Filters": " Filters to scope the results. Valid filters are <code>ResourceArns</code> and <code>Status</code>. ",

"ListUsageForLicenseConfigurationRequest$Filters": " Filters to scope the results. The following filters and logical operators are supported: <ul> <li>  <code>resourceArn</code> - The ARN of the license configuration resource. Logical operators are <code>EQUALS</code> | <code>NOT_EQUALS</code>. </li> <li>  <code>resourceType</code> - The resource type (<code>EC2_INSTANCE</code> | <code>EC2_HOST</code> | <code>EC2_AMI</code> | <code>SYSTEMS_MANAGER_MANAGED_INSTANCE</code>). Logical operators are <code>EQUALS</code> | <code>NOT_EQUALS</code>. </li> <li>  <code>resourceAccount</code> - The ID of the account that owns the resource. Logical operators are <code>EQUALS</code> | <code>NOT_EQUALS</code>. </li> </ul>"

}

},

"GetAccessTokenRequest": {

"base": null,

"refs": {

}

},

"GetAccessTokenResponse": {

"base": null,

"refs": {

}

},

"GetGrantRequest": {

"base": null,

"refs": {

}

},

"GetGrantResponse": {

"base": null,

"refs": {

}

},

"GetLicenseConfigurationRequest": {

"base": null,

"refs": {

}

},

"GetLicenseConfigurationResponse": {

"base": null,

"refs": {

}

```
  },
  "GetLicenseConversionTaskRequest": {
    "base": null,
    "refs": {
    }
  },
  "GetLicenseConversionTaskResponse": {
    "base": null,
    "refs": {
    }
  },
  "GetLicenseManagerReportGeneratorRequest": {
    "base": null,
    "refs": {
    }
  },
  "GetLicenseManagerReportGeneratorResponse": {
    "base":
null,
    "refs": {
    }
  },
  "GetLicenseRequest": {
    "base": null,
    "refs": {
    }
  },
  "GetLicenseResponse": {
    "base": null,
    "refs": {
    }
  },
  "GetLicenseUsageRequest": {
    "base": null,
    "refs": {
    }
  },
  "GetLicenseUsageResponse": {
    "base": null,
    "refs": {
    }
  },
  "GetServiceSettingsRequest": {
    "base": null,
    "refs": {
    }
  },
  "GetServiceSettingsResponse": {
```

```
    "base": null,
    "refs": {
    }
  },
  "Grant": {
    "base": "<p>Describes a grant.</p>",
    "refs": {
      "GetGrantResponse$Grant": "<p>Grant details.</p>",
      "GrantList$member": null
    }
  },
  "GrantList": {
    "base": null,
    "refs": {
      "ListDistributedGrantsResponse$Grants": "<p>Distributed grant details.</p>",
      "ListReceivedGrantsForOrganizationResponse$Grants": "<p>Lists the grants the organization has
received.</p>",
      "ListReceivedGrantsResponse$Grants":
 "<p>Received grant details.</p>"
    }
  },
  "GrantStatus": {
    "base": null,
    "refs": {
      "AcceptGrantResponse$Status": "<p>Grant status.</p>",
      "CreateGrantResponse$Status": "<p>Grant status.</p>",
      "CreateGrantVersionRequest$Status": "<p>Grant status.</p>",
      "CreateGrantVersionResponse$Status": "<p>Grant status.</p>",
      "DeleteGrantResponse$Status": "<p>Grant status.</p>",
      "Grant$GrantStatus": "<p>Grant status.</p>",
      "RejectGrantResponse$Status": "<p>Grant status.</p>"
    }
  },
  "GrantedLicense": {
    "base": "<p>Describes a license that is granted to a grantee.</p>",
    "refs": {
      "GrantedLicenseList$member": null
    }
  },
  "GrantedLicenseList": {
    "base": null,
    "refs": {
      "ListReceivedLicensesForOrganizationResponse$Licenses": "<p>Lists the licenses the organization has
received.</p>",
      "ListReceivedLicensesResponse$Licenses": "<p>Received license
 details.</p>"
    }
  },
```

```
  "ISO8601DateTime": {
    "base": null,
    "refs": {
      "CheckoutBorrowLicenseResponse$IssuedAt": "<p>Date and time at which the license checkout is issued.</p>",
      "CheckoutBorrowLicenseResponse$Expiration": "<p>Date and time at which the license checkout expires.</p>",
      "CheckoutLicenseResponse$IssuedAt": "<p>Date and time at which the license checkout is issued.</p>",
      "CheckoutLicenseResponse$Expiration": "<p>Date and time at which the license checkout expires.</p>",
      "DatetimeRange$Begin": "<p>Start of the time range.</p>",
      "DatetimeRange$End": "<p>End of the time range.</p>",
      "DeleteLicenseResponse$DeletionDate": "<p>Date when the license is deleted.</p>",
      "ExtendLicenseConsumptionResponse$Expiration": "<p>Date and time at which the license consumption expires.</p>",
      "GrantedLicense$CreateTime": "<p>Creation time of the granted license.</p>",
      "License$CreateTime": "<p>License
 creation time.</p>",
      "TokenData$ExpirationTime": "<p>Token expiration time, in ISO8601-UTC format.</p>"
    }
  },
  "Integer": {
    "base": null,
    "refs": {
      "CreateTokenRequest$ExpirationInDays": "<p>Token expiration, in days, counted from token creation. The default is 365 days.</p>",
      "ReportFrequency$value": "<p>Number of times within the frequency period that a report is generated. The only supported value is <code>1</code>.</p>"
    }
  },
  "InvalidParameterValueException": {
    "base": "<p>One or more parameter values are not valid.</p>",
    "refs": {
    }
  },
  "InvalidResourceStateException": {
    "base": "<p>License Manager cannot allocate a license to a resource because of its state. </p> <p>For example, you cannot allocate a license to an instance in the process of shutting down.</p>",
    "refs": {
    }
  },
  "InventoryFilter": {
    "base": "<p>An inventory filter.</p>",
    "refs": {

    "InventoryFilterList$member": null
    }
  },
  "InventoryFilterCondition": {
```

```
    "base": null,
    "refs": {
      "InventoryFilter$Condition": "<p>Condition of the filter.</p>"
    }
  },
  "InventoryFilterList": {
    "base": null,
    "refs": {
      "ListResourceInventoryRequest$Filters": "<p>Filters to scope the results. The following filters and logical operators are supported:</p> <ul> <li> <p> <code>account_id</code> - The ID of the Amazon Web Services account that owns the resource. Logical operators are <code>EQUALS</code> | <code>NOT_EQUALS</code>.</p> </li> <li> <p> <code>application_name</code> - The name of the application. Logical operators are <code>EQUALS</code> | <code>BEGINS_WITH</code>.</p> </li> <li> <p> <code>license_included</code> - The type of license included. Logical operators are <code>EQUALS</code> | <code>NOT_EQUALS</code>. Possible values are <code>sql-server-enterprise</code> | <code>sql-server-standard</code> | <code>sql-server-web</code>
 | <code>windows-server-datacenter</code>.</p> </li> <li> <p> <code>platform</code> - The platform of the resource. Logical operators are <code>EQUALS</code> | <code>BEGINS_WITH</code>.</p> </li> <li> <p> <code>resource_id</code> - The ID of the resource. Logical operators are <code>EQUALS</code> | <code>NOT_EQUALS</code>.</p> </li> <li> <p> <code>tag:&amp;lt;key&amp;gt;</code> - The key/value combination of a tag assigned to the resource. Logical operators are <code>EQUALS</code> (single account) or <code>EQUALS</code> | <code>NOT_EQUALS</code> (cross account).</p> </li> </ul>"
    }
  },
  "Issuer": {
    "base": "<p>Details about the issuer of a license.</p>",
    "refs": {
      "CreateLicenseRequest$Issuer": "<p>License issuer.</p>",
      "CreateLicenseVersionRequest$Issuer": "<p>License issuer.</p>"
    }
  },
  "IssuerDetails": {
    "base": "<p>Details associated with the issuer of a license.</p>",
    "refs": {
      "GrantedLicense$Issuer": "<p>Granted
 license issuer.</p>",
      "License$Issuer": "<p>License issuer.</p>"
    }
  },
  "License": {
    "base": "<p>Software license that is managed in License Manager.</p>",
    "refs": {
      "GetLicenseResponse$License": "<p>License details.</p>",
      "LicenseList$member": null
    }
  },
  "LicenseConfiguration": {
    "base": "<p>A license configuration is an abstraction of a customer license agreement that can be consumed and
```

enforced by License Manager. Components include specifications for the license type (licensing by instance, socket, CPU, or vCPU), allowed tenancy (shared tenancy, Dedicated Instance, Dedicated Host, or all of these), host affinity (how long a VM must be associated with a host), and the number of licenses purchased and used. ",
    "refs": {
      "LicenseConfigurations$member": null
    }
  },
  "LicenseConfigurationAssociation": {
    "base": " Describes an association with a license configuration. ",
     "refs": {
      "LicenseConfigurationAssociations$member": null
    }
  },
  "LicenseConfigurationAssociations": {
    "base": null,
    "refs": {
      "ListAssociationsForLicenseConfigurationResponse$LicenseConfigurationAssociations": " Information about the associations for the license configuration. "
    }
  },
  "LicenseConfigurationStatus": {
    "base": null,
    "refs": {
      "UpdateLicenseConfigurationRequest$LicenseConfigurationStatus": " New status of the license configuration. "
    }
  },
  "LicenseConfigurationUsage": {
    "base": " Details about the usage of a resource associated with a license configuration. ",
    "refs": {
      "LicenseConfigurationUsageList$member": null
    }
  },
  "LicenseConfigurationUsageList": {
    "base": null,
    "refs": {
      "ListUsageForLicenseConfigurationResponse$LicenseConfigurationUsageList": " Information about the license configurations. "
    }

  },
  "LicenseConfigurations": {
    "base": null,
    "refs": {
      "ListLicenseConfigurationsResponse$LicenseConfigurations": " Information about the license configurations. "
    }
  },

```
  "LicenseConversionContext": {
    "base": "<p>Information about a license type conversion task.</p>",
    "refs": {
      "CreateLicenseConversionTaskForResourceRequest$SourceLicenseContext": "<p>Information that identifies the license type you are converting from. For the structure of the source license, see <a href=\"https://docs.aws.amazon.com/license-manager/latest/userguide/conversion-procedures.html#conversion-cli\">Convert a license type using the CLI </a> in the <i>License Manager User Guide</i>.</p>",
      "CreateLicenseConversionTaskForResourceRequest$DestinationLicenseContext": "<p>Information that identifies the license type you are converting to. For the structure of the destination license, see <a href=\"https://docs.aws.amazon.com/license-manager/latest/userguide/conversion-procedures.html#conversion-cli\">Convert
 a license type using the CLI </a> in the <i>License Manager User Guide</i>.</p>",
      "GetLicenseConversionTaskResponse$SourceLicenseContext": "<p>Information about the license type converted from.</p>",
      "GetLicenseConversionTaskResponse$DestinationLicenseContext": "<p>Information about the license type converted to.</p>",
      "LicenseConversionTask$SourceLicenseContext": "<p>Information about the license type this conversion task converted from.</p>",
      "LicenseConversionTask$DestinationLicenseContext": "<p>Information about the license type this conversion task converted to.</p>"
    }
  },
  "LicenseConversionTask": {
    "base": "<p>Information about a license type conversion task.</p>",
    "refs": {
      "LicenseConversionTasks$member": null
    }
  },
  "LicenseConversionTaskId": {
    "base": null,
    "refs": {
      "CreateLicenseConversionTaskForResourceResponse$LicenseConversionTaskId":
 "<p>The ID of the created license type conversion task.</p>",
      "GetLicenseConversionTaskRequest$LicenseConversionTaskId": "<p>ID of the license type conversion task to retrieve information on.</p>",
      "GetLicenseConversionTaskResponse$LicenseConversionTaskId": "<p>ID of the license type conversion task.</p>",
      "LicenseConversionTask$LicenseConversionTaskId": "<p>The ID of the license type conversion task.</p>"
    }
  },
  "LicenseConversionTaskStatus": {
    "base": null,
    "refs": {
      "GetLicenseConversionTaskResponse$Status": "<p>Status of the license type conversion task.</p>",
      "LicenseConversionTask$Status": "<p>The status of the conversion task.</p>"
    }
  },
  "LicenseConversionTasks": {
```

```
    "base": null,
    "refs": {
      "ListLicenseConversionTasksResponse$LicenseConversionTasks": "<p>Information about the license configuration tasks for your account.</p>"
    }
  },
  "LicenseCountingType": {
    "base": null,
    "refs": {
      "CreateLicenseConfigurationRequest$LicenseCountingType": "<p>Dimension used to track the license inventory.</p>",
      "GetLicenseConfigurationResponse$LicenseCountingType": "<p>Dimension for which the licenses are counted.</p>",
      "LicenseConfiguration$LicenseCountingType": "<p>Dimension to use to track the license inventory.</p>"
    }
  },
  "LicenseDeletionStatus": {
    "base": null,
    "refs": {
      "DeleteLicenseResponse$Status": "<p>License status.</p>"
    }
  },
  "LicenseList": {
    "base": null,
    "refs": {
      "ListLicenseVersionsResponse$Licenses": "<p>License details.</p>",
      "ListLicensesResponse$Licenses": "<p>License details.</p>"
    }
  },
  "LicenseOperationFailure": {
    "base": "<p>Describes the failure of a license operation.</p>",
    "refs": {
      "LicenseOperationFailureList$member": null
    }
  },
  "LicenseOperationFailureList": {
    "base": null,
    "refs": {
      "ListFailuresForLicenseConfigurationOperationsResponse$LicenseOperationFailureList": "<p>License configuration operations that failed.</p>"
    }
  },
  "LicenseSpecification": {
    "base": "<p>Details for associating a license configuration with a resource.</p>",
    "refs": {
      "LicenseSpecifications$member": null
```

```
    }
  },
  "LicenseSpecifications": {
    "base": null,
    "refs": {
      "ListLicenseSpecificationsForResourceResponse$LicenseSpecifications": "<p>License configurations associated with a resource.</p>",
      "UpdateLicenseSpecificationsForResourceRequest$AddLicenseSpecifications": "<p>ARNs of the license configurations to add.</p>",
      "UpdateLicenseSpecificationsForResourceRequest$RemoveLicenseSpecifications": "<p>ARNs of the license configurations to remove.</p>"
    }
  },
  "LicenseStatus": {
    "base": null,
    "refs": {
      "CreateLicenseResponse$Status": "<p>License status.</p>",
      "CreateLicenseVersionRequest$Status": "<p>License status.</p>",
      "CreateLicenseVersionResponse$Status": "<p>License status.</p>",
      "GrantedLicense$Status": "<p>Granted license status.</p>",
      "License$Status": "<p>License status.</p>"
    }
  },
  "LicenseUsage": {
    "base": "<p>Describes the entitlement usage associated with a license.</p>",
    "refs": {
      "GetLicenseUsageResponse$LicenseUsage": "<p>License usage details.</p>"
    }
  },
  "LicenseUsageException": {
    "base": "<p>You do not have enough licenses available to support a new resource launch.</p>",
    "refs": {
    }
  },
  "ListAssociationsForLicenseConfigurationRequest": {
    "base": null,
    "refs": {
    }
  },
  "ListAssociationsForLicenseConfigurationResponse": {
    "base": null,
    "refs": {
    }
  },
  "ListDistributedGrantsRequest": {
    "base": null,
    "refs": {
    }
```

```
 },
 "ListDistributedGrantsResponse":
{
  "base": null,
  "refs": {
  }
 },
 "ListFailuresForLicenseConfigurationOperationsRequest": {
  "base": null,
  "refs": {
  }
 },
 "ListFailuresForLicenseConfigurationOperationsResponse": {
  "base": null,
  "refs": {
  }
 },
 "ListLicenseConfigurationsRequest": {
  "base": null,
  "refs": {
  }
 },
 "ListLicenseConfigurationsResponse": {
  "base": null,
  "refs": {
  }
 },
 "ListLicenseConversionTasksRequest": {
  "base": null,
  "refs": {
  }
 },
 "ListLicenseConversionTasksResponse": {
  "base": null,
  "refs": {
  }
 },
 "ListLicenseManagerReportGeneratorsRequest": {
  "base": null,
  "refs": {
  }
 },
 "ListLicenseManagerReportGeneratorsResponse": {
  "base": null,
  "refs": {
  }
 },
 "ListLicenseSpecificationsForResourceRequest": {
```

```
    "base": null,
    "refs": {
    }
  },
  "ListLicenseSpecificationsForResourceResponse":
{
    "base": null,
    "refs": {
    }
  },
  "ListLicenseVersionsRequest": {
    "base": null,
    "refs": {
    }
  },
  "ListLicenseVersionsResponse": {
    "base": null,
    "refs": {
    }
  },
  "ListLicensesRequest": {
    "base": null,
    "refs": {
    }
  },
  "ListLicensesResponse": {
    "base": null,
    "refs": {
    }
  },
  "ListReceivedGrantsForOrganizationRequest": {
    "base": null,
    "refs": {
    }
  },
  "ListReceivedGrantsForOrganizationResponse": {
    "base": null,
    "refs": {
    }
  },
  "ListReceivedGrantsRequest": {
    "base": null,
    "refs": {
    }
  },
  "ListReceivedGrantsResponse": {
    "base": null,
    "refs": {
```

```
    }
  },
  "ListReceivedLicensesForOrganizationRequest": {
    "base": null,
    "refs": {
    }
  },
  "ListReceivedLicensesForOrganizationResponse": {
    "base": null,
    "refs": {
    }
  },
  "ListReceivedLicensesRequest":
{
    "base": null,
    "refs": {
    }
  },
  "ListReceivedLicensesResponse": {
    "base": null,
    "refs": {
    }
  },
  "ListResourceInventoryRequest": {
    "base": null,
    "refs": {
    }
  },
  "ListResourceInventoryResponse": {
    "base": null,
    "refs": {
    }
  },
  "ListTagsForResourceRequest": {
    "base": null,
    "refs": {
    }
  },
  "ListTagsForResourceResponse": {
    "base": null,
    "refs": {
    }
  },
  "ListTokensRequest": {
    "base": null,
    "refs": {
    }
  },
```

```
  "ListTokensResponse": {
    "base": null,
    "refs": {
    }
  },
  "ListUsageForLicenseConfigurationRequest": {
    "base": null,
    "refs": {
    }
  },
  "ListUsageForLicenseConfigurationResponse": {
    "base": null,
    "refs": {
    }
  },
  "Location": {
    "base": null,
    "refs": {
      "RedirectException$Location": null
    }
  },
  "Long":
 {
    "base": null,
    "refs": {
      "Entitlement$MaxCount": "<p>Maximum entitlement count. Use if the unit is not None.</p>"
    }
  },
  "ManagedResourceSummary": {
    "base": "<p>Summary information about a managed resource.</p>",
    "refs": {
      "ManagedResourceSummaryList$member": null
    }
  },
  "ManagedResourceSummaryList": {
    "base": null,
    "refs": {
      "GetLicenseConfigurationResponse$ManagedResourceSummaryList": "<p>Summaries of the managed
resources.</p>",
      "LicenseConfiguration$ManagedResourceSummaryList": "<p>Summaries for managed resources.</p>"
    }
  },
  "MaxSize100": {
    "base": null,
    "refs": {
      "ListDistributedGrantsRequest$MaxResults": "<p>Maximum number of results to return in a single call.</p>",
      "ListLicenseManagerReportGeneratorsRequest$MaxResults": "<p>Maximum number of results to return in a
single call.</p>",
```

```
      "ListLicenseVersionsRequest$MaxResults": "<p>Maximum
 number of results to return in a single call.</p>",
      "ListLicensesRequest$MaxResults": "<p>Maximum number of results to return in a single call.</p>",
      "ListReceivedGrantsForOrganizationRequest$MaxResults": "<p>Maximum number of results to return in a
single call.</p>",
      "ListReceivedGrantsRequest$MaxResults": "<p>Maximum number of results to return in a single call.</p>",
      "ListReceivedLicensesForOrganizationRequest$MaxResults": "<p>Maximum number of results to return in a
single call.</p>",
      "ListReceivedLicensesRequest$MaxResults": "<p>Maximum number of results to return in a single call.</p>",
      "ListTokensRequest$MaxResults": "<p>Maximum number of results to return in a single call.</p>"
    }
  },
  "MaxSize3StringList": {
    "base": null,
    "refs": {
      "CreateTokenRequest$TokenProperties": "<p>Data specified by the caller to be included in the JWT token. The
data is mapped to the amr claim of the JWT token.</p>",

    "GetAccessTokenRequest$TokenProperties": "<p>Token properties to validate against those present in the JWT
token.</p>",
      "TokenData$TokenProperties": "<p>Data specified by the caller.</p>"
    }
  },
  "Message": {
    "base": null,
    "refs": {
      "AccessDeniedException$Message": null,
      "AuthorizationException$Message": null,
      "ConflictException$Message": null,
      "EntitlementNotAllowedException$Message": null,
      "FailedDependencyException$Message": null,
      "FilterLimitExceededException$Message": null,
      "InvalidParameterValueException$Message": null,
      "InvalidResourceStateException$Message": null,
      "LicenseUsageException$Message": null,
      "NoEntitlementsAllowedException$Message": null,
      "RateLimitExceededException$Message": null,
      "RedirectException$Message": null,
      "ResourceLimitExceededException$Message": null,
      "ResourceNotFoundException$Message": null,
      "ServerInternalException$Message":
 null,
      "UnsupportedDigitalSignatureMethodException$Message": null,
      "ValidationException$Message": null
    }
  },
  "Metadata": {
    "base": "<p>Describes key/value pairs.</p>",
```

```
    "refs": {
      "MetadataList$member": null
    }
  },
  "MetadataList": {
    "base": null,
    "refs": {
      "CheckoutBorrowLicenseRequest$CheckoutMetadata": "<p>Information about constraints.</p>",
      "CheckoutBorrowLicenseResponse$CheckoutMetadata": "<p>Information about constraints.</p>",
      "CreateLicenseRequest$LicenseMetadata": "<p>Information about the license.</p>",
      "CreateLicenseVersionRequest$LicenseMetadata": "<p>Information about the license.</p>",
      "GrantedLicense$LicenseMetadata": "<p>Granted license metadata.</p>",
      "License$LicenseMetadata": "<p>License metadata.</p>",
      "LicenseOperationFailure$MetadataList": "<p>Reserved.</p>"
    }
  },
  "NoEntitlementsAllowedException": {

    "base": "<p>There are no entitlements found for this license, or the entitlement maximum count is reached.</p>",
    "refs": {
    }
  },
  "Options": {
    "base": "<p>The options you can specify when you create a new version of a grant, such as activation override behavior. For more information, see <a href=\"https://docs.aws.amazon.com/license-manager/latest/userguide/granted-licenses.html\">Granted licenses in License Manager</a> in the <i>License Manager User Guide</i>.</p>",
    "refs": {
      "CreateGrantVersionRequest$Options": "<p>The options specified for the grant.</p>",
      "Grant$Options": "<p>The options specified for the grant.</p>"
    }
  },
  "OrganizationConfiguration": {
    "base": "<p>Configuration information for Organizations.</p>",
    "refs": {
      "GetServiceSettingsResponse$OrganizationConfiguration": "<p>Indicates whether Organizations is integrated with License Manager for cross-account discovery.</p>",
      "UpdateServiceSettingsRequest$OrganizationConfiguration":
 "<p>Enables integration with Organizations for cross-account discovery.</p>"
    }
  },
  "PrincipalArnList": {
    "base": null,
    "refs": {
      "CreateGrantRequest$Principals": "<p>The grant principals. You can specify one of the following as an Amazon Resource Name (ARN):</p> <ul> <li> <p>An Amazon Web Services account, which includes only the account specified.</p> </li> </ul> <ul> <li> <p>An organizational unit (OU), which includes all accounts in the OU.</p> </li> </ul> <ul> <li> <p>An organization, which will include all accounts across your organization.</p>
```

```
</li> </ul>"
    }
  },
  "ProductInformation": {
    "base": "<p>Describes product information for a license configuration.</p>",
    "refs": {
      "ProductInformationList$member": null
    }
  },
  "ProductInformationFilter": {
    "base": "<p>Describes product information filters.</p>",
    "refs": {
      "ProductInformationFilterList$member":
null
    }
  },
  "ProductInformationFilterList": {
    "base": null,
    "refs": {
      "ProductInformation$ProductInformationFilterList": "<p>A Product information filter consists of a
<code>ProductInformationFilterComparator</code> which is a logical operator, a
<code>ProductInformationFilterName</code> which specifies the type of filter being declared, and a
<code>ProductInformationFilterValue</code> that specifies the value to filter on. </p> <p>Accepted values for
<code>ProductInformationFilterName</code> are listed here along with descriptions and valid options for
<code>ProductInformationFilterComparator</code>. </p> <p>The following filters and are supported when the
resource type is <code>SSM_MANAGED</code>:</p> <ul> <li> <p> <code>Application Name</code> - The
name of the application. Logical operator is <code>EQUALS</code>.</p> </li> <li> <p> <code>Application
Publisher</code> - The publisher of the application. Logical operator is <code>EQUALS</code>.</p>
 </li> <li> <p> <code>Application Version</code> - The version of the application. Logical operator is
<code>EQUALS</code>.</p> </li> <li> <p> <code>Platform Name</code> - The name of the platform. Logical
operator is <code>EQUALS</code>.</p> </li> <li> <p> <code>Platform Type</code> - The platform type.
Logical operator is <code>EQUALS</code>.</p> </li> <li> <p> <code>Tag:key</code> - The key of a tag
attached to an Amazon Web Services resource you wish to exclude from automated discovery. Logical operator is
<code>NOT_EQUALS</code>. The key for your tag must be appended to <code>Tag:</code> following the
example: <code>Tag:name-of-your-key</code>. <code>ProductInformationFilterValue</code> is optional if you
are not using values for the key. </p> </li> <li> <p> <code>AccountId</code> - The 12-digit ID of an Amazon
Web Services account you wish to exclude from automated discovery. Logical operator is
<code>NOT_EQUALS</code>.</p> </li> <li> <p> <code>License Included</code> -
 The type of license included. Logical operators are <code>EQUALS</code> and <code>NOT_EQUALS</code>.
Possible values are: <code>sql-server-enterprise</code> | <code>sql-server-standard</code> | <code>sql-server-
web</code> | <code>windows-server-datacenter</code>.</p> </li> </ul> <p>The following filters and logical
operators are supported when the resource type is <code>RDS</code>:</p> <ul> <li> <p> <code>Engine
Edition</code> - The edition of the database engine. Logical operator is <code>EQUALS</code>. Possible values
are: <code>oracle-ee</code> | <code>oracle-se</code> | <code>oracle-se1</code> | <code>oracle-se2</code>.</p>
</li> <li> <p> <code>License Pack</code> - The license pack. Logical operator is <code>EQUALS</code>.
Possible values are: <code>data guard</code> | <code>diagnostic pack sqlt</code> | <code>tuning pack
sqlt</code> | <code>ols</code> | <code>olap</code>.</p> </li> </ul>"
    }
```

```
  },
  "ProductInformationList": {
    "base": null,
    "refs": {
      "CreateLicenseConfigurationRequest$ProductInformationList":
"<p>Product information.</p>",
      "GetLicenseConfigurationResponse$ProductInformationList": "<p>Product information.</p>",
      "LicenseConfiguration$ProductInformationList": "<p>Product information.</p>",
      "UpdateLicenseConfigurationRequest$ProductInformationList": "<p>New product information.</p>"
    }
  },
  "ProvisionalConfiguration": {
    "base": "<p>Details about a provisional configuration.</p>",
    "refs": {
      "ConsumptionConfiguration$ProvisionalConfiguration": "<p>Details about a provisional configuration.</p>"
    }
  },
  "RateLimitExceededException": {
    "base": "<p>Too many requests have been submitted. Try again after a brief wait.</p>",
    "refs": {
    }
  },
  "ReceivedMetadata": {
    "base": "<p>Metadata associated with received licenses and grants.</p>",
    "refs": {
      "GrantedLicense$ReceivedMetadata": "<p>Granted license received metadata.</p>"
     }
  },
  "ReceivedStatus": {
    "base": null,
    "refs": {
      "ReceivedMetadata$ReceivedStatus": "<p>Received status.</p>"
    }
  },
  "RedirectException": {
    "base": "<p>This is not the correct Region for the resource. Try again.</p>",
    "refs": {
    }
  },
  "RejectGrantRequest": {
    "base": null,
    "refs": {
    }
  },
  "RejectGrantResponse": {
    "base": null,
    "refs": {
    }
```

```
  },
  "RenewType": {
    "base": null,
    "refs": {
      "ConsumptionConfiguration$RenewType": "<p>Renewal frequency.</p>"
    }
  },
  "ReportContext": {
    "base": "<p>Details of the license configuration that this generator reports on.</p>",
    "refs": {
      "CreateLicenseManagerReportGeneratorRequest$ReportContext": "<p>Defines the type of license configuration the report generator tracks.</p>",
      "ReportGenerator$ReportContext": "<p>License configuration type for this generator.</p>",
      "UpdateLicenseManagerReportGeneratorRequest$ReportContext": "<p>The report context.</p>"
    }
  },
  "ReportFrequency": {
    "base": "<p>Details about how frequently reports are generated.</p>",
    "refs": {
      "CreateLicenseManagerReportGeneratorRequest$ReportFrequency": "<p>Frequency by which reports are generated. Reports can be generated daily, monthly, or weekly.</p>",
      "ReportGenerator$ReportFrequency": "<p>Details about how frequently reports are generated.</p>",
      "UpdateLicenseManagerReportGeneratorRequest$ReportFrequency": "<p>Frequency by which reports are generated.</p>"
    }
  },
  "ReportFrequencyType": {
    "base": null,
    "refs": {
      "ReportFrequency$period": "<p>Time period between each report. The period can be daily, weekly, or monthly.</p>"
    }
  },
  "ReportGenerator": {
    "base": "<p>Describe the details of a report generator.</p>",
    "refs": {
      "GetLicenseManagerReportGeneratorResponse$ReportGenerator": "<p>A report generator that creates periodic reports about your license configurations.</p>",
      "ReportGeneratorList$member": null
    }
  },
  "ReportGeneratorList": {
    "base": null,
    "refs": {
      "ListLicenseManagerReportGeneratorsResponse$ReportGenerators": "<p>A report generator that creates periodic reports about your license configurations.</p>"
    }
```

```
  },
  "ReportGeneratorName": {
    "base": null,
    "refs": {
      "CreateLicenseManagerReportGeneratorRequest$ReportGeneratorName": "<p>Name of the report generator.</p>",
      "UpdateLicenseManagerReportGeneratorRequest$ReportGeneratorName": "<p>Name of the report generator.</p>"
    }
  },
  "ReportType": {
    "base": null,
    "refs": {
      "ReportTypeList$member": null
    }
  },
  "ReportTypeList": {
    "base": null,
    "refs": {
      "CreateLicenseManagerReportGeneratorRequest$Type": "<p>Type of reports to generate. The following report types an
 be generated:</p> <ul> <li> <p>License configuration report - Reports the number and details of consumed licenses for a license configuration.</p> </li> <li> <p>Resource report - Reports the tracked licenses and resource consumption for a license configuration.</p> </li> </ul>",
      "ReportGenerator$ReportType": "<p>Type of reports that are generated.</p>",
      "UpdateLicenseManagerReportGeneratorRequest$Type": "<p>Type of reports to generate. The following report types are supported:</p> <ul> <li> <p>License configuration report - Reports the number and details of consumed licenses for a license configuration.</p> </li> <li> <p>Resource report - Reports the tracked licenses and resource consumption for a license configuration.</p> </li> </ul>"
    }
  },
  "ResourceInventory": {
    "base": "<p>Details about a resource.</p>",
    "refs": {
      "ResourceInventoryList$member": null
    }
  },
  "ResourceInventoryList": {
    "base": null,
    "refs": {
      "ListResourceInventoryResponse$ResourceInventoryList": "<p>Information about the resources.</p>"
    }
  },
  "ResourceLimitExceededException": {
    "base": "<p>Your resource limits have been exceeded.</p>",
    "refs": {
    }
  },
```

```
  "ResourceNotFoundException": {
    "base": "<p>The resource cannot be found.</p>",
    "refs": {
    }
  },
  "ResourceType": {
    "base": null,
    "refs": {
      "ConsumedLicenseSummary$ResourceType": "<p>Resource type of the resource consuming a license.</p>",
      "LicenseConfigurationAssociation$ResourceType": "<p>Type of server resource.</p>",
      "LicenseConfigurationUsage$ResourceType": "<p>Type of resource.</p>",
      "LicenseOperationFailure$ResourceType": "<p>Resource type.</p>",
      "ManagedResourceSummary$ResourceType": "<p>Type of resource associated with a license.</p>",
      "ResourceInventory$ResourceType": "<p>Type of resource.</p>"
    }
  },
  "S3Location": {
    "base":
 "<p>Details of the S3 bucket that report generator reports are published to.</p>",
    "refs": {
      "ReportGenerator$S3Location": "<p>Details of the S3 bucket that report generator reports are published
to.</p>"
    }
  },
  "ServerInternalException": {
    "base": "<p>The server experienced an internal error. Try again.</p>",
    "refs": {
    }
  },
  "SignedToken": {
    "base": null,
    "refs": {
      "CheckoutBorrowLicenseResponse$SignedToken": "<p>Signed token.</p>",
      "CheckoutLicenseResponse$SignedToken": "<p>Signed token.</p>"
    }
  },
  "StatusReasonMessage": {
    "base": null,
    "refs": {
      "CreateGrantVersionRequest$StatusReason": "<p>Grant status reason.</p>",
      "DeleteGrantRequest$StatusReason": "<p>The Status reason for the delete request.</p>",
      "Grant$StatusReason": "<p>Grant status reason.</p>",
      "ReceivedMetadata$ReceivedStatusReason": "<p>Received status reason.</p>"
    }
  },

 "String": {
    "base": null,
```

```
    "refs": {
      "AcceptGrantResponse$Version": "<p>Grant version.</p>",
      "CheckInLicenseRequest$LicenseConsumptionToken": "<p>License consumption token.</p>",
      "CheckInLicenseRequest$Beneficiary": "<p>License beneficiary.</p>",
      "CheckoutBorrowLicenseRequest$NodeId": "<p>Node ID.</p>",
      "CheckoutBorrowLicenseResponse$LicenseConsumptionToken": "<p>License consumption token.</p>",
      "CheckoutBorrowLicenseResponse$NodeId": "<p>Node ID.</p>",
      "CheckoutLicenseRequest$ProductSKU": "<p>Product SKU.</p>",
      "CheckoutLicenseRequest$KeyFingerprint": "<p>Key fingerprint identifying the license.</p>",
      "CheckoutLicenseRequest$Beneficiary": "<p>License beneficiary.</p>",
      "CheckoutLicenseRequest$NodeId": "<p>Node ID.</p>",
      "CheckoutLicenseResponse$LicenseConsumptionToken": "<p>License consumption token.</p>",
      "CheckoutLicenseResponse$NodeId": "<p>Node ID.</p>",
      "CheckoutLicenseResponse$LicenseArn":
 "<p>Amazon Resource Name (ARN) of the checkout license.</p>",
      "CreateGrantRequest$GrantName": "<p>Grant name.</p>",
      "CreateGrantRequest$HomeRegion": "<p>Home Region of the grant.</p>",
      "CreateGrantResponse$Version": "<p>Grant version.</p>",
      "CreateGrantVersionRequest$GrantName": "<p>Grant name.</p>",
      "CreateGrantVersionRequest$SourceVersion": "<p>Current version of the grant.</p>",
      "CreateGrantVersionResponse$Version": "<p>New version of the grant.</p>",
      "CreateLicenseConfigurationRequest$Name": "<p>Name of the license configuration.</p>",
      "CreateLicenseConfigurationRequest$Description": "<p>Description of the license configuration.</p>",
      "CreateLicenseConfigurationResponse$LicenseConfigurationArn": "<p>Amazon Resource Name (ARN) of the
 license configuration.</p>",
      "CreateLicenseManagerReportGeneratorRequest$Description": "<p>Description of the report generator.</p>",
      "CreateLicenseManagerReportGeneratorResponse$LicenseManagerReportGeneratorArn":
 "<p>The Amazon Resource Name (ARN) of the new report generator.</p>",
      "CreateLicenseRequest$LicenseName": "<p>License name.</p>",
      "CreateLicenseRequest$ProductName": "<p>Product name.</p>",
      "CreateLicenseRequest$ProductSKU": "<p>Product SKU.</p>",
      "CreateLicenseRequest$HomeRegion": "<p>Home Region for the license.</p>",
      "CreateLicenseRequest$Beneficiary": "<p>License beneficiary.</p>",
      "CreateLicenseResponse$Version": "<p>License version.</p>",
      "CreateLicenseVersionRequest$LicenseName": "<p>License name.</p>",
      "CreateLicenseVersionRequest$ProductName": "<p>Product name.</p>",
      "CreateLicenseVersionRequest$HomeRegion": "<p>Home Region of the license.</p>",
      "CreateLicenseVersionRequest$SourceVersion": "<p>Current version of the license.</p>",
      "CreateLicenseVersionResponse$Version": "<p>New version of the license.</p>",
      "CreateTokenResponse$TokenId":
 "<p>Token ID.</p>",
      "DeleteGrantRequest$Version": "<p>Current version of the grant.</p>",
      "DeleteGrantResponse$Version": "<p>Grant version.</p>",
      "DeleteLicenseConfigurationRequest$LicenseConfigurationArn": "<p>ID of the license configuration.</p>",
      "DeleteLicenseManagerReportGeneratorRequest$LicenseManagerReportGeneratorArn": "<p>Amazon
 Resource Name (ARN) of the report generator to be deleted.</p>",
      "DeleteLicenseRequest$SourceVersion": "<p>Current version of the license.</p>",
      "DeleteTokenRequest$TokenId": "<p>Token ID.</p>",
```

```
"Entitlement$Name": "<p>Entitlement name.</p>",
"Entitlement$Value": "<p>Entitlement resource. Use only if the unit is None.</p>",
"EntitlementData$Name": "<p>Entitlement data name.</p>",
"EntitlementData$Value": "<p>Entitlement data value.</p>",
"EntitlementUsage$Name": "<p>Entitlement usage name.</p>",
"EntitlementUsage$ConsumedValue":
"<p>Resource usage consumed.</p>",
"EntitlementUsage$MaxCount": "<p>Maximum entitlement usage count.</p>",
"ExtendLicenseConsumptionRequest$LicenseConsumptionToken": "<p>License consumption token.</p>",
"ExtendLicenseConsumptionResponse$LicenseConsumptionToken": "<p>License consumption token.</p>",
"FailedDependencyException$ErrorCode": null,
"GetGrantRequest$Version": "<p>Grant version.</p>",
"GetLicenseConfigurationRequest$LicenseConfigurationArn": "<p>Amazon Resource Name (ARN) of the
license configuration.</p>",
"GetLicenseConfigurationResponse$LicenseConfigurationId": "<p>Unique ID for the license
configuration.</p>",
"GetLicenseConfigurationResponse$LicenseConfigurationArn": "<p>Amazon Resource Name (ARN) of the
license configuration.</p>",
"GetLicenseConfigurationResponse$Name": "<p>Name of the license configuration.</p>",
"GetLicenseConfigurationResponse$Description": "<p>Description of the license
configuration.</p>",
"GetLicenseConfigurationResponse$Status": "<p>License configuration status.</p>",
"GetLicenseConfigurationResponse$OwnerAccountId": "<p>Account ID of the owner of the license
configuration.</p>",
"GetLicenseConversionTaskResponse$ResourceArn": "<p>Amazon Resource Names (ARN) of the resources
the license conversion task is associated with.</p>",
"GetLicenseConversionTaskResponse$StatusMessage": "<p>The status message for the conversion task.</p>",
"GetLicenseManagerReportGeneratorRequest$LicenseManagerReportGeneratorArn": "<p>Amazon Resource
Name (ARN) of the report generator.</p>",
"GetLicenseRequest$Version": "<p>License version.</p>",
"GetServiceSettingsResponse$S3BucketArn": "<p>Regional S3 bucket path for storing reports, license trail
event data, discovery data, and so on.</p>",
"GetServiceSettingsResponse$SnsTopicArn": "<p>SNS topic configured to receive notifications from License
Manager.</p>",
"GetServiceSettingsResponse$LicenseManagerResourceShareArn": "<p>Amazon Resource Name (ARN) of
the resource share. The License Manager management account provides member accounts with access to this
share.</p>",
"Grant$GrantName": "<p>Grant name.</p>",
"Grant$HomeRegion": "<p>Home Region of the grant.</p>",
"Grant$Version": "<p>Grant version.</p>",
"GrantedLicense$LicenseName": "<p>License name.</p>",
"GrantedLicense$ProductName": "<p>Product name.</p>",
"GrantedLicense$ProductSKU": "<p>Product SKU.</p>",
"GrantedLicense$HomeRegion": "<p>Home Region of the granted license.</p>",
"GrantedLicense$Beneficiary": "<p>Granted license beneficiary.</p>",
"GrantedLicense$Version": "<p>Version of the granted license.</p>",
"InventoryFilter$Name": "<p>Name of the filter.</p>",
"InventoryFilter$Value": "<p>Value of the filter.</p>",
```

"Issuer$Name": " Issuer name. ",
"Issuer$SignKey":
" Asymmetric KMS key from Key Management Service. The KMS key must have a key usage of sign and verify, and support the RSASSA-PSS SHA-256 signing algorithm. ",
"IssuerDetails$Name": " Issuer name. ",
"IssuerDetails$SignKey": " Asymmetric KMS key from Key Management Service. The KMS key must have a key usage of sign and verify, and support the RSASSA-PSS SHA-256 signing algorithm. ",
"IssuerDetails$KeyFingerprint": " Issuer key fingerprint. ",
"License$LicenseName": " License name. ",
"License$ProductName": " Product name. ",
"License$ProductSKU": " Product SKU. ",
"License$HomeRegion": " Home Region of the license. ",
"License$Beneficiary": " License beneficiary. ",
"License$Version": " License version. ",
"LicenseConfiguration$LicenseConfigurationId": " Unique ID of the license configuration. ",
"LicenseConfiguration$LicenseConfigurationArn":
" Amazon Resource Name (ARN) of the license configuration. ",
"LicenseConfiguration$Name": " Name of the license configuration. ",
"LicenseConfiguration$Description": " Description of the license configuration. ",
"LicenseConfiguration$Status": " Status of the license configuration. ",
"LicenseConfiguration$OwnerAccountId": " Account ID of the license configuration's owner. ",
"LicenseConfigurationAssociation$ResourceArn": " Amazon Resource Name (ARN) of the resource. ",
"LicenseConfigurationAssociation$ResourceOwnerId": " ID of the Amazon Web Services account that owns the resource consuming licenses. ",
"LicenseConfigurationAssociation$AmiAssociationScope": " Scope of AMI associations. The possible value is <code>cross-account</code>. ",
"LicenseConfigurationUsage$ResourceArn": " Amazon Resource Name (ARN) of the resource. ",
"LicenseConfigurationUsage$ResourceStatus":
" Status of the resource. ",
"LicenseConfigurationUsage$ResourceOwnerId": " ID of the account that owns the resource. ",
"LicenseConversionTask$ResourceArn": " The Amazon Resource Name (ARN) of the resource associated with the license type conversion task. ",
"LicenseConversionTask$StatusMessage": " The status message for the conversion task. ",
"LicenseOperationFailure$ResourceArn": " Amazon Resource Name (ARN) of the resource. ",
"LicenseOperationFailure$ErrorMessage": " Error message. ",
"LicenseOperationFailure$OperationName": " Name of the operation. ",
"LicenseOperationFailure$ResourceOwnerId": " ID of the Amazon Web Services account that owns the resource. ",
"LicenseOperationFailure$OperationRequestedBy": " The requester is \"License Manager Automated Discovery\". ",
"LicenseSpecification$LicenseConfigurationArn": " Amazon Resource Name (ARN) of the license configuration. ",
"LicenseSpecification$AmiAssociationScope": " Scope of AMI associations. The possible value is <code>cross-account</code>. ",
"ListAssociationsForLicenseConfigurationRequest$LicenseConfigurationArn": " Amazon Resource Name (ARN) of a license configuration. ",
"ListAssociationsForLicenseConfigurationRequest$NextToken": " Token for the next set of results. ",
"ListAssociationsForLicenseConfigurationResponse$NextToken": " Token for the next set of results. ",

"ListDistributedGrantsRequest$NextToken": " Token for the next set of results. ",
"ListDistributedGrantsResponse$NextToken": " Token for the next set of results. ",
"ListFailuresForLicenseConfigurationOperationsRequest$LicenseConfigurationArn": " Amazon Resource Name of the license configuration. ",
"ListFailuresForLicenseConfigurationOperationsRequest$NextToken": " Token for the next set of results. ",

"ListFailuresForLicenseConfigurationOperationsResponse$NextToken": " Token for the next set of results. ",
"ListLicenseConfigurationsRequest$NextToken": " Token for the next set of results. ",
"ListLicenseConfigurationsResponse$NextToken": " Token for the next set of results. ",
"ListLicenseConversionTasksRequest$NextToken": " Token for the next set of results. ",
"ListLicenseConversionTasksResponse$NextToken": " Token for the next set of results. ",
"ListLicenseManagerReportGeneratorsRequest$NextToken": " Token for the next set of results. ",
"ListLicenseManagerReportGeneratorsResponse$NextToken": " Token for the next set of results. ",
"ListLicenseSpecificationsForResourceRequest$ResourceArn": " Amazon Resource Name (ARN) of a resource that has an associated license configuration. ",
"ListLicenseSpecificationsForResourceRequest$NextToken": " Token for the next set of results. ",
"ListLicenseSpecificationsForResourceResponse$NextToken": " Token for the next set of results. ",
"ListLicenseVersionsRequest$NextToken": " Token for the next set of results. ",
"ListLicenseVersionsResponse$NextToken": " Token for the next set of results. ",
"ListLicensesRequest$NextToken": " Token for the next set of results. ",
"ListLicensesResponse$NextToken": " Token for the next set of results. ",
"ListReceivedGrantsForOrganizationRequest$NextToken": " Token for the next set of results. ",
"ListReceivedGrantsForOrganizationResponse$NextToken": " Token for the next set of results. ",
"ListReceivedGrantsRequest$NextToken": " Token for the next set of results. ",
"ListReceivedGrantsResponse$NextToken": " Token for the next set of results. ",
"ListReceivedLicensesForOrganizationRequest$NextToken": " Token for the next set of results. ",
"ListReceivedLicensesForOrganizationResponse$NextToken": " Token for the next set of results. ",
"ListReceivedLicensesRequest$NextToken": " Token for the next set of results. ",
"ListReceivedLicensesResponse$NextToken": " Token for the next set of results. ",
"ListResourceInventoryRequest$NextToken": " Token for the next set of results. ",
"ListResourceInventoryResponse$NextToken": " Token for the next set of results. ",
"ListTagsForResourceRequest$ResourceArn": " Amazon Resource Name (ARN) of the license configuration. ",
"ListTokensRequest$NextToken": " Token for the next set of results. ",
"ListTokensResponse$NextToken": " Token for the next set of results. ",
"ListUsageForLicenseConfigurationRequest$LicenseConfigurationArn": " Amazon Resource Name (ARN) of the license configuration. ",
"ListUsageForLicenseConfigurationRequest$NextToken": " Token for the next set of results. ",
"ListUsageForLicenseConfigurationResponse$NextToken": " Token for the next set of results. ",
"MaxSize3StringList$member": null,
"Metadata$Name": " The key name. ",
"Metadata$Value": " The value. ",
"ProductInformation$ResourceType": " Resource type. The possible values are <code>SSM_MANAGED</code> | <code>RDS</code>. ",
"ProductInformationFilter$ProductInformationFilterName": " Filter name. ",

```
    "ProductInformationFilter$ProductInformationFilterComparator": "<p>Logical operator.</p>",
    "RejectGrantResponse$Version": "<p>Grant version.</p>",
    "ReportGenerator$ReportGeneratorName": "<p>Name of the report generator.</p>",
    "ReportGenerator$LicenseManagerReportGeneratorArn": "<p>Amazon Resource Name (ARN) of the report generator.</p>",
    "ReportGenerator$LastRunStatus": "<p>Status of the last report generation attempt.</p>",
    "ReportGenerator$LastRunFailureReason": "<p>Failure
 message for the last report generation attempt.</p>",
    "ReportGenerator$LastReportGenerationTime": "<p>Time the last report was generated at.</p>",
    "ReportGenerator$ReportCreatorAccount": "<p>The Amazon Web Services account ID used to create the report generator.</p>",
    "ReportGenerator$Description": "<p>Description of the report generator.</p>",
    "ReportGenerator$CreateTime": "<p>Time the report was created.</p>",
    "ResourceInventory$ResourceId": "<p>ID of the resource.</p>",
    "ResourceInventory$ResourceArn": "<p>Amazon Resource Name (ARN) of the resource.</p>",
    "ResourceInventory$Platform": "<p>Platform of the resource.</p>",
    "ResourceInventory$PlatformVersion": "<p>Platform version of the resource in the inventory.</p>",
    "ResourceInventory$ResourceOwningAccountId": "<p>ID of the account that owns the resource.</p>",
    "S3Location$bucket": "<p>Name of the S3 bucket reports are published to.</p>",

 "S3Location$keyPrefix": "<p>Prefix of the S3 bucket reports are published to.</p>",
    "StringList$member": null,
    "Tag$Key": "<p>Tag key.</p>",
    "Tag$Value": "<p>Tag value.</p>",
    "TagKeyList$member": null,
    "TagResourceRequest$ResourceArn": "<p>Amazon Resource Name (ARN) of the license configuration.</p>",
    "TokenData$TokenId": "<p>Token ID.</p>",
    "TokenData$TokenType": "<p>Type of token generated. The supported value is
<code>REFRESH_TOKEN</code>.</p>",
    "TokenData$LicenseArn": "<p>Amazon Resource Name (ARN) of the license.</p>",
    "TokenData$Status": "<p>Token status. The possible values are <code>AVAILABLE</code> and
<code>DELETED</code>.</p>",
    "UntagResourceRequest$ResourceArn": "<p>Amazon Resource Name (ARN) of the license configuration.</p>",
    "UpdateLicenseConfigurationRequest$LicenseConfigurationArn": "<p>Amazon Resource Name (ARN) of the license configuration.</p>",
    "UpdateLicenseConfigurationRequest$Name":
 "<p>New name of the license configuration.</p>",
    "UpdateLicenseConfigurationRequest$Description": "<p>New description of the license configuration.</p>",
    "UpdateLicenseManagerReportGeneratorRequest$LicenseManagerReportGeneratorArn": "<p>Amazon Resource Name (ARN) of the report generator to update.</p>",
    "UpdateLicenseManagerReportGeneratorRequest$Description": "<p>Description of the report generator.</p>",
    "UpdateLicenseSpecificationsForResourceRequest$ResourceArn": "<p>Amazon Resource Name (ARN) of the Amazon Web Services resource.</p>",
    "UpdateServiceSettingsRequest$S3BucketArn": "<p>Amazon Resource Name (ARN) of the Amazon S3 bucket where the License Manager information is stored.</p>",
    "UpdateServiceSettingsRequest$SnsTopicArn": "<p>Amazon Resource Name (ARN) of the Amazon SNS topic used for License Manager alerts.</p>"
```

```
    }
  },
  "StringList": {
    "base": null,
    "refs": {
      "CreateLicenseConfigurationRequest$LicenseRules":
 "<p>License rules. The syntax is #name=value (for example, #allowedTenancy=EC2-DedicatedHost). The
available rules vary by dimension, as follows.</p> <ul> <li> <p> <code>Cores</code> dimension:
<code>allowedTenancy</code> | <code>licenseAffinityToHost</code> | <code>maximumCores</code> |
<code>minimumCores</code> </p> </li> <li> <p> <code>Instances</code> dimension:
<code>allowedTenancy</code> | <code>maximumCores</code> | <code>minimumCores</code> |
<code>maximumSockets</code> | <code>minimumSockets</code> | <code>maximumVcpus</code> |
<code>minimumVcpus</code> </p> </li> <li> <p> <code>Sockets</code> dimension:
<code>allowedTenancy</code> | <code>licenseAffinityToHost</code> | <code>maximumSockets</code> |
<code>minimumSockets</code> </p> </li> <li> <p> <code>vCPUs</code> dimension:
<code>allowedTenancy</code> | <code>honorVcpuOptimization</code> | <code>maximumVcpus</code> |
<code>minimumVcpus</code> </p> </li> </ul> <p>The unit for <code>licenseAffinityToHost</code>
 is days and the range is 1 to 180. The possible values for <code>allowedTenancy</code> are <code>EC2-
Default</code>, <code>EC2-DedicatedHost</code>, and <code>EC2-DedicatedInstance</code>. The possible
values for <code>honorVcpuOptimization</code> are <code>True</code> and <code>False</code>.</p>",
      "GetLicenseConfigurationResponse$LicenseRules": "<p>License rules.</p>",
      "LicenseConfiguration$LicenseRules": "<p>License rules.</p>",
      "ListLicenseConfigurationsRequest$LicenseConfigurationArns": "<p>Amazon Resource Names (ARN) of the
license configurations.</p>",
      "ListTokensRequest$TokenIds": "<p>Token IDs.</p>",
      "ProductInformationFilter$ProductInformationFilterValue": "<p>Filter value.</p>",
      "UpdateLicenseConfigurationRequest$LicenseRules": "<p>New license rule. The only rule that you can add
after you create a license configuration is licenseAffinityToHost.</p>"
    }
  },
  "Tag": {
    "base": "<p>Details about a tag
 for a license configuration.</p>",
    "refs": {
      "TagList$member": null
    }
  },
  "TagKeyList": {
    "base": null,
    "refs": {
      "UntagResourceRequest$TagKeys": "<p>Keys identifying the tags to remove.</p>"
    }
  },
  "TagList": {
    "base": null,
    "refs": {
      "CreateLicenseConfigurationRequest$Tags": "<p>Tags to add to the license configuration.</p>",
      "CreateLicenseManagerReportGeneratorRequest$Tags": "<p>Tags to add to the report generator.</p>",
```

```
    "GetLicenseConfigurationResponse$Tags": "<p>Tags for the license configuration.</p>",
    "ListTagsForResourceResponse$Tags": "<p>Information about the tags.</p>",
    "ReportGenerator$Tags": "<p>Tags associated with the report generator.</p>",
    "TagResourceRequest$Tags": "<p>One or more tags.</p>"
  }
},
"TagResourceRequest": {
  "base": null,
  "refs": {
  }
},
"TagResourceResponse": {
  "base": null,
  "refs": {

  }
},
"TokenData": {
  "base": "<p>Describes a token.</p>",
  "refs": {
    "TokenList$member": null
  }
},
"TokenList": {
  "base": null,
  "refs": {
    "ListTokensResponse$Tokens": "<p>Received token details.</p>"
  }
},
"TokenString": {
  "base": null,
  "refs": {
    "CreateTokenResponse$Token": "<p>Refresh token, encoded as a JWT token.</p>",
    "GetAccessTokenRequest$Token": "<p>Refresh token, encoded as a JWT token.</p>",
    "GetAccessTokenResponse$AccessToken": "<p>Temporary access token.</p>"
  }
},
"TokenType": {
  "base": null,
  "refs": {
    "CreateTokenResponse$TokenType": "<p>Token type.</p>"
  }
},
"UnsupportedDigitalSignatureMethodException": {
  "base": "<p>The digital signature method is unsupported. Try your request again.</p>",
  "refs": {
  }
},
```

```
  "UntagResourceRequest": {
    "base": null,
    "refs": {
    }
  },
  "UntagResourceResponse":
{
    "base": null,
    "refs": {
    }
  },
  "UpdateLicenseConfigurationRequest": {
    "base": null,
    "refs": {
    }
  },
  "UpdateLicenseConfigurationResponse": {
    "base": null,
    "refs": {
    }
  },
  "UpdateLicenseManagerReportGeneratorRequest": {
    "base": null,
    "refs": {
    }
  },
  "UpdateLicenseManagerReportGeneratorResponse": {
    "base": null,
    "refs": {
    }
  },
  "UpdateLicenseSpecificationsForResourceRequest": {
    "base": null,
    "refs": {
    }
  },
  "UpdateLicenseSpecificationsForResourceResponse": {
    "base": null,
    "refs": {
    }
  },
  "UpdateServiceSettingsRequest": {
    "base": null,
    "refs": {
    }
  },
  "UpdateServiceSettingsResponse": {
    "base": null,
```

```
    "refs": {
    }
  },
  "UsageOperation": {
    "base": null,
    "refs": {
      "LicenseConversionContext$UsageOperation": "<p>The Usage operation value
 that corresponds to the license type you are converting your resource from. For more information about which
platforms correspond to which usage operation values see <a
href=\"https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/billing-info-fields.html#billing-info\">Sample
data: usage operation by platform </a> </p>"
    }
  },
  "ValidationException": {
    "base": "<p>The provided input is not valid. Try your request again.</p>",
    "refs": {
    }
  }
 }
}
{
  "testCases": [
    {
      "documentation": "For region af-south-1 with FIPS disabled and DualStack disabled",
      "expect": {
        "endpoint": {
          "url": "https://license-manager.af-south-1.amazonaws.com"
        }
      },
      "params": {
        "UseFIPS": false,
        "UseDualStack": false,
        "Region": "af-south-1"
      }
    },
    {
      "documentation": "For region ap-east-1 with FIPS disabled and DualStack disabled",
      "expect": {
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      "params": {
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        "UseDualStack": false,
        "Region": "ap-east-1"
      }
    },
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      "UseDualStack": false,
      "Region": "ap-northeast-1"
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    "expect": {
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      }
    },
    "params": {
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      "UseDualStack": false,
      "Region": "ap-northeast-2"
    }
  },
  {
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    },
    "params": {
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      "UseDualStack": false,
      "Region": "ap-northeast-3"
    }
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        "url": "https://license-manager.ap-south-1.amazonaws.com"
      }
    },
    "params": {
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            "UseFIPS": false,
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            "Region": "ap-south-1"
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    },
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            }
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            "UseDualStack":
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            "Region": "ap-southeast-1"
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            "UseDualStack": false,
            "Region": "ap-southeast-2"
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        "params": {
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            "UseDualStack": false,
            "Region": "ap-southeast-3"
        }
    },
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          "Region": "ca-central-1"
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        "params": {
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          "Region": "eu-central-1"
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{
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          }
        },
        "params": {
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          "UseDualStack": false,
          "Region": "eu-north-1"
        }
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          }
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        "params": {
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            "UseDualStack": false,
            "Region": "eu-south-1"
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          "expect": {
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            }
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            "UseDualStack": false,
            "Region": "eu-west-1"
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            "UseDualStack": false,
            "Region": "eu-west-2"
          }
        },
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          "documentation": "For region eu-west-3 with FIPS disabled and DualStack disabled",
          "expect": {
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          "params": {
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            "UseDualStack": false,
            "Region": "eu-west-3"
          }

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          "documentation": "For region me-south-1 with FIPS disabled and DualStack disabled",
          "expect": {
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      "endpoint": {
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      "UseDualStack": false,
      "Region": "me-south-1"
    }
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    "expect": {
      "endpoint": {
        "url": "https://license-manager.sa-east-1.amazonaws.com"
      }
    },
    "params": {
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      "UseDualStack": false,
      "Region": "sa-east-1"
    }
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  {
    "documentation": "For region us-east-1 with FIPS disabled and DualStack disabled",
    "expect": {

    "endpoint": {
        "url": "https://license-manager.us-east-1.amazonaws.com"
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    },
    "params": {
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      "UseDualStack": false,
      "Region": "us-east-1"
    }
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    "documentation": "For region us-east-1 with FIPS enabled and DualStack disabled",
    "expect": {
      "endpoint": {
        "url": "https://license-manager-fips.us-east-1.amazonaws.com"
      }
    },
    "params": {
      "UseFIPS": true,
      "UseDualStack": false,
      "Region": "us-east-1"
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    "expect": {
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        "url": "https://license-manager.us-east-2.amazonaws.com"
      }
    },

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      "UseDualStack": false,
      "Region": "us-east-2"
    }
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  {
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    "expect": {
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    },
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      "UseDualStack": false,
      "Region": "us-east-2"
    }
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      "UseDualStack": false,
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    "expect": {
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            "Region": "us-west-2"
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            "Region": "us-west-2"
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        },
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            "UseDualStack": true,
            "Region": "us-east-1"
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      "Region": "us-east-1"
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      "Region": "cn-north-1"
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   "expect": {
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      }
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      "Region": "cn-northwest-1"
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   "expect": {
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      }
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   "params": {
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            "UseDualStack": true,
            "Region": "cn-north-1"
        }
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        "expect": {
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        "params": {
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            "UseDualStack": false,
            "Region": "us-gov-east-1"
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        "expect": {
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      }
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        "UseDualStack": true,
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      "expect": {
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        }
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      "params": {
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        "UseDualStack": false,
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      }
    },
    {
      "documentation": "For region us-iso-east-1 with FIPS enabled and DualStack enabled",
      "expect": {
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        "UseDualStack": true,
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    {
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      "expect": {

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          }
      },
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        "UseDualStack": true,
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        "UseDualStack": false,
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        "endpoint": {
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        }
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      "UseDualStack": true,
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    }
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    "expect": {
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      }
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    "params": {
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      "UseDualStack": false,
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      "Endpoint": "https://example.com"
    }
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    "expect": {
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      }
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    "params": {
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      "UseDualStack": false,
      "Endpoint": "https://example.com"
    }
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    "expect": {
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            "Endpoint": "https://example.com"
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            "UseDualStack": true,
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            "Endpoint": "https://example.com"
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        "required": false,
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        "type": "String"
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        "required": true,
        "default": false,
        "documentation": "When true, use the dual-stack endpoint. If the configured endpoint does not support dual-stack, dispatching the request MAY return an error.",
        "type": "Boolean"
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        "default": false,
        "documentation": "When true, send this request to the FIPS-compliant regional endpoint. If the configured endpoint does not have a FIPS compliant endpoint, dispatching the request will return an error.",
        "type": "Boolean"
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        "type": "String"
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          }
        ],
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            ],
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             "type": "error"
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            "conditions": [],
            "rules": [
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                "conditions": [
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              "type": "error"
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                }
              ]
            }
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              "conditions": [
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                      }
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                    "assign": "PartitionResult"
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                ],
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                    "conditions": [
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                        "argv": [
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                          },
                          true
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                        "argv": [
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                          },
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                    ],
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                                ]
                            }
                        ]
                    }
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                        "conditions": [],
                        "rules": [
                            {

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both",
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            }

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                        "supportsFIPS"
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},
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                        "properties": {},
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                "type": "tree"
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            {
                "conditions": [],
                "error": "FIPS is enabled but this partition does not support FIPS",
                "type": "error"
            }
        ],
        "type": "tree"
    },
    {

"conditions": [
            {
                "fn": "booleanEquals",
                "argv": [
                    {
                        "ref": "UseDualStack"
                    },
                    true
                ]
            }
        ],
        "rules": [
            {
                "conditions": [
                    {
                        "fn": "booleanEquals",
                        "argv": [
                            true,

{
                                "fn": "getAttr",
                                "argv": [
                                    {
                                        "ref": "PartitionResult"
                                    },
                                    "supportsDualStack"
                                ]
```

```
                                    }
                                ]
                            }
                        ],
                        "rules": [
                            {
                                "conditions": [],
                                "rules": [

                    {
                                        "conditions": [],
                                        "endpoint": {
                                            "url": "https://license-manager-linux-
subscriptions.{Region}.{PartitionResult#dualStackDnsSuffix}",
                                            "properties": {},
                                            "headers": {}
                                        },
                                        "type": "endpoint"
                                    }
                                ],
                                "type": "tree"
                            }
                        ],
                        "type": "tree"

                    },
                            {
                                "conditions": [],
                                "error": "DualStack is enabled but this partition does not support DualStack",
                                "type": "error"
                            }
                        ],
                        "type": "tree"
                    },
                    {
                        "conditions": [],
                        "rules": [
                            {
                                "conditions": [],
                                "endpoint": {
                                    "url": "https://license-manager-linux-
subscriptions.{Region}.{PartitionResult#dnsSuffix}",
                                    "properties": {},

                                "headers": {}
                                },
                                "type": "endpoint"
                            }
```

```
                        ],
                        "type": "tree"
                      }
                    ],
                    "type": "tree"
                  }
                ],
                "type": "tree"
              },
              {
                "conditions": [],
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                "type": "error"
              }
            ],
            "type": "tree"
          }
        ]
      }
      {
       "pagination": {
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          "output_token": "NextToken",
          "limit_key": "MaxResults",
          "result_key": "Instances"
        },
        "ListLinuxSubscriptions": {
          "input_token": "NextToken",
          "output_token": "NextToken",
          "limit_key": "MaxResults",
          "result_key": "Subscriptions"
        },
        "ListRegisteredSubscriptionProviders": {
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          "output_token": "NextToken",
          "limit_key": "MaxResults",
          "result_key": "RegisteredSubscriptionProviders"
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       }
      }
      {
       "version": "1.0",
       "examples": {
       }
      }
      {
       "pagination": {
```

```
  "ListIdentityProviders": {
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    "limit_key": "MaxResults",
    "result_key": "IdentityProviderSummaries"
  },
  "ListInstances": {
    "input_token": "NextToken",
    "output_token": "NextToken",
    "limit_key": "MaxResults",
    "result_key": "InstanceSummaries"
  },
  "ListProductSubscriptions": {
    "input_token": "NextToken",
    "output_token": "NextToken",
    "limit_key": "MaxResults",
    "result_key": "ProductUserSummaries"
  },
  "ListUserAssociations": {
    "input_token": "NextToken",
    "output_token": "NextToken",
    "limit_key": "MaxResults",
    "result_key": "InstanceUserSummaries"
  }
 }
}
```



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```
{
 "version":"2.0",
 "metadata":{
  "apiVersion":"2018-05-10",
  "endpointPrefix":"license-manager-user-subscriptions",
  "jsonVersion":"1.1",
  "protocol":"rest-json",
  "serviceFullName":"AWS License Manager User Subscriptions",
  "serviceId":"License Manager User Subscriptions",
  "signatureVersion":"v4",
  "signingName":"license-manager-user-subscriptions",
  "uid":"license-manager-user-subscriptions-2018-05-10"
 },
 "operations":{
  "AssociateUser":{
   "name":"AssociateUser",
   "http":{
    "method":"POST",
    "requestUri":"/user/AssociateUser",
    "responseCode":200
   },
   "input":{"shape":"AssociateUserRequest"},
   "output":{"shape":"AssociateUserResponse"},
   "errors":[
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    {"shape":"ConflictException"},
    {"shape":"ValidationException"},
    {"shape":"ThrottlingException"},
    {"shape":"InternalServerException"},
    {"shape":"ResourceNotFoundException"},
     {"shape":"AccessDeniedException"}
   ],
   "idempotent":true
  },
  "DeregisterIdentityProvider":{
   "name":"DeregisterIdentityProvider",
   "http":{
    "method":"POST",
    "requestUri":"/identity-provider/DeregisterIdentityProvider",
    "responseCode":200
   },
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    {"shape":"AccessDeniedException"}
  ],
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  "http":{
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    "requestUri":"/user/DisassociateUser",
    "responseCode":200
  },
  "input":{"shape":"DisassociateUserRequest"},
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    {"shape":"AccessDeniedException"}
  ],
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  "errors":[
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    {"shape":"ValidationException"},
    {"shape":"ThrottlingException"},
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```

```
    {"shape":"ResourceNotFoundException"},
    {"shape":"AccessDeniedException"}
  ]
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    "responseCode":200
  },
  "input":{"shape":"ListInstancesRequest"},
  "output":{"shape":"ListInstancesResponse"},
  "errors":[
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    {"shape":"ConflictException"},
    {"shape":"ValidationException"},
    {"shape":"ThrottlingException"},
    {"shape":"InternalServerException"},
    {"shape":"ResourceNotFoundException"},
    {"shape":"AccessDeniedException"}
  ]
},
"ListProductSubscriptions":{
  "name":"ListProductSubscriptions",
  "http":{
    "method":"POST",
    "requestUri":"/user/ListProductSubscriptions",
    "responseCode":200
  },
  "input":{"shape":"ListProductSubscriptionsRequest"},
  "output":{"shape":"ListProductSubscriptionsResponse"},
   "errors":[
    {"shape":"ServiceQuotaExceededException"},
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    {"shape":"AccessDeniedException"}
  ]
},
"ListUserAssociations":{
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  "http":{
    "method":"POST",
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    "responseCode":200
```

```
  },
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  "output":{"shape":"ListUserAssociationsResponse"},
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    {"shape":"ResourceNotFoundException"},
    {"shape":"AccessDeniedException"}
   ]
 },
 "RegisterIdentityProvider":{
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  "http":{
    "method":"POST",
    "requestUri":"/identity-provider/RegisterIdentityProvider",
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  },
  "input":{"shape":"RegisterIdentityProviderRequest"},
  "output":{"shape":"RegisterIdentityProviderResponse"},
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    {"shape":"ValidationException"},
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    {"shape":"InternalServerException"},
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  ],
  "idempotent":true
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 "StartProductSubscription":{
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    "responseCode":200
  },
  "input":{"shape":"StartProductSubscriptionRequest"},

 "output":{"shape":"StartProductSubscriptionResponse"},
  "errors":[
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    {"shape":"ConflictException"},
    {"shape":"ValidationException"},
    {"shape":"ThrottlingException"},
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    {"shape":"InternalServerException"},
    {"shape":"ResourceNotFoundException"},
    {"shape":"AccessDeniedException"}
   ]
  },
  "StopProductSubscription":{
   "name":"StopProductSubscription",
   "http":{
    "method":"POST",
    "requestUri":"/user/StopProductSubscription",
    "responseCode":200
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   "input":{"shape":"StopProductSubscriptionRequest"},
   "output":{"shape":"StopProductSubscriptionResponse"},
   "errors":[
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    {"shape":"ConflictException"},
    {"shape":"ValidationException"},
    {"shape":"ThrottlingException"},
    {"shape":"InternalServerException"},
    {"shape":"ResourceNotFoundException"},

    {"shape":"AccessDeniedException"}
   ]
  },
  "UpdateIdentityProviderSettings":{
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   "http":{
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    "responseCode":200
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   "input":{"shape":"UpdateIdentityProviderSettingsRequest"},
   "output":{"shape":"UpdateIdentityProviderSettingsResponse"},
   "errors":[
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    {"shape":"InternalServerException"},
    {"shape":"AccessDeniedException"}
   ],
   "idempotent":true
  }
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 "shapes":{
  "AccessDeniedException":{
   "type":"structure",
   "members":{
    "message":{"shape":"String"}
```

```
  },
  "exception":true
},
"ActiveDirectoryIdentityProvider":{
  "type":"structure",
  "members":{
    "DirectoryId":{"shape":"String"}
  }
},
"AssociateUserRequest":{
  "type":"structure",
   "required":[
    "IdentityProvider",
    "InstanceId",
    "Username"
  ],
  "members":{
    "Domain":{"shape":"String"},
    "IdentityProvider":{"shape":"IdentityProvider"},
    "InstanceId":{"shape":"String"},
    "Username":{"shape":"String"}
  }
},
"AssociateUserResponse":{
  "type":"structure",
  "required":["InstanceUserSummary"],
  "members":{
    "InstanceUserSummary":{"shape":"InstanceUserSummary"}
  }
},
"BoxInteger":{
  "type":"integer",
  "box":true
},
"ConflictException":{
  "type":"structure",
  "members":{
    "message":{"shape":"String"}
  },
  "exception":true,
  "fault":true
},
"DeregisterIdentityProviderRequest":{
  "type":"structure",
  "required":[
    "IdentityProvider",
    "Product"
  ],
```

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  "members":{
    "IdentityProvider":{"shape":"IdentityProvider"},
    "Product":{"shape":"String"}
  }
 },
"DeregisterIdentityProviderResponse":{
  "type":"structure",
  "required":["IdentityProviderSummary"],
  "members":{
    "IdentityProviderSummary":{"shape":"IdentityProviderSummary"}
  }
},
"DisassociateUserRequest":{
  "type":"structure",
  "required":[
    "IdentityProvider",
    "InstanceId",
    "Username"
  ],
  "members":{
    "Domain":{"shape":"String"},
    "IdentityProvider":{"shape":"IdentityProvider"},
    "InstanceId":{"shape":"String"},
    "Username":{"shape":"String"}
  }
},
"DisassociateUserResponse":{
  "type":"structure",
  "required":["InstanceUserSummary"],
  "members":{
    "InstanceUserSummary":{"shape":"InstanceUserSummary"}
  }
},
"Filter":{
  "type":"structure",
  "members":{
    "Attribute":{"shape":"String"},
    "Operation":{"shape":"String"},
    "Value":{"shape":"String"}
  }
},
"FilterList":{
  "type":"list",
   "member":{"shape":"Filter"}
},
"IdentityProvider":{
  "type":"structure",
  "members":{
```

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    "ActiveDirectoryIdentityProvider":{"shape":"ActiveDirectoryIdentityProvider"}
  },
  "union":true
},
"IdentityProviderSummary":{
  "type":"structure",
  "required":[
    "IdentityProvider",
    "Product",
    "Settings",
    "Status"
  ],
  "members":{
    "FailureMessage":{"shape":"String"},
    "IdentityProvider":{"shape":"IdentityProvider"},
    "Product":{"shape":"String"},
    "Settings":{"shape":"Settings"},
    "Status":{"shape":"String"}
  }
},
"IdentityProviderSummaryList":{
  "type":"list",
  "member":{"shape":"IdentityProviderSummary"}
},
"InstanceSummary":{
  "type":"structure",
  "required":[
    "InstanceId",
    "Products",
    "Status"
  ],
  "members":{
    "InstanceId":{"shape":"String"},
    "LastStatusCheckDate":{"shape":"String"},
     "Products":{"shape":"StringList"},
    "Status":{"shape":"String"},
    "StatusMessage":{"shape":"String"}
  }
},
"InstanceSummaryList":{
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  "member":{"shape":"InstanceSummary"}
},
"InstanceUserSummary":{
  "type":"structure",
  "required":[
    "IdentityProvider",
    "InstanceId",
```

```
    "Status",
    "Username"
  ],
  "members":{
    "AssociationDate":{"shape":"String"},
    "DisassociationDate":{"shape":"String"},
    "Domain":{"shape":"String"},
    "IdentityProvider":{"shape":"IdentityProvider"},
    "InstanceId":{"shape":"String"},
    "Status":{"shape":"String"},
    "StatusMessage":{"shape":"String"},
    "Username":{"shape":"String"}
  }
},
"InstanceUserSummaryList":{
  "type":"list",
  "member":{"shape":"InstanceUserSummary"}
},
"InternalServerException":{
  "type":"structure",
  "members":{

 "message":{"shape":"String"}
  },
  "exception":true,
  "fault":true
},
"ListIdentityProvidersRequest":{
  "type":"structure",
  "members":{
    "MaxResults":{"shape":"BoxInteger"},
    "NextToken":{"shape":"String"}
  }
},
"ListIdentityProvidersResponse":{
  "type":"structure",
  "required":["IdentityProviderSummaries"],
  "members":{
    "IdentityProviderSummaries":{"shape":"IdentityProviderSummaryList"},
    "NextToken":{"shape":"String"}
  }
},
"ListInstancesRequest":{
  "type":"structure",
  "members":{
    "Filters":{"shape":"FilterList"},
    "MaxResults":{"shape":"BoxInteger"},
    "NextToken":{"shape":"String"}
```

```
  }
},
"ListInstancesResponse":{
  "type":"structure",
  "members":{
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    "NextToken":{"shape":"String"}
  }
},
"ListProductSubscriptionsRequest":{
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    "IdentityProvider",
    "Product"
  ],
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    "IdentityProvider":{"shape":"IdentityProvider"},
    "MaxResults":{"shape":"BoxInteger"},
    "NextToken":{"shape":"String"},
    "Product":{"shape":"String"}
  }
},
"ListProductSubscriptionsResponse":{
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  "members":{
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  }
},
"ListUserAssociationsRequest":{
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    "InstanceId"
  ],
  "members":{
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    "IdentityProvider":{"shape":"IdentityProvider"},
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    "NextToken":{"shape":"String"}
  }
},
"ListUserAssociationsResponse":{
  "type":"structure",
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```
"members":{
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  }
 },
 "ProductUserSummary":{
  "type":"structure",
  "required":[
    "IdentityProvider",
    "Product",
    "Status",
    "Username"
  ],
  "members":{
    "Domain":{"shape":"String"},
    "IdentityProvider":{"shape":"IdentityProvider"},
    "Product":{"shape":"String"},
    "Status":{"shape":"String"},
    "StatusMessage":{"shape":"String"},
    "SubscriptionEndDate":{"shape":"String"},
    "SubscriptionStartDate":{"shape":"String"},
    "Username":{"shape":"String"}
  }
 },
 "ProductUserSummaryList":{
  "type":"list",
  "member":{"shape":"ProductUserSummary"}
 },
 "RegisterIdentityProviderRequest":{
  "type":"structure",
  "required":[
    "IdentityProvider",
    "Product"
  ],
  "members":{
    "IdentityProvider":{"shape":"IdentityProvider"},
     "Product":{"shape":"String"},
    "Settings":{"shape":"Settings"}
  }
 },
 "RegisterIdentityProviderResponse":{
  "type":"structure",
  "required":["IdentityProviderSummary"],
  "members":{
    "IdentityProviderSummary":{"shape":"IdentityProviderSummary"}
  }
 },
 "ResourceNotFoundException":{
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  "type":"structure",
  "members":{
    "message":{"shape":"String"}
  },
  "error":{
    "httpStatusCode":404,
    "senderFault":true
  },
  "exception":true
},
"SecurityGroup":{
  "type":"string",
  "max":200,
  "min":5,
  "pattern":"^sg-(([0-9a-z]{8})|([0-9a-z]{17}))$"
},
"ServiceQuotaExceededException":{
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  "members":{
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  },
  "exception":true
},
"Settings":{
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    "Subnets"
  ],
  "members":{
    "SecurityGroupId":{"shape":"SecurityGroup"},
     "Subnets":{"shape":"SettingsSubnetsList"}
  }
},
"SettingsSubnetsList":{
  "type":"list",
  "member":{"shape":"Subnet"},
  "min":1
},
"StartProductSubscriptionRequest":{
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  "required":[
    "IdentityProvider",
    "Product",
    "Username"
  ],
  "members":{
    "Domain":{"shape":"String"},
```

```
    "IdentityProvider":{"shape":"IdentityProvider"},
    "Product":{"shape":"String"},
    "Username":{"shape":"String"}
  }
},
"StartProductSubscriptionResponse":{
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  "required":["ProductUserSummary"],
  "members":{
    "ProductUserSummary":{"shape":"ProductUserSummary"}
  }
},
"StopProductSubscriptionRequest":{
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  "required":[
    "IdentityProvider",
    "Product",
    "Username"
  ],
  "members":{
    "Domain":{"shape":"String"},
    "IdentityProvider":{"shape":"IdentityProvider"},
     "Product":{"shape":"String"},
    "Username":{"shape":"String"}
  }
},
"StopProductSubscriptionResponse":{
  "type":"structure",
  "required":["ProductUserSummary"],
  "members":{
    "ProductUserSummary":{"shape":"ProductUserSummary"}
  }
},
"String":{"type":"string"},
"StringList":{
  "type":"list",
  "member":{"shape":"String"}
},
"Subnet":{
  "type":"string",
  "pattern":"subnet-[a-z0-9]{8,17}"
},
"Subnets":{
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  "member":{"shape":"Subnet"}
},
"ThrottlingException":{
  "type":"structure",
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```
    "members":{
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    "exception":true
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  "UpdateIdentityProviderSettingsRequest":{
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    "required":[
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      "Product",
      "UpdateSettings"
    ],
    "members":{
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      "UpdateSettings":{"shape":"UpdateSettings"}
    }
  },
  "UpdateIdentityProviderSettingsResponse":{
    "type":"structure",
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    "members":{
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    }
  },
  "UpdateSettings":{
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    "required":[
      "AddSubnets",
      "RemoveSubnets"
    ],
    "members":{
      "AddSubnets":{"shape":"Subnets"},
      "RemoveSubnets":{"shape":"Subnets"},
      "SecurityGroupId":{"shape":"SecurityGroup"}
    }
  },
  "ValidationException":{
    "type":"structure",
    "members":{
      "message":{"shape":"String"}
    },
    "exception":true
  }
 }
}
```


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{
"version":"2.0",
"metadata":{
"apiVersion":"2018-05-10",
"endpointPrefix":"license-manager-linux-subscriptions",
"jsonVersion":"1.1",
"protocol":"rest-json",
"protocols":["rest-json"],
"serviceFullName":"AWS License Manager Linux Subscriptions",
"serviceId":"License Manager Linux Subscriptions",
"signatureVersion":"v4",
"signingName":"license-manager-linux-subscriptions",
"uid":"license-manager-linux-subscriptions-2018-05-10",
"auth":["aws.auth#sigv4"]
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"operations":{
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"http":{
"method":"POST",
"requestUri":"/subscription/DeregisterSubscriptionProvider",
"responseCode":200
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"input":{"shape":"DeregisterSubscriptionProviderRequest"},
"output":{"shape":"DeregisterSubscriptionProviderResponse"},
"errors":[
{"shape":"InternalServerException"},
{"shape":"ResourceNotFoundException"},
{"shape":"ThrottlingException"},
{"shape":"ValidationException"}
],
"idempotent":true

```
},
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    "responseCode":200
  },
  "input":{"shape":"GetRegisteredSubscriptionProviderRequest"},
  "output":{"shape":"GetRegisteredSubscriptionProviderResponse"},
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    {"shape":"ValidationException"}
  ],
  "idempotent":true
},
"GetServiceSettings":{
  "name":"GetServiceSettings",
  "http":{
    "method":"POST",
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    "responseCode":200
  },
  "input":{"shape":"GetServiceSettingsRequest"},
  "output":{"shape":"GetServiceSettingsResponse"},
   "errors":[
    {"shape":"InternalServerException"},
    {"shape":"ThrottlingException"},
    {"shape":"ValidationException"}
  ],
  "idempotent":true
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  "name":"ListLinuxSubscriptionInstances",
  "http":{
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    "requestUri":"/subscription/ListLinuxSubscriptionInstances",
    "responseCode":200
  },
  "input":{"shape":"ListLinuxSubscriptionInstancesRequest"},
  "output":{"shape":"ListLinuxSubscriptionInstancesResponse"},
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    {"shape":"ThrottlingException"},
    {"shape":"ValidationException"}
  ],
```

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  "idempotent":true
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  "name":"ListLinuxSubscriptions",
  "http":{
    "method":"POST",
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  "errors":[
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    {"shape":"ThrottlingException"},
    {"shape":"ValidationException"}
  ],
  "idempotent":true
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  "http":{
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    "requestUri":"/subscription/ListRegisteredSubscriptionProviders",
    "responseCode":200
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  "input":{"shape":"ListRegisteredSubscriptionProvidersRequest"},
  "output":{"shape":"ListRegisteredSubscriptionProvidersResponse"},
  "errors":[
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    {"shape":"ThrottlingException"},
    {"shape":"ValidationException"}
  ],
  "idempotent":true
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"ListTagsForResource":{
  "name":"ListTagsForResource",
  "http":{
    "method":"GET",
    "requestUri":"/tags/{resourceArn}",
    "responseCode":200
   },
  "input":{"shape":"ListTagsForResourceRequest"},
  "output":{"shape":"ListTagsForResourceResponse"},
  "errors":[
    {"shape":"InternalServerException"},
    {"shape":"ResourceNotFoundException"},
    {"shape":"ValidationException"}
  ]
```

```
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"RegisterSubscriptionProvider":{
  "name":"RegisterSubscriptionProvider",
  "http":{
    "method":"POST",
    "requestUri":"/subscription/RegisterSubscriptionProvider",
    "responseCode":200
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  "input":{"shape":"RegisterSubscriptionProviderRequest"},
  "output":{"shape":"RegisterSubscriptionProviderResponse"},
  "errors":[
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    {"shape":"ThrottlingException"},
    {"shape":"ValidationException"}
  ],
  "idempotent":true
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"TagResource":{
  "name":"TagResource",
  "http":{
    "method":"PUT",
    "requestUri":"/tags/{resourceArn}",
    "responseCode":200
  },

  "input":{"shape":"TagResourceRequest"},
  "output":{"shape":"TagResourceResponse"},
  "errors":[
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    {"shape":"ResourceNotFoundException"},
    {"shape":"ValidationException"}
  ],
  "idempotent":true
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"UntagResource":{
  "name":"UntagResource",
  "http":{
    "method":"DELETE",
    "requestUri":"/tags/{resourceArn}",
    "responseCode":200
  },
  "input":{"shape":"UntagResourceRequest"},
  "output":{"shape":"UntagResourceResponse"},
  "errors":[
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    {"shape":"ResourceNotFoundException"}
  ],
  "idempotent":true
```

```
  },
  "UpdateServiceSettings":{
    "name":"UpdateServiceSettings",
    "http":{
      "method":"POST",
      "requestUri":"/subscription/UpdateServiceSettings",
      "responseCode":200
    },
    "input":{"shape":"UpdateServiceSettingsRequest"},
    "output":{"shape":"UpdateServiceSettingsResponse"},
     "errors":[
      {"shape":"InternalServerException"},
      {"shape":"ThrottlingException"},
      {"shape":"ValidationException"}
    ],
    "idempotent":true
  }
},
"shapes":{
  "Boolean":{
    "type":"boolean",
    "box":true
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  "BoxInteger":{
    "type":"integer",
    "box":true
  },
  "BoxLong":{
    "type":"long",
    "box":true
  },
  "DeregisterSubscriptionProviderRequest":{
    "type":"structure",
    "required":["SubscriptionProviderArn"],
    "members":{
      "SubscriptionProviderArn":{"shape":"SubscriptionProviderArn"}
    }
  },
  "DeregisterSubscriptionProviderResponse":{
    "type":"structure",
    "members":{
    }
  },
  "Filter":{
    "type":"structure",
    "members":{
      "Name":{"shape":"String"},
      "Operator":{"shape":"Operator"},
```

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    "Values":{"shape":"StringList"}
   }
  },
  "FilterList":{
   "type":"list",
   "member":{"shape":"Filter"}
  },
  "GetRegisteredSubscriptionProviderRequest":{
   "type":"structure",
   "required":["SubscriptionProviderArn"],
   "members":{
    "SubscriptionProviderArn":{"shape":"SubscriptionProviderArn"}
   }
  },
  "GetRegisteredSubscriptionProviderResponse":{
   "type":"structure",
   "members":{
    "LastSuccessfulDataRetrievalTime":{"shape":"String"},
    "SecretArn":{"shape":"SecretArn"},
    "SubscriptionProviderArn":{"shape":"SubscriptionProviderArn"},
    "SubscriptionProviderSource":{"shape":"SubscriptionProviderSource"},
    "SubscriptionProviderStatus":{"shape":"SubscriptionProviderStatus"},
    "SubscriptionProviderStatusMessage":{"shape":"String"}
   }
  },
  "GetServiceSettingsRequest":{
   "type":"structure",
   "members":{
   }
  },
  "GetServiceSettingsResponse":{
   "type":"structure",
   "members":{
    "HomeRegions":{"shape":"StringList"},
    "LinuxSubscriptionsDiscovery":{"shape":"LinuxSubscriptionsDiscovery"},
     "LinuxSubscriptionsDiscoverySettings":{"shape":"LinuxSubscriptionsDiscoverySettings"},
    "Status":{"shape":"Status"},
    "StatusMessage":{"shape":"StringMap"}
   }
  },
  "Instance":{
   "type":"structure",
   "members":{
    "AccountID":{"shape":"String"},
    "AmiId":{"shape":"String"},
    "DualSubscription":{"shape":"String"},
    "InstanceID":{"shape":"String"},
    "InstanceType":{"shape":"String"},
```

```
    "LastUpdatedTime":{"shape":"String"},
    "OsVersion":{"shape":"String"},
    "ProductCode":{"shape":"ProductCodeList"},
    "Region":{"shape":"String"},
    "RegisteredWithSubscriptionProvider":{"shape":"String"},
    "Status":{"shape":"String"},
    "SubscriptionName":{"shape":"String"},
    "SubscriptionProviderCreateTime":{"shape":"String"},
    "SubscriptionProviderUpdateTime":{"shape":"String"},
    "UsageOperation":{"shape":"String"}
   }
  },

 "InstanceList":{
   "type":"list",
   "member":{"shape":"Instance"}
  },
  "InternalServerException":{
   "type":"structure",
   "members":{
    "message":{"shape":"String"}
   },
   "exception":true,
   "fault":true
  },
  "LinuxSubscriptionsDiscovery":{
   "type":"string",
   "enum":[
    "Enabled",
    "Disabled"
   ]
  },
  "LinuxSubscriptionsDiscoverySettings":{
   "type":"structure",
   "required":[
    "OrganizationIntegration",
    "SourceRegions"
   ],
   "members":{
    "OrganizationIntegration":{"shape":"OrganizationIntegration"},
    "SourceRegions":{"shape":"StringList"}
   }
  },
  "ListLinuxSubscriptionInstancesRequest":{
   "type":"structure",
   "members":{
    "Filters":{"shape":"FilterList"},
    "MaxResults":{"shape":"BoxInteger"},
```

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    "NextToken":{"shape":"ListLinuxSubscriptionInstancesRequestNextTokenString"}
  }
},
"ListLinuxSubscriptionInstancesRequestNextTokenString":{
   "type":"string",
  "max":16384,
  "min":1
},
"ListLinuxSubscriptionInstancesResponse":{
  "type":"structure",
  "members":{
    "Instances":{"shape":"InstanceList"},
    "NextToken":{"shape":"String"}
  }
},
"ListLinuxSubscriptionsRequest":{
  "type":"structure",
  "members":{
    "Filters":{"shape":"FilterList"},
    "MaxResults":{"shape":"BoxInteger"},
    "NextToken":{"shape":"ListLinuxSubscriptionsRequestNextTokenString"}
  }
},
"ListLinuxSubscriptionsRequestNextTokenString":{
  "type":"string",
  "max":16384,
  "min":1
},
"ListLinuxSubscriptionsResponse":{
  "type":"structure",
  "members":{
    "NextToken":{"shape":"String"},
    "Subscriptions":{"shape":"SubscriptionList"}
  }
},
"ListRegisteredSubscriptionProvidersRequest":{
  "type":"structure",
  "members":{
    "MaxResults":{"shape":"ListRegisteredSubscriptionProvidersRequestMaxResultsInteger"},
     "NextToken":{"shape":"String"},
    "SubscriptionProviderSources":{"shape":"SubscriptionProviderSourceList"}
  }
},
"ListRegisteredSubscriptionProvidersRequestMaxResultsInteger":{
  "type":"integer",
  "box":true,
  "max":100,
  "min":1
```

```
},
"ListRegisteredSubscriptionProvidersResponse":{
  "type":"structure",
  "members":{
    "NextToken":{"shape":"String"},
    "RegisteredSubscriptionProviders":{"shape":"RegisteredSubscriptionProviderList"}
  }
},
"ListTagsForResourceRequest":{
  "type":"structure",
  "required":["resourceArn"],
  "members":{
    "resourceArn":{
      "shape":"SubscriptionProviderArn",
      "location":"uri",
      "locationName":"resourceArn"
    }
  }
},
"ListTagsForResourceResponse":{
  "type":"structure",
  "members":{
    "tags":{"shape":"Tags"}
  }
},
"Operator":{
  "type":"string",
   "enum":[
    "Equal",
    "NotEqual",
    "Contains"
  ],
  "max":20,
  "min":1
},
"OrganizationIntegration":{
  "type":"string",
  "enum":[
    "Enabled",
    "Disabled"
  ]
},
"ProductCodeList":{
  "type":"list",
  "member":{"shape":"String"}
},
"RegisterSubscriptionProviderRequest":{
  "type":"structure",
```

```
  "required":[
    "SecretArn",
    "SubscriptionProviderSource"
  ],
  "members":{
    "SecretArn":{"shape":"SecretArn"},
    "SubscriptionProviderSource":{"shape":"SubscriptionProviderSource"},
    "Tags":{"shape":"Tags"}
  }
},
"RegisterSubscriptionProviderResponse":{
  "type":"structure",
  "members":{
    "SubscriptionProviderArn":{"shape":"String"},
    "SubscriptionProviderSource":{"shape":"SubscriptionProviderSource"},
    "SubscriptionProviderStatus":{"shape":"SubscriptionProviderStatus"}
  }
},
"RegisteredSubscriptionProvider":{
   "type":"structure",
  "members":{
    "LastSuccessfulDataRetrievalTime":{"shape":"String"},
    "SecretArn":{"shape":"SecretArn"},
    "SubscriptionProviderArn":{"shape":"SubscriptionProviderArn"},
    "SubscriptionProviderSource":{"shape":"SubscriptionProviderSource"},
    "SubscriptionProviderStatus":{"shape":"SubscriptionProviderStatus"},
    "SubscriptionProviderStatusMessage":{"shape":"String"}
  }
},
"RegisteredSubscriptionProviderList":{
  "type":"list",
  "member":{"shape":"RegisteredSubscriptionProvider"}
},
"ResourceNotFoundException":{
  "type":"structure",
  "members":{
    "message":{"shape":"String"}
  },
  "exception":true
},
"SecretArn":{
  "type":"string",
  "pattern":"^arn:[a-z0-9-\\.]{1,63}:secretsmanager:[a-z0-9-\\.]{0,63}:[a-z0-9-\\.]{0,63}:secret:[^/]{1,1023}$"
},
"Status":{
  "type":"string",
  "enum":[
    "InProgress",
```

```
  "Completed",
    "Successful",
    "Failed"
  ]
 },
 "String":{"type":"string"},
 "StringList":{
  "type":"list",
  "member":{"shape":"StringListMemberString"},
  "max":100,
  "min":1
 },
 "StringListMemberString":{
  "type":"string",
  "max":100,
  "min":1
 },
 "StringMap":{
  "type":"map",
  "key":{"shape":"String"},
  "value":{"shape":"String"}
 },
 "Subscription":{
  "type":"structure",
  "members":{
   "InstanceCount":{"shape":"BoxLong"},
   "Name":{"shape":"String"},
   "Type":{"shape":"String"}
  }
 },
 "SubscriptionList":{
  "type":"list",
  "member":{"shape":"Subscription"}
 },
 "SubscriptionProviderArn":{
  "type":"string",
  "pattern":"^arn:[a-z0-9-\\.]{1,63}:[a-z0-9-\\.]{1,63}:[a-z0-9-\\.]{1,63}:[a-z0-9-\\.]{1,63}:[a-z0-9-\\.]{1,510}/[a-
z0-9-\\.]{1,510}$"
 },
 "SubscriptionProviderSource":{
  "type":"string",
  "enum":["RedHat"]
 },
 "SubscriptionProviderSourceList":{
  "type":"list",
  "member":{"shape":"SubscriptionProviderSource"}
 },
```

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"SubscriptionProviderStatus":{
  "type":"string",
  "enum":[
    "ACTIVE",
    "INVALID",
    "PENDING"
  ]
},
"TagKeyList":{
  "type":"list",
  "member":{"shape":"String"},
  "max":50,
  "min":0,
  "sensitive":true
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"TagResourceRequest":{
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  "required":[
    "resourceArn",
    "tags"
  ],
  "members":{
    "resourceArn":{
      "shape":"SubscriptionProviderArn",
      "location":"uri",
      "locationName":"resourceArn"
    },
    "tags":{"shape":"Tags"}
  }
},
"TagResourceResponse":{
  "type":"structure",
  "members":{
  }
},
"Tags":{
  "type":"map",
  "key":{"shape":"String"},
  "value":{"shape":"String"},
  "max":50,
  "min":0,
  "sensitive":true
},
"ThrottlingException":{
   "type":"structure",
  "members":{
    "message":{"shape":"String"}
  },
```

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  "exception":true
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"UntagResourceRequest":{
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  "required":[
    "resourceArn",
    "tagKeys"
  ],
  "members":{
    "resourceArn":{
      "shape":"SubscriptionProviderArn",
      "location":"uri",
      "locationName":"resourceArn"
    },
    "tagKeys":{
      "shape":"TagKeyList",
      "location":"querystring",
      "locationName":"tagKeys"
    }
  }
},
"UntagResourceResponse":{
  "type":"structure",
  "members":{
  }
},
"UpdateServiceSettingsRequest":{
  "type":"structure",
  "required":[
    "LinuxSubscriptionsDiscovery",
    "LinuxSubscriptionsDiscoverySettings"
  ],
  "members":{
    "AllowUpdate":{"shape":"Boolean"},
    "LinuxSubscriptionsDiscovery":{"shape":"LinuxSubscriptionsDiscovery"},
    "LinuxSubscriptionsDiscoverySettings":{"shape":"LinuxSubscriptionsDiscoverySettings"}
   }
},
"UpdateServiceSettingsResponse":{
  "type":"structure",
  "members":{
    "HomeRegions":{"shape":"StringList"},
    "LinuxSubscriptionsDiscovery":{"shape":"LinuxSubscriptionsDiscovery"},
    "LinuxSubscriptionsDiscoverySettings":{"shape":"LinuxSubscriptionsDiscoverySettings"},
    "Status":{"shape":"Status"},
    "StatusMessage":{"shape":"StringMap"}
  }
},
```

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  "ValidationException":{
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    },
    "exception":true
  }
 }
}
{
 "pagination": {
 }
}
{
  "version": "1.0",
  "parameters": {
    "Region": {
      "builtIn": "AWS::Region",
      "required": false,
      "documentation": "The AWS region used to dispatch the request.",
      "type": "String"
    },
    "UseDualStack": {
      "builtIn": "AWS::UseDualStack",
      "required": true,
      "default": false,
      "documentation": "When true, use the dual-stack endpoint. If the configured endpoint does not support dual-stack, dispatching the request MAY return an error.",
      "type": "Boolean"
    },
    "UseFIPS": {
      "builtIn": "AWS::UseFIPS",
      "required": true,
      "default": false,
      "documentation": "When true, send this request to the FIPS-compliant regional endpoint. If the configured endpoint does not have a FIPS compliant endpoint, dispatching the request will return an error.",
      "type": "Boolean"
    },
    "Endpoint": {

    "builtIn": "SDK::Endpoint",
      "required": false,
      "documentation": "Override the endpoint used to send this request",
      "type": "String"
    }
  },
  "rules": [
    {
```

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        "conditions": [
          {
            "fn": "isSet",
            "argv": [
              {
                "ref": "Endpoint"
              }
            ]
          }
        ],
        "type": "tree",
        "rules": [
          {
            "conditions": [
              {
                "fn": "booleanEquals",
                "argv": [
                  {
                    "ref": "UseFIPS"
                  },
                  true
                ]
              }
            ],
            "error": "Invalid Configuration: FIPS and custom
endpoint are not supported",
            "type": "error"
          },
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            "conditions": [],
            "type": "tree",
            "rules": [
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                "conditions": [
                  {
                    "fn": "booleanEquals",
                    "argv": [
                      {
                        "ref": "UseDualStack"
                      },
                      true
                    ]
                  }
                ],
                "error": "Invalid Configuration: Dualstack and custom endpoint are not supported",
                "type": "error"
              },
              {
```

```
                "conditions": [],

"endpoint": {
                    "url": {
                        "ref": "Endpoint"
                    },
                    "properties": {},
                    "headers": {}
                },
                "type": "endpoint"
            }
        ]
    }
  ]
},
{
  "conditions": [],
  "type": "tree",
  "rules": [
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      "conditions": [
        {
          "fn": "isSet",
          "argv": [
            {
              "ref": "Region"
            }
          ]
        }
      ],
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      "rules": [
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          "conditions": [
            {
              "fn": "aws.partition",
              "argv": [
                {
                  "ref": "Region"
                }
              ],
              "assign": "PartitionResult"
            }
          ],
          "type": "tree",
          "rules": [
            {
              "conditions": [
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```
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                      "ref": "UseFIPS"
                    },

true
                  ]
                },
                {
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                  "argv": [
                    {
                      "ref": "UseDualStack"
                    },
                    true
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                }
              ],
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                  "conditions": [
                    {
                      "fn": "booleanEquals",
                      "argv": [
                        true,
                        {
                          "fn": "getAttr",
                          "argv": [
                            {
                              "ref": "PartitionResult"
                            },
                            "supportsFIPS"
                          ]
                        }
                      ]
                    },
                    {
                      "fn": "booleanEquals",
                      "argv": [

                 true,
                        {
                          "fn": "getAttr",
                          "argv": [
                            {
```

```
                                    "ref": "PartitionResult"
                                },
                                "supportsDualStack"
                            ]
                        }
                    ]
                }
            ],
            "type": "tree",
            "rules": [
                {

                    "conditions": [],
                    "type": "tree",
                    "rules": [
                        {
                            "conditions": [],
                            "endpoint": {
                                "url": "https://license-manager-
fips.{Region}.{PartitionResult#dualStackDnsSuffix}",
                                "properties": {},
                                "headers": {}
                            },
                            "type": "endpoint"
                        }
                    ]

        }
                ]
            },
            {
                "conditions": [],
                "error": "FIPS and DualStack are enabled, but this partition does not support one or
both",
                "type": "error"
            }
        ]
    },
    {
        "conditions": [
            {
                "fn": "booleanEquals",
                "argv": [
                    {
                        "ref": "UseFIPS"
                    },
                    true
```

```
            ]
          }
        ],
        "type": "tree",
        "rules": [
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            "conditions": [
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                "fn": "booleanEquals",
                "argv": [
                  true,
                  {
                    "fn": "getAttr",
                    "argv": [
                      {
                        "ref": "PartitionResult"
},
                      "supportsFIPS"
                    ]
                  }
                ]
              }
            ],
            "type": "tree",
            "rules": [
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                "conditions": [],
                "type": "tree",
                "rules": [
                  {
                    "conditions": [],
                    "endpoint": {
                      "url":
"https://license-manager-fips.{Region}.{PartitionResult#dnsSuffix}",
                      "properties": {},
                      "headers": {}
                    },
                    "type": "endpoint"
                  }
                ]
              }
            ]
          },
          {
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            "error": "FIPS is enabled but this partition does not support FIPS",
            "type": "error"
```

```
            }
          ]

    },
        {
          "conditions": [
            {
              "fn": "booleanEquals",
              "argv": [
                {
                  "ref": "UseDualStack"
                },
                true
              ]
            }
          ],
          "type": "tree",
          "rules": [
            {
              "conditions": [
                {
                  "fn": "booleanEquals",
                  "argv":
[
                    true,
                    {
                      "fn": "getAttr",
                      "argv": [
                        {
                          "ref": "PartitionResult"
                        },
                        "supportsDualStack"
                      ]
                    }
                  ]
                }
              ],
              "type": "tree",
              "rules": [

        {
                    "conditions": [],
                    "type": "tree",
                    "rules": [
                      {
                        "conditions": [],
                        "endpoint": {
                          "url": "https://license-
```

```
manager.{Region}.{PartitionResult#dualStackDnsSuffix}",
                                        "properties": {},
                                        "headers": {}
                                    },
                                    "type": "endpoint"
                                }
                            ]

                        }
                        ]
                    },
                    {
                        "conditions": [],
                        "error": "DualStack is enabled but this partition does not support DualStack",
                        "type": "error"
                    }
                ]
            },
            {
                "conditions": [],
                "type": "tree",
                "rules": [
                    {
                        "conditions": [],
                        "endpoint": {
                            "url": "https://license-manager.{Region}.{PartitionResult#dnsSuffix}",
                            "properties": {},
                            "headers": {}
                        },
                        "type": "endpoint"
                    }
                ]
            }
        ]
    }
    ]
    ]
},
{
    "conditions": [],
    "error": "Invalid Configuration: Missing Region",
    "type": "error"
}
]
}
]
}
{
  "testCases": [
```

```
    {
      "documentation": "For region us-east-1 with FIPS enabled and DualStack enabled",
      "expect": {
        "endpoint": {
          "url": "https://license-manager-linux-subscriptions-fips.us-east-1.api.aws"
        }
      },
      "params": {
        "Region": "us-east-1",
        "UseFIPS": true,
        "UseDualStack": true
      }
    },
    {
      "documentation": "For region us-east-1 with FIPS enabled and DualStack disabled",
      "expect": {
        "endpoint": {
          "url": "https://license-manager-linux-subscriptions-fips.us-east-1.amazonaws.com"
        }
      },
      "params": {
        "Region": "us-east-1",
        "UseFIPS": true,
        "UseDualStack": false
      }
    },
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      "documentation": "For region us-east-1 with FIPS disabled and
DualStack enabled",
      "expect": {
        "endpoint": {
          "url": "https://license-manager-linux-subscriptions.us-east-1.api.aws"
        }
      },
      "params": {
        "Region": "us-east-1",
        "UseFIPS": false,
        "UseDualStack": true
      }
    },
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      "documentation": "For region us-east-1 with FIPS disabled and DualStack disabled",
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        "endpoint": {
          "url": "https://license-manager-linux-subscriptions.us-east-1.amazonaws.com"
        }
      },
      "params": {
```

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      "Region": "us-east-1",
      "UseFIPS": false,
      "UseDualStack": false
    }
  },
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    "documentation": "For region cn-north-1 with FIPS enabled and DualStack enabled",
    "expect": {
      "endpoint": {
        "url": "https://license-manager-linux-subscriptions-fips.cn-north-1.api.amazonwebservices.com.cn"
       }
    },
    "params": {
      "Region": "cn-north-1",
      "UseFIPS": true,
      "UseDualStack": true
    }
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  {
    "documentation": "For region cn-north-1 with FIPS enabled and DualStack disabled",
    "expect": {
      "endpoint": {
        "url": "https://license-manager-linux-subscriptions-fips.cn-north-1.amazonaws.com.cn"
      }
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    "params": {
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      "UseFIPS": true,
      "UseDualStack": false
    }
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  {
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       }
    },
    "params": {
      "Region": "cn-north-1",
      "UseFIPS": false,
      "UseDualStack": true
    }
  },
  {
    "documentation": "For region cn-north-1 with FIPS disabled and DualStack disabled",
    "expect": {
      "endpoint": {
```

```
            "url": "https://license-manager-linux-subscriptions.cn-north-1.amazonaws.com.cn"
          }
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        "params": {
          "Region": "cn-north-1",
          "UseFIPS": false,
          "UseDualStack": false
        }
      },
      {
        "documentation": "For region us-gov-east-1 with FIPS enabled and DualStack enabled",
        "expect": {
          "endpoint": {
            "url": "https://license-manager-linux-subscriptions-fips.us-gov-east-1.api.aws"
          }
        },
        "params": {
          "Region": "us-gov-east-1",
           "UseFIPS": true,
          "UseDualStack": true
        }
      },
      {
        "documentation": "For region us-gov-east-1 with FIPS enabled and DualStack disabled",
        "expect": {
          "endpoint": {
            "url": "https://license-manager-linux-subscriptions-fips.us-gov-east-1.amazonaws.com"
          }
        },
        "params": {
          "Region": "us-gov-east-1",
          "UseFIPS": true,
          "UseDualStack": false
        }
      },
      {
        "documentation": "For region us-gov-east-1 with FIPS disabled and DualStack enabled",
        "expect": {
          "endpoint": {
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          }
        },
        "params": {
          "Region": "us-gov-east-1",
          "UseFIPS": false,
          "UseDualStack": true
         }
      },
```

```
{
   "documentation": "For region us-gov-east-1 with FIPS disabled and DualStack disabled",
   "expect": {
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      }
   },
   "params": {
      "Region": "us-gov-east-1",
      "UseFIPS": false,
      "UseDualStack": false
   }
},
{
   "documentation": "For region us-iso-east-1 with FIPS enabled and DualStack enabled",
   "expect": {
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   },
   "params": {
      "Region": "us-iso-east-1",
      "UseFIPS": true,
      "UseDualStack": true
   }
},
{
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    "expect": {
      "endpoint": {
         "url": "https://license-manager-linux-subscriptions-fips.us-iso-east-1.c2s.ic.gov"
      }
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   "params": {
      "Region": "us-iso-east-1",
      "UseFIPS": true,
      "UseDualStack": false
   }
},
{
   "documentation": "For region us-iso-east-1 with FIPS disabled and DualStack enabled",
   "expect": {
      "error": "DualStack is enabled but this partition does not support DualStack"
   },
   "params": {
      "Region": "us-iso-east-1",
      "UseFIPS": false,
      "UseDualStack": true
   }
},
```

```
{
  "documentation": "For region us-iso-east-1 with FIPS disabled and DualStack disabled",
  "expect": {
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    }
  },
  "params": {
    "Region": "us-iso-east-1",
    "UseFIPS": false,
    "UseDualStack": false
  }
},
{
  "documentation": "For region us-isob-east-1 with FIPS enabled and DualStack enabled",
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  },
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    "Region": "us-isob-east-1",
    "UseFIPS": true,
    "UseDualStack": true
  }
},
{
  "documentation": "For region us-isob-east-1 with FIPS enabled and DualStack disabled",
  "expect": {
    "endpoint": {
      "url": "https://license-manager-linux-subscriptions-fips.us-isob-east-1.sc2s.sgov.gov"
    }
  },
  "params": {
    "Region": "us-isob-east-1",
    "UseFIPS": true,
    "UseDualStack": false
  }
},
{
  "documentation": "For region us-isob-east-1 with FIPS disabled and DualStack enabled",
  "expect": {
    "error": "DualStack is enabled but this partition does not support DualStack"
  },
  "params": {
    "Region": "us-isob-east-1",
    "UseFIPS": false,
    "UseDualStack": true
  }
},
```

```
    {
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      "expect": {
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        }
      },
      "params": {
        "Region": "us-isob-east-1",
        "UseFIPS": false,
        "UseDualStack": false
      }
    },
    {

"documentation": "For custom endpoint with region set and fips disabled and dualstack disabled",
      "expect": {
        "endpoint": {
          "url": "https://example.com"
        }
      },
      "params": {
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        "UseFIPS": false,
        "UseDualStack": false,
        "Endpoint": "https://example.com"
      }
    },
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      "documentation": "For custom endpoint with region not set and fips disabled and dualstack disabled",
      "expect": {
        "endpoint": {
          "url": "https://example.com"
        }
      },
      "params": {
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        "UseDualStack": false,
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    },
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      "expect":
{
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      },
      "params": {
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```
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            "UseDualStack": false,
            "Endpoint": "https://example.com"
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          "expect": {
            "error": "Invalid Configuration: Dualstack and custom endpoint are not supported"
          },
          "params": {
            "Region": "us-east-1",
            "UseFIPS": false,
            "UseDualStack": true,
            "Endpoint": "https://example.com"
          }
        },
        {
          "documentation": "Missing region",
          "expect": {
            "error": "Invalid Configuration: Missing Region"
          }
        }
      ],
      "version": "1.0"
    }
```


# 1.35 ini 1.67.0

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# 1.36 protoreflect 1.15.1

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# 1.37 libkeyutils 1.6.3-3build1

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# 1.45 spf13-pflag 1.0.6

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# 1.47 npth 1.6-3.1build1

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# 1.48 go-autorest-logger 0.2.1

## 1.48.1 Available under license :

---
layout: docs
page_title: Automated license utilization reporting
description: >-
Learn what data HashiCorp collects to meter Enterprise license utilization. Enable or disable reporting. Review sample payloads and logs.
---

# Automated license utilization reporting

@include 'alerts/enterprise-only.mdx'

Automated license utilization reporting sends license utilization data to

HashiCorp without requiring you to manually collect and report them. It also lets you review your license usage with the monitoring solution you already use (for example Splunk, Datadog, or others) so you can optimize and manage your deployments. Use these reports to understand how much more you can deploy under your current contract, protect against overutilization, and budget for predicted consumption.

Automated reporting shares the minimum data required to validate license utilization as defined in our contracts. They consist of mostly computed metrics and will never contain Personal Identifiable Information (PII) or other sensitive information. Automated reporting shares the data with HashiCorp using a secure, unidirectional HTTPS API and makes an auditable record in the product logs each time it submits a report. The reports are submitted once every 24 hours.

## Enable automated reporting

To enable automated reporting, you need to make sure that outbound network traffic is configured correctly and upgrade your enterprise product to a version that supports it. If your installation is air-gapped or network settings are not in place, automated reporting will not work.

### 1. allow outbound HTTPS traffic on port 443

Make sure that your network allows HTTPS egress on port 443 to https://reporting.hashicorp.services by allow-listing the following IP addresses:

- 100.20.70.12
- 35.166.5.222
- 23.95.85.111
- 44.215.244.1

### 2. upgrade

Upgrade to a release that supports license utilization reporting. These releases include:

- [Vault Enterprise 1.14.0](https://releases.hashicorp.com/vault/) and later
- [Vault Enterprise 1.13.4](https://releases.hashicorp.com/vault/) and later 1.13.x versions
- [Vault Enterprise 1.12.8](https://releases.hashicorp.com/vault/) and later 1.12.x versions
- [Vault Enterprise 1.11.12](https://releases.hashicorp.com/vault/)

### 3. check logs

Automatic license utilization reporting will start sending data within 24 hours.

Check the server logs for records that the data sent successfully.

You will find log entries similar to the following:

<CodeBlockConfig hideClipboard>

```
[DEBUG] core.reporting: beginning snapshot export
[DEBUG] core.reporting: creating payload
[DEBUG] core.reporting: marshalling payload to json
[DEBUG] core.reporting: generating authentication headers
[DEBUG] core.reporting: creating request
[DEBUG] core.reporting: sending request
[DEBUG] core.reporting: performing request: method=POST url=https://reporting.hashicorp.services
[DEBUG] core.reporting: recording audit record
[INFO]  core.reporting: Report sent:
auditRecord="{\"payload\":{\"payload_version\":\"1\",\"license_id\":\"97afe7b4-b9c8-bf19-bf35-
b89b5cc0efea\",\"product\":\"vault\",\"product_version\":\"1.14.0-rc1+ent\",\"export_timestamp\":\"2023-06-
01T09:34:44.215133-
04:00\",\"snapshots\":[{\"snapshot_version\":1,\"snapshot_id\":\"0001J7H7KMEDRXKM5C1QJGBXV3\",\"proces
s_id\":\"01H1T45CZK2GN9WR22863W2K32\",\"timestamp\":\"2023-06-01T09:34:44.215001-
04:00\",\"schema_version\":\"1.0.0\",\"service\":\"vault\",\"metrics\":{\"clientcount.current_month_estimate\":{\"key
\":\"clientcount.current_month_estimate\",\"kind\":\"sum\",\"mode\":\"write\",\"labels\":{\"type\":{\"entity\":20,\"no
nentity\":11}}},\"clientcount.previous_month_complete\":{\"key\":\"clientcount.previous_month_complete\",\"kind\
":\"sum\",\"mode\":\"write\",\"labels\":{\"type\":{\"entity\":10,\"nonentity\":11}}}}}],\"metadata\":{\"vault\":{\"billi
ng_start\":\"2023-03-01T00:00:00Z\",\"cluster_id\":\"a8d95acc-ec0a-6087-d7f6-4f054ab2e7fd\"}}}}"
[DEBUG]
 core.reporting: completed recording
 audit record
[DEBUG] core.reporting: export finished successfully
```

</CodeBlockConfig>

If your installation is air-gapped or your network doesnt allow the correct
egress, logs will show an error.

<CodeBlockConfig hideClipboard>

```
[DEBUG] core.reporting: beginning snapshot export
[DEBUG] core.reporting: creating payload
[DEBUG] core.reporting: marshalling payload to json
[DEBUG] core.reporting: generating authentication headers
[DEBUG] core.reporting: creating request
[DEBUG] core.reporting: sending request
[DEBUG] core.reporting: performing request: method=POST url=https://reporting.hashicorp.services
[DEBUG] core.reporting: error status code received: statusCode=403
```

```

</CodeBlockConfig>

In this case, reconfigure your network to allow egress and check back in 24 hours.

## Opt out

If your installation is air-gapped or you want to manually collect and report on the same license utilization metrics, you can opt-out of automated reporting.

Manually reporting these metrics can be time consuming. Opting out of automated reporting does not mean that you also opt out from sending license utilization metrics. Customers who opt out of automated reporting will still be required to manually collect and send license utilization metrics to HashiCorp.

If you are considering opting out because youre worried about the data, we strongly recommend that you review the [example payloads](#example-payloads) before opting out. If you have concerns with any of the automatically-reported data please bring them to your account manager.

You have two options to opt out of automated reporting:

- HCL configuration (recommended)
- Environment variable (requires restart)

#### HCL configuration

Opting out in your products configuration file doesnt require a system restart, and is the method we recommend. Add the following block to your server configuration file (e.g. `vault-config.hcl`).

```hcl
reporting {
 license {
  enabled = false
  }
}
```

<Warning>

When you have a cluster, each node must have the reporting stanza in its configuration to be consistent. In the event of leadership change, nodes will
```

use its server configuration to determine whether or not to opt-out the
automated reporting. Inconsistent configuration between nodes will change the
reporting status upon active unseal.

</Warning>

You will find the following entries in the server log.

<CodeBlockConfig hideClipboard>

```
[DEBUG] core: reloading automated reporting
[INFO]  core: opting out of automated reporting
[DEBUG] activity: there is no reporting agent configured, skipping counts reporting
```

</CodeBlockConfig>

#### Environment variable

If you need to, you can also opt out using an environment variable, which will
provide a startup message confirming that you have disabled automated reporting.
This option requires a system restart.

<Note>

If the reporting stanza exists in the configuration file, the
`OPTOUT_LICENSE_REPORTING` value overrides the configuration.

</Note>

Set
 the following environment variable.

```shell-session
$ export OPTOUT_LICENSE_REPORTING=true
```

Now, restart your [Vault servers](/vault/docs/commands/server) from the shell
where you set the environment variable.

You will find the following entries in the server log.

<CodeBlockConfig hideClipboard>

```
[INFO]  core: automated reporting disabled via environment variable: env=OPTOUT_LICENSE_REPORTING
```

[INFO]  core: opting out of automated reporting
[DEBUG] activity: there is no reporting agent configured, skipping counts reporting
```

</CodeBlockConfig>

Check your product logs 24 hours after opting out to make sure that the system isnt trying to send reports.

If your configuration file and environment variable differ, the environment variable setting will take precedence.

## Example payloads

HashiCorp collects the following utilization data as JSON payloads:

- `payload_version` - The version of this payload schema
- `license_id` - The license ID for this product
-
 `product` - The product that this contribution is for
- `product_version` - The product version this contribution is for
- `export_timestamp`- The date and time for this contribution
- `snapshots` - An array of snapshot details. A snapshot is a structure that represents a single data collection
  - `snapshot_version` - The version of the snapshot package that produced this snapshot
  - `snapshot_id` - A unique identifier for this particular snapshot
  - `process_id` - An identifier for the system that produced this snapshot
  - `timestamp` - The date and time for this snapshot
  - `schema_version` - The version of the schema associated with this snapshot
  - `service` - The service that produced this snapshot (likely to be product name)
  - `metrics` - A map of representations of snapshot metrics contained within this snapshot
    - `key` - The key name associated with this metric
    - `kind` - The kind of metric (feature, counter, sum, or mean)

    - `mode` - The mode of operation associated with this metric (write or collect)
    - `labels` - The labels associated with each collected metric
      - `entity` - The sum of tokens generated for a unique client identifier
      - `nonentity` - The sum of tokens without an entity attached
- `metadata` - Optional product-specific metadata
  - `billing_start` - The billing start date associated with the reporting cluster (license start date if not configured)
  - `cluster_id` - The cluster UUID as shown by `vault status` on the reporting cluster
```

<CodeBlockConfig hideClipboard>

```json
{
 "payload_version": "1",
 "license_id": "97afe7b4-b9c8-bf19-bf35-b89b5cc0efea",
 "product": "vault",
 "product_version": "1.14.0-rc1+ent",
 "export_timestamp": "2023-06-01T11:39:00.76643-04:00",
 "snapshots": [
  {
   "snapshot_version": 1,
   "snapshot_id": "0001J7HEWM1PEHPMF5YZT8EV65",
   "process_id": "01H1VSQMNYAP77R566F1Y03GE6",
   "timestamp": "2023-06-01T11:39:00.766099-04:00",
    "schema_version": "1.0.0",
   "service": "vault",
   "metrics": {
    "clientcount.current_month_estimate": {
     "key": "clientcount.current_month_estimate",
     "kind": "sum",
     "mode": "write",
     "labels": {
      "type": {
       "entity": 20,
       "nonentity": 11
      }
     }
    },
    "clientcount.previous_month_complete": {
     "key": "clientcount.previous_month_complete",
     "kind": "sum",
     "mode": "write",
     "labels": {
      "type": {
       "entity": 10,
       "nonentity": 11
      }
     }
    }
   }
  }
 ],
 "metadata": {
  "vault": {
   "billing_start": "2023-03-01T00:00:00Z",
   "cluster_id": "a8d95acc-ec0a-6087-d7f6-4f054ab2e7fd"
  }
```

```
 }
}
```

</CodeBlockConfig>

## Pre-1.9 counts

When upgrading Vault from 1.8 (or earlier) to 1.9 (or later), utilization reporting will only
 include the [non-entity tokens](/vault/docs/concepts/client-count#non-entity-tokens) that are used after the upgrade.

Starting in Vault 1.9, the activity log records and de-duplicates non-entity tokens by using the namespace and
token's policies to generate a unique identifier. Because Vault did not create identifiers for these tokens before 1.9,
the activity log cannot know whether this token has been seen pre-1.9. To prevent inaccurate and inflated counts, the
activity log will ignore any counts of non-entity tokens that were created before the upgrade and only the non-entity
tokens from versions 1.9 and later will be counted.

See the client count [overview](/vault/docs/concepts/client-count) and [FAQ](/vault/docs/concepts/client-count/faq)
for more information.
---
layout: docs
page_title: license get - Command
description: |-
 The "license get" command reports on the license in use.
---

# license get

The `license get` command reports on the license in use.  With the `-signed`
flag, it will return the actual license string, but only if the license
is stored, as opposed to [autoloaded](/vault/docs/enterprise/license/autoloading).

## Examples

Describe current license:

```shell-session
$ vault license get
Key                      Value
---                      -----
expiration_time          2022-05-17T23:59:59Z
features                 [HSM Performance Replication DR Replication MFA Sentinel Seal Wrapping Control Groups Performance Standby Namespaces KMIP Entropy Augmentation Transform Secrets Engine Lease Count Quotas Key Management Secrets Engine Automated Snapshots]
license_id               060d7820-fa59-f95c-832b-395db0aeb9ba
performance_standby_count  9999
start_time               2021-05-17T00:00:00Z
termination_time
```

2031-05-17T23:59:59Z
```

Get stored license string:

```shell-session
$ vault license get -signed
02MV4UU43BK5H...
```

Try to get stored license string when using autoloading:

```shell-session
$ vault license get -signed
License not found or using a temporary license.
```

## Usage

The following flags are available in addition to the [standard set of flags](/vault/docs/commands) included on all commands.

### Command options

- `-signed` `(bool: false)` - Return the signed license string when using a stored license.

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---
layout: api
page_title: /sys/license/status - HTTP API
description: |-
The `/sys/license/status` endpoint is used to view the license used in
Vault.
---

# `/sys/license/status`

@include 'alerts/enterprise-only.mdx'

The `/sys/license/status` endpoint is used to view update the license used in
Vault.

## License status

This endpoint returns information about licensing. See [license
autoloading](/vault/docs/enterprise/license/autoloading) for additional background.

In the response:

- `autoloading_used` will be true if an autoloaded license was provided to the
node, false otherwise. This should always be true from Vault 1.11.0 onward.
- `autoloaded` is the autoloaded license if autoloading_used is true.
- `persisted_autoload` is the autoloaded license the active node last wrote to
storage; this is only used to detect inconsistently licensed nodes in the
cluster. It cannot be used as a license itself.

- `stored` was used for the stored license prior to Vault 1.11.0. Stored
 licenses are no longer supported.

`autoloaded`, and `persisted_autoload` will both have the same structure.

| Method | Path                 |
| :----- | :------------------- |
| `GET`  | `/sys/license/status` |

### Sample request

```shell-session
$ curl \
  --header "X-Vault-Token: ..." \
  http://127.0.0.1:8200/v1/sys/license/status
```

### Sample response

```json
{
 "data": {
   "autoloading_used": true,
   "autoloaded": {
     "expiration_time": "2022-05-17T23:59:59Z",
     "features": [
       "HSM",
       "Performance Replication",
       "DR Replication",
       "MFA",
       "Sentinel",
       "Seal Wrapping",
       "Control Groups",
       "Performance Standby",
       "Namespaces",
       "KMIP",
       "Entropy Augmentation",
       "Transform Secrets Engine",
       "Lease Count Quotas",
       "Key Management Secrets Engine",
       "Automated Snapshots"
     ],
     "license_id": "060d7820-fa59-f95c-832b-395db0aeb9ba",
     "performance_standby_count":
 9999,
     "start_time": "2021-05-17T00:00:00Z",
     "termination_time": "2031-05-17T23:59:59Z"
   },
```

```
  "persisted_autoload": {
    "expiration_time": "2022-05-17T23:59:59Z",
    "features": [
      "HSM",
      "Performance Replication",
      "DR Replication",
      "MFA",
      "Sentinel",
      "Seal Wrapping",
      "Control Groups",
      "Performance Standby",
      "Namespaces",
      "KMIP",
      "Entropy Augmentation",
      "Transform Secrets Engine",
      "Lease Count Quotas",
      "Key Management Secrets Engine",
      "Automated Snapshots"
    ],
    "license_id": "060d7820-fa59-f95c-832b-395db0aeb9ba",
    "performance_standby_count": 9999,
    "start_time": "2021-05-17T00:00:00Z",
    "termination_time": "2031-05-17T23:59:59Z"
  }
 }
}
```

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<LicenseInfo
@startTime={{this.model.startTime}}
@expirationTime={{this.model.expirationTime}}
@licenseId={{this.model.licenseId}}
@features={{this.model.features}}
@autoloaded={{this.model.autoloaded}}
@performanceStandbyCount={{this.model.performanceStandbyCount}}
/>
---
layout: docs
page_title: Frequently Asked Questions (FAQ)
description: An overview of license.
---

# License FAQ

This FAQ section is for license changes and updates introduced for Vault Enterprise.
- [Q: How do the license termination changes affect upgrades?](#q-how-do-the-license-termination-changes-affect-upgrades)
- [Q: What impact on upgrades do the license termination behavior changes pose?](#q-what-impact-on-upgrades-do-the-license-termination-behavior-changes-pose)
- [Q: Will these license changes impact HCP Vault?](#q-will-these-license-changes-impact-hcp-vault)
- [Q: Do these license changes impact all Vault customers/licenses?](#q-do-these-license-changes-impact-all-vault-customers-licenses)
- [Q: What is the product behavior change introduced by the licensing changes?](#q-what-is-the-product-behavior-change-introduced-by-the-licensing-changes)
- [Q: How will Vault behave at startup when a license expires or terminates?](#q-how-will-vault-behave-at-startup-when-a-license-expires-or-terminates)
-
[Q: What is the impact on evaluation licenses due to this change?](#q-what-is-the-impact-on-evaluation-licenses-due-to-this-change)
- [Q: Are there any changes to existing methods for manual license loading (API or CLI)?](#q-are-there-any-changes-to-existing-methods-for-manual-license-loading-api-or-cli)
- [Q: Is there a grace period when evaluation licenses expire?](#q-is-there-a-grace-period-when-evaluation-licenses-expire)
- [Q: Does this affect clients?](#q-does-this-affect-clients)
- [Q: Are the license files locked to a specific cluster?](#q-are-the-license-files-locked-to-a-specific-cluster)
- [Q: Will a EULA check happen every time a Vault restarts?](#q-will-a-eula-check-happen-every-time-a-vault-restarts)
- [Q: What scenarios should a customer plan for due to these license changes?](#q-what-scenarios-should-a-customer-plan-for-due-to-these-license-changes)
- [Q: What is the migration path for customers who want to migrate from their existing license-as-applied-via-the-CLI
flow to the license on disk flow?](#q-what-is-the-migration-path-for-customers-who-want-to-migrate-from-their-existing-license-as-applied-via-the-cli-flow-to-the-license-on-disk-flow)
- [Q: What is the path for customers who want to downgrade/rollback from Vault 1.11 or later (auto-loaded license

mandatory) to a pre-Vault 1.11 (auto-loading not mandatory, stored license supported)?](#q-what-is-the-path-for-customers-who-want-to-downgrade-rollback-from-vault-1-11-or-later-auto-loaded-license-mandatory-to-a-pre-vault-1-11-auto-loading-not-mandatory-stored-license-supported)
- [Q: Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)
- [Q: What are the steps to upgrade from one autoloaded license to another autoloaded license?](#q-what-are-the-steps-to-upgrade-from-one-autoloaded-license-to-another-autoloaded-license)
- [Q: What are the Vault ADP module licensing changes introduced in 1.8?](#q-what-are-the-vault-adp-module-licensing-changes-introduced-in-1-8)
- [Q: How can the new ADP modules be purchased and what features are customer entitled to as part of that purchase?](#q-how-can-the-new-adp-modules-be-purchased-and-what-features-are-customer-entitled-to-as-part-of-that-purchase)
- [Q: What is the impact to customers based on these ADP module licensing changes?](#q-what-is-the-impact-to-customers-based-on-these-adp-module-licensing-changes)

### Q: what is the product behavior change introduced by the licensing changes?

Per the [feature deprecation plans](/vault/docs/deprecation), Vault will no longer support licenses in storage. An [auto-loaded license](/vault/docs/enterprise/license/autoloading) must be used instead. If you are using stored licenses, you must migrate to auto-loaded licenses prior to upgrading to Vault 1.11

Vault 1.12 will also introduce different termination behavior for evaluation licenses versus non-evaluation licenses. An evaluation license will include a 30-day trial period after which a running Vault server will terminate. Vault servers using a non-evaluation license will not terminate.

### Q: how do the license termination changes affect upgrades?
Vault 1.12 will introduce changes to the license termination behavior. Upgrades when using expired licenses will now be limited.
Vault will not startup if the build date of the binary is _after_ the expiration date of a license. License expiration date and binary build date compatibility can be verified using the [Check for Autoloaded License](/vault/docs/commands/operator/diagnose#check-for-autoloaded-license) check performed by the `vault operator diagnose` command.
The build date of a binary can also be found using the [vault version](/vault/docs/commands/version#version) command.

A user can expect the following to occur based on the following scenarios:

**Evaluation or non-evaluation license is valid:**
Vault will start normally

**Evaluation or non-evaluation license is expired, binary build date _before_ license expiry date:**
Vault will start normally

**Evaluation or non-evaluation license is expired, binary build date _after_ license expiry date:**
Vault will not start

**Evaluation license is terminated:**
Vault will not start independent of the binary's build date

**Non-evaluation license is terminated, binary build date _before_ license expiry date:**
Vault will start normally

**Non-evaluation license is terminated, binary build date _after_ license expiry date:**
Vault will not start

The Vault support team can issue you a temporary evaluation license to allow for security upgrades if your license has expired.

### Q: will these license changes impact HCP Vault?

No, these changes will not impact HCP Vault.

### Q: do these license changes impact all Vault customers/licenses?

| Customer/licenses | Impacted? |
| --- | --- |
| ENT binaries (evaluation or non-evaluation downloaded from [releases.hashicorp.com](https://releases.hashicorp.com/vault/)) | Yes |
| Business-Source (BSL) | No |

### Q: what is the product behavior change introduced by the licensing changes?

With Vault 1.11, the use of an [auto-loaded license](/vault/docs/enterprise/license/autoloading) is required for Vault to start successfully.

### Q: how will Vault behave at startup when a license expires or terminates?

When a license expires, Vault continues to function until the license terminates. This behavior exists today and remains unchanged in Vault 1.11. The grace period, defined as the time between license expiration and license termination, is one day for evaluation licenses (as of 1.8), and ten
years for non-evaluation licenses.
Customers must provide a valid license before the grace period expires. This license is required to be [auto-loaded](/vault/docs/enterprise/license/autoloading). When license terminates (upon grace period expiry), Vault will seal itself and customers will need a valid license in order to successfully bring-up Vault. If a valid license was not installed after license expiry, customers will need to provide one, and this license will need to be auto-loaded.

Vault 1.12 changes the license expiration and termination behavior. Evaluation licenses include a 30-day trial period after which a running Vault server will terminate. Non-evaluation licenses, however, will no longer terminate. When a non-evaluation license expires, Vault will continue to function but upgrades will be limited. The build date of the upgrade binary must be before the expiration date of the license.
Vault will not start when attempting to use an expired license and binary with a build
date _after_ the license expiration date. Attempting to [reload](/vault/api-docs/system/config-reload#reload-license-file) an expired license will result in an error if the build date of the running Vault server is _after_ the license

expiration date.

License expiration date and binary build date compatibility can be verified using the [Check for Autoloaded License](/vault/docs/commands/operator/diagnose#check-for-autoloaded-license) check performed by the `vault operator diagnose` command. The build date of a binary can also be found using the [vault version](/vault/docs/commands/version#version) command.

### Q: what is the impact on evaluation licenses due to this change?

As of Vault 1.8, any Vault cluster deployed must have a valid [auto-loaded](/vault/docs/enterprise/license/autoloading) license.

Vault 1.12 introduces [expiration and termination behavior changes](#q-how-will-vault-behave-at-startup-when-a-license-expires-or-terminates) for non-evaluation licenses. Evaluation licenses will continue to have a 1-day grace period upon license expiry after which they will terminate. Vault will seal itself and shutdown once an evaluation license terminates.

### Q: are there any changes to existing methods for manual license loading (API or CLI)?

The [`/sys/license`](/vault/api-docs/v1.10.x/system/license#install-license) and [`/sys/license/signed`](/vault/api-docs/v1.10.x/system/license#read-signed-license) endpoints have been removed as of Vault 1.11. With that said, it is no longer possible to provide a license via the `/sys/license` endpoint. License [auto-loading](/vault/docs/enterprise/license/autoloading) must be used instead.
The [`/sys/config/reload/license`](/vault/api-docs/system/config-reload#reload-license-file) endpoint can be used to reload an auto-loaded license provided as a path via an environment variable or configuration.

### Q: is there a grace period when evaluation licenses expire?

Evaluation licenses have a 1-day grace period. The grace period is the time until the license expires. Upon expiration, Vault will seal and will require a valid license to unseal and function properly.

### Q: are the license files locked to a specific cluster?

The changes to licenses apply to all nodes in a cluster. The license files are not locked to a cluster, but are independently applied to the appropriate clusters.

### Q: will a EULA check happen every time a Vault restarts?

Yes, starting with Vault 1.8, ENT binaries will be subjected to a EULA check. The release of Vault 1.8 introduces the EULA check for evaluation licenses (non-evaluation licenses are evaluated with a EULA check during contractual agreement) .
Although the agreement to a EULA occurs only once (when the user receives their license), Vault will check for the presence of a valid license every time a node is restarted.

Starting Vault 1.11, when customers deploy new Vault clusters, or upgrade existing Vault clusters, a valid [auto-loaded](/vault/docs/enterprise/license/autoloading)

license must exist for the upgrade to be successful.

### Q: what scenarios should a customer plan for due to these license changes?

- **New Cluster Deployment**: When a customer deploys new clusters to Vault 1.11 or later, a valid license must exist to successfully deploy. This valid license must be on-disk ([auto-loaded](/vault/docs/enterprise/license/autoloading)).

- **Eventual Migration**: Vault 1.11 removes support for in-storage licenses. Migrating to an auto-loaded license is required for Vault to start successfully using version 1.11 or greater. Pre-existing license storage entries will be automatically removed from storage upon startup.

### Q: what is the migration path for customers who want to migrate from their existing license-as-applied-via-the-CLI flow to the license on disk flow?

If a Vault cluster using a stored license is planned to be upgraded to Vault 1.11 or greater, the operator must migrate to using an auto-loaded license. The [`vault license get -signed`](/vault/docs/v1.10.x/commands/license/get) command (or underlying [`/sys/license/signed`](/vault/api-docs/v1.10.x/system/license#read-signed-license) endpoint) can be used to retrieve the license from storage in a running cluster.
It is not necessary to remove the stored license entry. That will occur automatically upon startup in Vault 1.11 or greater. Prior to completing the [recommended upgrade steps](/vault/docs/upgrading), perform the following to ensure your license is properly configured:

1. Use the command `vault license get -signed` to retrieve the license from storage of your running cluster.
2. Put the license on disk
3. Configure license auto-loading by specifying the [`license_path`](/vault/docs/configuration#license_path) config option or setting the [`VAULT_LICENSE`](/vault/docs/commands#vault_license) or [`VAULT_LICENSE_PATH`](/vault/docs/commands#vault_license_path) environment variable.

### Q: what is the path for customers who want to downgrade/rollback from Vault 1.11 or later (auto-loaded license mandatory) to a pre-Vault 1.11 (auto-loading not mandatory, stored license supported)?

The downgrade procedure remains the same for Vault customers who are currently on Vault 1.11 or later, have a license installed via auto-loading, and would like to downgrade their cluster to a pre-1.11 version. Please refer to the [upgrade procedures](/vault/tutorials/standard-procedures/sop-upgrade) that remind the customers that they must take a snapshot before the upgrade. Customers will need to restore their version from the snapshot, apply the pre-1.11 enterprise binary version they wish to roll back, and bring up the clusters.

### Q: is there a limited time for support of licenses that are in storage?

The support of licenses installed by alternative means often leads to difficulties providing the appropriate support. To provide the support expected by our customers, as we have announced in [Vault feature deprecations and plans](/vault/docs/deprecation) we are removing support for licenses in storage with Vault 1.11. This implies licensing endpoints that deal with licenses in storage will be removed, and Vault will no longer check for valid licenses in storage. This change requires that all customers have [auto-loaded](/vault/docs/enterprise/license/autoloading) licenses to upgrade to

1.11(+) successfully.

### Q: what are the steps to upgrade from one autoloaded license to another autoloaded license?

Follow these steps to migrate from one autoloaded license to another autoloaded license.

1. Use the [`vault license inspect`](/vault/docs/commands/license/inspect) command to compare the new license against the output of the [`vault license get`](/vault/docs/commands/license/get) command. This is to ensure that you have the correct license.
1. Backup the old license file in a safe location.
1. Replace the old license file on each Vault server with the new one.
1. Invoke the [reload command](/vault/api-docs/system/config-reload#reload-license-file)
 on each individual Vault server, starting with the standbys and doing the leader last. Invoking in this manner reduces possible disruptions if something was performed incorrectly with the above steps. You can either use the [reload command](/vault/api-docs/system/config-reload#reload-license-file) or send a SIGHUP.
1. On each node, ensure that the new license is in use by using the [`vault license get`](/vault/docs/commands/license/get) command and/or checking the logs.

# ADP licensing

This FAQ section is for the Advanced Data Protection (ADP) license changes introduced in Vault Enterprise 1.8.

### Q: what are the Vault ADP module licensing changes introduced in 1.8?

As of Vault Enterprise 1.8, the functionality formerly sold as the Vault ADP module is now separated between two new modules:

**ADP-KM** includes:

- [Key Management Secrets Engine (KMSE)](/vault/docs/secrets/key-management)
- [Key Management Interoperability (KMIP)](/vault/docs/secrets/kmip)
-
 [MSSQL Transparent Data Encryption (TDE)](https://www.hashicorp.com/blog/enabling-transparent-data-encryption-for-microsoft-sql-with-vault)

**ADP-Transform** includes:

- [Transform Secrets Engine (TSE)](/vault/docs/secrets/transform)

### Q: how can the new ADP modules be purchased and what features are customer entitled to as part of that purchase?

**ADP-KM includes**:

- This is the first Vault Enterprise module that can be purchased standalone. This means it can be purchased without the purchase of a Vault Enterprise Standard license.
- ADP-KM still requires a Vault Enterprise binary. The Vault Enterprise Standard license is automatically included with the ADP-KM module, but customers are contractually prohibited from using any features besides those in

Vault Community Edition and ADP-KM (KMSE and KMIP).

**ADP-Transform includes**:

- This module cannot be purchased as a standalone. It requires a Vault Enterprise binary, and customers must purchase the base Vault Enterprise Standard
 license (at least) to use the corresponding Enterprise features.
- The ADP-Transform SKU can be applied as an add-on. This workflow is similar to the consolidated ADP SKU.

### Q: what is the impact to customers based on these ADP module licensing changes?

Customers need to be aware of the following as a result of these changes:

- **New customers** may choose to purchase either or both of these modules. The old (consolidated) module is not available to them as an option.
- **Existing customers** may continue with the consolidated Vault ADP module uninterrupted. They will only be converted to one or both new ADP modules the next time they make a change to their licensing details (i.e. contract change).
---
layout: docs
page_title: Vault Enterprise License
description: An overview of license.
---

# Vault license

@include 'alerts/enterprise-only.mdx'

Licenses and EULA enhancements have been introduced in Vault 1.8 release. Please refer to the [FAQ](/vault/docs/enterprise/license/faq) for common questions concerning these changes.

The [Install a HashiCorp Enterprise License](/vault/tutorials/enterprise/hashicorp-enterprise-license) tutorial provides the instruction to load your Vault license.
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SOFTWARE.

```
{{#if (and this.licenseExpired (not this.expiredDismissed))}}
 <div class="license-banner-wrapper" data-test-license-banner data-test-license-banner-expired>
  <AlertBanner
    @type="danger"
    @title="License expired"
    @message="Your Vault license expired on {{date-format
      @expiry
      'MMM d, yyyy'
    }}. Add a new license to your configuration and restart Vault."
    class="message-marginless"
  >
    <DocLink @path="/vault/tutorials/enterprise/hashicorp-enterprise-license">
      <Icon @name="learn-link" />
      Read documentation
    </DocLink>
    <button type="button" class="close-button" {{on "click" (fn this.dismissBanner "expired")}} data-test-dismiss-
expired>
      <Icon @name="x" aria-label="dismiss license expired warning" />
    </button>
  </AlertBanner>
 </div>
{{else if (and (lte this.licenseExpiringInDays 30) (not this.warningDismissed))}}
 <div class="license-banner-wrapper" data-test-license-banner data-test-license-banner-warning>
   <AlertBanner
    @type="warning"
    @title="Vault license expiring"
    @message="Your Vault license will expire in {{this.licenseExpiringInDays}} days at {{date-format
      @expiry
      'hh:mm:ss a'
    }} on {{date-format @expiry 'MMM d, yyyy'}}. {{if
      @autoloaded
      'Add a new license to your configuration.'
      'Keep in mind that your next license will need to be autoloaded'
    }}"
    class="message-marginless"
  >
    <DocLink @path="/vault/tutorials/enterprise/hashicorp-enterprise-license">
      <Icon @name="learn-link" />
      Read documentation
    </DocLink>
    <button type="button" class="close-button" {{on "click" (fn this.dismissBanner "warning")}} data-test-dismiss-
```

```
warning>
      <Icon @name="x" aria-label="dismiss license expire soon warning" />
    </button>
  </AlertBanner>
 </div>
{{/if}}
<PageHeader as |p|>
 <p.levelLeft>
  <h1 class="title is-3">License</h1>
 </p.levelLeft>
</PageHeader>

<section class="box is-sideless is-marginless is-shadowless is-fullwidth">
 <span class="title is-5">Details</span>
 <div class="field box is-fullwidth is-shadowless is-paddingless is-marginless">
  <InfoTableRow @label="License ID" @value={{@licenseId}} data-test-detail-row />
  <InfoTableRow @label="Valid from" @value={{@startTime}} data-test-detail-row>
    {{date-format @startTime "MMM dd, yyyy hh:mm:ss a"}}
    to
    {{date-format @expirationTime "MMM dd, yyyy hh:mm:ss a"}}
  </InfoTableRow>
  <InfoTableRow @label="License state" @value={{"Autoloaded"}} data-test-detail-row />
 </div>
</section>

<section class="box is-sideless is-marginless is-shadowless is-fullwidth">
 <span class="title is-5">Features</span>
 <div class="field box is-fullwidth is-shadowless is-paddingless is-marginless">
  {{#each this.featuresInfo as |info|}}
    <InfoTableRow @label={{info.name}}
 @value={{if info.active "Active" "Not Active"}} data-test-feature-row>
      {{#if info.active}}
        <Icon @name="check-circle" class="icon-true" />
        <span data-test-feature-status>
          Active
          {{#if info.count}}&mdash; {{info.count}} standby nodes allotted{{/if}}
        </span>
      {{else}}
        <Icon @name="x-circle" class="icon-false" />
        <span data-test-feature-status>Not Active</span>
      {{/if}}
    </InfoTableRow>
  {{/each}}
 </div>
</section>
# Copyright (c) HashiCorp, Inc.
# SPDX-License-Identifier: MPL-2.0
```

```
variable "file_name" {}

output "license" {
 value = file(var.file_name)
}
/**
* Copyright (c) HashiCorp, Inc.
* SPDX-License-Identifier: MPL-2.0
*/

.license-banner-wrapper {
 width: 100%;
 max-width: 1344px;
 margin: $spacing-l auto 0;
 padding: 0 1.5rem;
}
---
layout: docs
page_title: License Autoloading
description: An overview of license autoloading.
---

# License autoloading

@include 'alerts/enterprise-only.mdx'

Prior to Vault 1.8, Vault Enterprise would be licensed using special binaries
that contained embedded licenses, or via a license written into Vault storage
using the [POST sys/license API](/vault/api-docs/system/license#install-license).

As of Vault 1.8 those options still exist but are deprecated, and the recommended
mechanism for managing licenses is called License Autoloading. New clusters are
required to use the autoloading method.

License Autoloading can be done using one of these mechanisms, in decreasing order
of priority (i.e. `VAULT_LICENSE` takes precedence over `VAULT_LICENSE_PATH`, which
takes precedence over `license_path` in config.)

- [VAULT_LICENSE environment variable](/vault/docs/commands#vault_license)
- [VAULT_LICENSE_PATH environment variable](/vault/docs/commands#vault_license_path)
- [license_path in
 config](/vault/docs/configuration#license_path)

Nodes within a cluster should be consistently licensed. All nodes in a cluster
should use autoloading, or none should. If autoloading is used, all nodes should
use the same license string. Warnings will be written to the log when there
are discrepancies.
```

If autoloading is used, any existing stored license will be ignored. The presence
of a stored license in conjunction with an autoloaded license will also result in
logged warnings, which may require a service restart to clear.
---
layout: docs
page_title: license inspect - Command
description: |-
 The "license inspect" command describes the contents of a signed license string.
---

# license inspect

The `license inspect` command describes the contents of a signed license string.

## Examples

Describe license in the environment (either `VAULT_LICENSE` for a raw value
or `VAULT_LICENSE_PATH` for the path to a file containing the value):

```shell-session
$ vault license inspect
Source: /Users/ncc/vaults/license
Product: vault
License ID: 060d7820-fa59-f95c-832b-395db0aeb9ba
Customer ID: 5401ae3b-136b-3e47-3b43-432927fa03e7
Installation ID: *
Issue Time: 2021-05-17 19:33:47.93981585 +0000 UTC
Start Time: 2021-05-17 00:00:00 +0000 UTC
Expiration Time: 2022-05-17 23:59:59.999 +0000 UTC
Termination Time: 2031-05-17 23:59:59.999 +0000 UTC
{"license_id":"060d7820-fa59-f95c-832b-395db0aeb9ba","customer_id":"5401ae3b-136b-3e47-3b43-
432927fa03e7","installation_id":"*","issue_time":"2021-05-17T19:33:47.93981585Z","start_time":"2021-05-
17T00:00:00Z","expiration_time":"2022-05-17T23:59:59.999Z","flags":{"modules":["multi-dc-scale","governance-
policy","advanced-data-protection"]},"features":["HSM","Performance
 Replication","DR Replication","MFA","Sentinel","Seal Wrapping","Control Groups","Performance
Standby","Namespaces","KMIP","Entropy Augmentation","Transform Secrets Engine","Lease Count Quotas","Key
Management Secrets Engine","Automated Snapshots"],"performance_standby_count":9999}

License is valid
```

Describe license at given path:

```shell-session
$ vault license inspect ~/vaults/license
Source: /Users/ncc/vaults/license
Product: vault
License ID: 060d7820-fa59-f95c-832b-395db0aeb9ba
```

Customer ID: 5401ae3b-136b-3e47-3b43-432927fa03e7
Installation ID: *
Issue Time: 2021-05-17 19:33:47.93981585 +0000 UTC
Start Time: 2021-05-17 00:00:00 +0000 UTC
Expiration Time: 2022-05-17 23:59:59.999 +0000 UTC
Termination Time: 2031-05-17 23:59:59.999 +0000 UTC
{"license_id":"060d7820-fa59-f95c-832b-395db0aeb9ba","customer_id":"5401ae3b-136b-3e47-3b43-432927fa03e7","installation_id":"*","issue_time":"2021-05-17T19:33:47.93981585Z","start_time":"2021-05-17T00:00:00Z","expiration_time":"2022-05-17T23:59:59.999Z","flags":{"modules":["multi-dc-scale","governance-policy","advanced-data-protection"]},"features":["HSM","Performance
Replication","DR Replication","MFA","Sentinel","Seal Wrapping","Control Groups","Performance Standby","Namespaces","KMIP","Entropy Augmentation","Transform Secrets Engine","Lease Count Quotas","Key Management Secrets Engine","Automated Snapshots"],"performance_standby_count":9999}

License is valid
```

## Usage

The following flags are available in addition to the [standard set of
flags](/vault/docs/commands) included on all commands.

### Command options

- `-installation-id` `(string: "")` - Installation ID to validate the license against
### Enterprise licenses

In versions 1.2.6, 1.3.9, 1.4.5, and 1.5.2, the enterprise licenses were not incorporated correctly
into the build and we have issued patch releases (x.y.z.1) for enterprise customers containing the
proper license. As the previous builds were both not working and causing confusion, we have removed
the binaries.
// Copyright (c) HashiCorp, Inc.
// SPDX-License-Identifier: MPL-2.0

package license

// Features is a bitmask of feature flags
type Features uint

const FeatureNone Features = 0

func (f Features) HasFeature(flag Features) bool {
return false
}
### vault.core.license.expiration_time_epoch ((#vault-core-license-expiration_time_epoch))

Metric type | Value | Description
---------- | --------- | ----------
```

gauge | timestamp | Epoch time (seconds since 1970-01-01) at which the license will expire
---
layout: docs
page_title: license - Command
description: |-
The "license" command groups subcommands for interacting with Vault licenses.
---

# license

The `license` command groups subcommands for interacting with Vault licenses

For more information, please see the [license documentation](/vault/docs/enterprise/license)

## Examples

Query current license in use by a node:

```shell-session
$ vault license get
Key                     Value
---                     -----
expiration_time         2022-05-17T23:59:59.999Z
features                [HSM Performance Replication DR Replication MFA Sentinel Seal Wrapping Control Groups Performance Standby Namespaces KMIP Entropy Augmentation Transform Secrets Engine Lease Count Quotas Key Management Secrets Engine Automated Snapshots]
license_id              060d7820-fa59-f95c-832b-395db0aeb9ba
performance_standby_count    9999
start_time              2021-05-17T00:00:00Z
```

Inspect a license string:

```shell-session
$
vault license inspect ~/vaults/license
Source: /Users/ncc/vaults/license
Product: vault
License ID: 060d7820-fa59-f95c-832b-395db0aeb9ba
Customer ID: 5401ae3b-136b-3e47-3b43-432927fa03e7
Installation ID: *
Issue Time: 2021-05-17 19:33:47.93981585 +0000 UTC
Start Time: 2021-05-17 00:00:00 +0000 UTC
Expiration Time: 2022-05-17 23:59:59.999 +0000 UTC
{"license_id":"060d7820-fa59-f95c-832b-395db0aeb9ba","customer_id":"5401ae3b-136b-3e47-3b43-432927fa03e7","installation_id":"*","issue_time":"2021-05-17T19:33:47.93981585Z","start_time":"2021-05-17T00:00:00Z","expiration_time":"2022-05-17T23:59:59.999Z","flags":{"modules":["multi-dc-scale","governance-policy","advanced-data-protection"]},"features":["HSM","Performance Replication","DR
```

Replication","MFA","Sentinel","Seal Wrapping","Control Groups","Performance Standby","Namespaces","KMIP","Entropy Augmentation","Transform Secrets Engine","Lease Count Quotas","Key Management Secrets Engine","Automated Snapshots"],"performance_standby_count":9999}

License
 is valid

```

## Usage

```text
Usage: vault license <subcommand> [options] [args]

 # ...

Subcommands:
   get      Query Vault's license
   inspect  View the contents of a license string
```

For more information, examples, and usage about a subcommand, click on the name
of the subcommand in the sidebar.

# 1.49 libext2fs2t64 1.47.0-2.4~exp1ubuntu4.1

## 1.49.1 Available under license :

Index: tdbsa/tdb.c
===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
 /*
-   Unix SMB/CIFS implementation.
+   trivial database library - standalone version

-   trivial database library - private includes
-
-   Copyright (C) Andrew Tridgell              2005
+   Copyright (C) Andrew Tridgell              1999-2005
+   Copyright (C) Jeremy Allison               2000-2006
+   Copyright (C) Paul `Rusty' Russell         2000

     ** NOTE! The following LGPL license applies to the tdb
     ** library. This does NOT imply that all of Samba is released
```

Format: https://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
Upstream-Name: e2fsprogs
Upstream-Contact: Theodore Ts'o <tytso@mit.edu>
Source: http://sourceforge.net/projects/e2fsprogs
Comment:
This is the Debian GNU/Linux prepackaged version of the EXT2 file
system utilities (e2fsck, mke2fs, etc.).  The EXT2 utilities were
written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

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Comment: Some files are GPL-2+ licensed or do not carry any license version.
 They are distributable as GPL-2 and listed as such for simplification.

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 1997-2003 Yann Dirson <dirson@debian.org>
 2001 Alcove <http://www.alcove.com/>
 1997 Klee Dienes
 1995-1996 Michael Nonweiler <mrn20@cam.ac.uk>
License: GPL-2

Files: lib/ext2fs/*
 lib/e2p/*
 lib/support/print_fs_flags.c
 misc/e2fuzz.c
Copyright:
 1995-1999, 2002, 2004-2006 Theodore Ts'o <tytso@mit.edu>
 1992-1994  Remy Card <card@masi.ibp.fr>
  Laboratoire MASI, Institut Blaise Pascal
  Universite Pierre et Marie Curie (Paris VI)
 2001 Andreas Gruenbacher, <a.gruenbacher@computer.org>
 2007 IBM Corporation
 2010 Red Hat, Inc., Lukas Czerner <lczerner@redhat.com>
 2014 Oracle
 2012 Zheng Liu <wenqing.lz@taobao.com>
 2012 Intel Corporation
 2001  Daniel Phillips
 2002 Theodore Ts'o.
 2002 Andreas Dilger
 2006 Cluster File Systems, Inc.
 2006, 2007 by Andreas Dilger <adilger@clusterfs.com>
 2003,2004 Cluster File Systems, Inc <info@clusterfs.com>
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 2003 VMware, Inc.
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1997 Mark Habersack
2011 Whamcloud,
Inc.
2004 Sam Hocevar <sam@hocevar.net>
2014 Google Inc.
1993, 1994, 1995 Theodore Ts'o.
1998 Andrey Shedel <andreys@ns.cr.cyco.com>
License: LGPL-2
Comment: Some files in lib/ext2fs claim
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and NOTICE clarifies them to be licensed under LGPL-2.

Files: lib/ext2fs/tdb*
Copyright: 1999-2005 Andrew Tridgell
2000-2006 Jeremy Allison
2000 Paul `Rusty' Russell
License: LGPL-2

Files: lib/ext2fs/tdbtool.c
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2000 Paul `Rusty' Russell
2000 Jeremy Allison
2001 Andrew Esh
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lib/ext2fs/utf8n.h
util/mkutf8data.c
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Files: lib/ext2fs/crc16.*
Copyright: 2005 Ben Gardner <bgardner@wabtec.com>
License:
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Files: lib/ext2fs/crc32c*
Copyright:
August 26, 2011 Darrick J. Wong <djwong at us.ibm.com>
Reuse Bob Pearson's slice-by-8 implementation for e2fsprogs.
.
July 20, 2011 Bob Pearson <rpearson at systemfabricworks.com>

...
Oct 15, 2000 Matt Domsch <Matt_Domsch@dell.com>
...
Oct 12, 2000 Matt Domsch <Matt_Domsch@dell.com>
License: GPL-2

Files: lib/uuid/*
Copyright: 1996-1999, 2007 Theodore Ts'o.
License: BSD-3-Clause

Files: lib/uuid/*.3.in
Copyright: 1999 Andreas Dilger <adilger@enel.ucalgary.ca>
License: BSD-3-Clause

Files: contrib/fallocate.c
Copyright: 2008 Red Hat, Inc. All rights reserved.
        2003-2005 Silicon Graphics, Inc.
License: GPL-2

Files: contrib/dconf
Copyright: 1994 Ulrich Windl <Ulrich.Windl@rz.uni-regensburg.de>
License: GPL-2

Files: CleanSpec.mk
    contrib/android/ext2simg.c
Copyright: 2007, 2016 The Android Open Source Project
License: Apache-2

Files: e2fsck/*
    debugfs/do_journal.c
    debugfs/journal.*
    debugfs/logdump.c
     debugfs/xattrs.c
    lib/support/plausible.c
    misc/fuse2fs.c
    misc/fsmap.h
Copyright: 1993-2011 Theodore Ts'o
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        2000 Red Hat corp
        2001 Red Hat, Inc.
        2000 Stephen C. Tweedie
        2000 Andreas Dilger
        2014 Oracle
        2019 Google LLC
License: GPL-2

Files: e2fsck/mtrace.*
    include/nonunix/getopt.h

Copyright: 1985-2015 Free Software Foundation, Inc.
License: LGPL-2

Files: ext2ed/*
Copyright: 1995 Gadi Oxman
License: GPL-2

Files: include/mingw/unistd.h
Copyright: 2004-2006 Kern Sibbald
2014 Adam Kropelin
License: GPL-2

Files: lib/support/devname.*
Copyright: 2010 Red Hat, Inc., Lukas Czerner <lczerner@redhat.com>
License: GPL-2

Files: lib/blkid/*
misc/blkid.c
Copyright: 1999, 2001 by Andries Brouwer
1994-1997, 1999-2004 Theodore Ts'o <tytso@mit.edu>
2001 Andreas Dilger
License: LGPL-2

Files: misc/blkid.8.in

misc/uuidgen.1.in
Copyright: 1999, 2000 Andreas Dilger <adilger@turbolinux.com>
License: GPL-2

Files: misc/create_inode.c
Copyright: 2014 Robert Yang <liezhi.yang@windriver.com>
License: LGPL-2

Files: misc/e2freefrag.c
Copyright: 2009 Sun Microsystems, Inc.
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Files: misc/e2undo.c
Copyright: 2007 IBM Corporation
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Files: misc/e4defrag.c
Copyright: Akira Fujita <a-fujita@rs.jp.nec.com>
Takashi Sato <t-sato@yk.jp.nec.com>
License: GPL-2

Files: misc/uuidgen.c
Copyright: 1999 Andreas Dilger and Theodore Ts'o

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Files: misc/e2fuzz.sh
Copyright: 2014 Oracle
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Files: misc/e4crypt.c
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misc/dumpe2fs.c
misc/lsattr.c
misc/mklost+found.c
misc/tune2fs.c
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Gadi Oxman, August 1995

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Theodore Ts'o
23-June-2007

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

```
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:  $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM)
 -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
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# 1.67 go.uber.org/atomi 1.11.0

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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 */
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lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
lib/krb5/kdb/kdb_log.h
lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
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lib/libgss/g_process_context.c
lib/libgss/g_rel_buffer.c
lib/libgss/g_rel_cred.c
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lib/libgss/g_seal.c
lib/libgss/g_sign.c
lib/libgss/g_store_cred.c
lib/libgss/g_unseal.c
lib/libgss/g_userok.c
lib/libgss/g_utils.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c

lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
kprop/kproplog.c

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* cpp/src/arrow/util/bit_stream_utils.h
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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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work. (Executables containing this object code plus portions of the
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Otherwise, if the work is a derivative of the Library, you may
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Any executables containing that work also fall under Section 6,
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inline
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dns.c - Recursive, Reentrant DNS Resolver.

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/* Extract the last component (base name) of a file name.

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#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H

#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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Version 3, 29 June 2007

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# 1.103 go-immutable-radix 1.3.1

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package version

// Collection is a type that implements the sort.Interface interface
// so that versions can be sorted.
type Collection []*Version

func (v Collection) Len() int {
 return len(v)
}

func (v Collection) Less(i, j int) bool {
 return v[i].LessThan(v[j])
}

func (v Collection) Swap(i, j int) {
 v[i], v[j] = v[j], v[i]
}
```

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```
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package version

import (
 "reflect"
 "sort"
 "testing"
)

func TestCollection(t *testing.T) {
 versionsRaw := []string{
  "1.1.1",
  "1.0",
  "1.2",
  "2",
  "0.7.1",
 }

 versions := make([]*Version, len(versionsRaw))
 for i, raw := range versionsRaw {
  v, err := NewVersion(raw)
  if err != nil {
   t.Fatalf("err: %s", err)
  }

  versions[i] = v
 }

 sort.Sort(Collection(versions))

 actual := make([]string, len(versions))
 for i, v := range versions {
  actual[i] = v.String()
 }
```

```
 expected := []string{
  "0.7.1",
  "1.0.0",
  "1.1.1",
  "1.2.0",
  "2.0.0",
 }

 if !reflect.DeepEqual(actual, expected) {
  t.Fatalf("bad: %#v", actual)
 }
}
name: go-tests

on: [push]

env:
 TEST_RESULTS: /tmp/test-results

jobs:

 go-tests:
   runs-on: ubuntu-latest
   strategy:
     matrix:
       go-version: [ 1.15.3, 1.19 ]

   steps:
     - name: Setup go
       uses: actions/setup-go@41dfa10bad2bb2ae585af6ee5bb4d7d973ad74ed # v5.1.0
       with:
         go-version: ${{ matrix.go-version }}

     - name: Checkout code
       uses: actions/checkout@11bd71901bbe5b1630ceea73d27597364c9af683 # v4.2.2

     - name: Create test directory
       run: |
         mkdir -p ${{ env.TEST_RESULTS }}

     - name: Download go modules
       run: go mod download

     - name: Cache / restore go modules
       uses: actions/cache@1bd1e32a3bdc45362d1e726936510720a7c30a57 # v4.2.0
       with:
         path: |
           ~/go/pkg/mod
```

```
        key: ${{ runner.os }}-go-${{ hashFiles('**/go.sum') }}
        restore-keys: |
          ${{ runner.os }}-go-

    # Check go fmt output because it does not report
non-zero when there are fmt changes
    - name: Run gofmt
      run: |
        go fmt ./...
        files=$(go fmt ./...)
          if [ -n "$files" ]; then
            echo "The following file(s) do not conform to go fmt:"
            echo "$files"
            exit 1
          fi

    # Install gotestsum with go get for 1.15.3; otherwise default to go install
    - name: Install gotestsum
      run: |
        GTS="gotest.tools/gotestsum@v1.8.2"
        # We use the same error message prefix in either failure case, so just define it once here.
        ERROR="Failed to install $GTS"
        # First try to 'go install', if that fails try 'go get'...
        go install "$GTS" || go get "$GTS" || { echo "$ERROR: both 'go install' and 'go get' failed"; exit 1; }
        # Check that the gotestsum command was actually installed in the path...
        command -v gotestsum > /dev/null 2>&1 || { echo "$ERROR: gotestsum command not installed"; exit
1; }
        echo "OK: Command 'gotestsum' installed ($GTS)"

    - name: Run go tests
      run: |
        PACKAGE_NAMES=$(go list ./...)
        gotestsum --format=short-verbose --junitfile $TEST_RESULTS/gotestsum-report.xml --
$PACKAGE_NAMES

    # Save coverage report parts
    - name: Upload and save artifacts
      uses: actions/upload-artifact@b4b15b8c7c6ac21ea08fcf65892d2ee8f75cf882 # v4.4.3
      with:
        name: Test Results
        path: ${{ env.TEST_RESULTS }}
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                        Version 2.0, January 2004
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```

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# Versioning Library for Go
![Build Status](https://github.com/hashicorp/go-version/actions/workflows/go-tests.yml/badge.svg)
[![GoDoc](https://godoc.org/github.com/hashicorp/go-version?status.svg)](https://godoc.org/github.com/hashicorp/go-version)

go-version is a library for parsing versions and version constraints,
and verifying versions against a set of constraints. go-version
can sort a collection of versions properly, handles prerelease/beta
versions, can increment versions, etc.

Versions used with go-version must follow [SemVer](http://semver.org/).

## Installation and Usage

Package documentation can be found on
[GoDoc](http://godoc.org/github.com/hashicorp/go-version).

Installation can be done with a normal `go get`:

```
$ go get github.com/hashicorp/go-version
```

#### Version Parsing and Comparison

```go
v1, err := version.NewVersion("1.2")
v2, err := version.NewVersion("1.5+metadata")

// Comparison example. There is also GreaterThan, Equal, and just
// a simple Compare
 that returns an int allowing easy >=, <=, etc.
if v1.LessThan(v2) {
   fmt.Printf("%s is less than %s", v1, v2)
}
```

#### Version Constraints

```go
v1, err := version.NewVersion("1.2")

// Constraints example.
constraints, err := version.NewConstraint(">= 1.0, < 1.4")
if constraints.Check(v1) {
 fmt.Printf("%s satisfies constraints %s", v1, constraints)
}
```

#### Version Sorting

```go
versionsRaw := []string{"1.1", "0.7.1", "1.4-beta", "1.4", "2"}
versions := make([]*version.Version, len(versionsRaw))
for i, raw := range versionsRaw {
  v, _ := version.NewVersion(raw)
  versions[i] = v
}

// After this, the versions are properly sorted
sort.Sort(version.Collection(versions))
```

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Data model artifacts for Prometheus.
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package version

```
import (
 "encoding/json"
 "fmt"
 "reflect"
 "testing"
)

func TestNewVersion(t *testing.T) {
 cases := []struct {
  version string
  err     bool
 }{
  {"", true},
  {"1.2.3", false},
  {"1.0", false},
  {"1", false},
  {"1.2.beta", true},
  {"1.21.beta", true},
  {"foo", true},
  {"1.2-5", false},
  {"1.2-beta.5", false},
  {"\n1.2", true},
  {"1.2.0-x.Y.0+metadata", false},
```

```
 {"1.2.0-x.Y.0+metadata-width-hyphen", false},
 {"1.2.3-rc1-with-hyphen", false},
 {"1.2.3.4", false},
 {"1.2.0.4-x.Y.0+metadata", false},
 {"1.2.0.4-x.Y.0+metadata-width-hyphen", false},
 {"1.2.0-X-1.2.0+metadata~dist", false},
 {"1.2.3.4-rc1-with-hyphen", false},
 {"1.2.3.4", false},
 {"v1.2.3", false},
 {"foo1.2.3", true},
 {"1.7rc2", false},
 {"v1.7rc2", false},
 {"1.0-", false},
}

 for _, tc := range cases {
  _, err := NewVersion(tc.version)
  if tc.err && err == nil {
   t.Fatalf("expected error for version:
 %q", tc.version)
  } else if !tc.err && err != nil {
   t.Fatalf("error for version %q: %s", tc.version, err)
  }
 }
}

func TestNewSemver(t *testing.T) {
 cases := []struct {
  version string
  err     bool
 }{
  {"", true},
  {"1.2.3", false},
  {"1.0", false},
  {"1", false},
  {"1.2.beta", true},
  {"1.21.beta", true},
  {"foo", true},
  {"1.2-5", false},
  {"1.2-beta.5", false},
  {"\n1.2", true},
  {"1.2.0-x.Y.0+metadata", false},
  {"1.2.0-x.Y.0+metadata-width-hyphen", false},
  {"1.2.3-rc1-with-hyphen", false},
  {"1.2.3.4", false},
  {"1.2.0.4-x.Y.0+metadata", false},
  {"1.2.0.4-x.Y.0+metadata-width-hyphen", false},
  {"1.2.0-X-1.2.0+metadata~dist", false},
```

```
 {"1.2.3.4-rc1-with-hyphen", false},
 {"1.2.3.4", false},
 {"v1.2.3", false},
 {"foo1.2.3", true},
 {"1.7rc2", true},
 {"v1.7rc2", true},
 {"1.0-", true},
 }

 for _, tc := range cases {
  _, err := NewSemver(tc.version)
  if tc.err && err == nil {
   t.Fatalf("expected error for version: %q", tc.version)
  } else
 if !tc.err && err != nil {
   t.Fatalf("error for version %q: %s", tc.version, err)
  }
 }
}

func TestCore(t *testing.T) {
 cases := []struct {
  v1 string
  v2 string
 }{
  {"1.2.3", "1.2.3"},
  {"2.3.4-alpha1", "2.3.4"},
  {"3.4.5alpha1", "3.4.5"},
  {"1.2.3-2", "1.2.3"},
  {"4.5.6-beta1+meta", "4.5.6"},
  {"5.6.7.1.2.3", "5.6.7"},
 }

 for _, tc := range cases {
  v1, err := NewVersion(tc.v1)
  if err != nil {
   t.Fatalf("error for version %q: %s", tc.v1, err)
  }
  v2, err := NewVersion(tc.v2)
  if err != nil {
   t.Fatalf("error for version %q: %s", tc.v2, err)
  }

  actual := v1.Core()
  expected := v2

  if !reflect.DeepEqual(actual, expected) {
   t.Fatalf("expected: %s\nactual: %s", expected, actual)
```

```
 }
 }
}

func TestVersionCompare(t *testing.T) {
 cases := []struct {
  v1       string
  v2       string
  expected int
 }{
  {"1.2.3", "1.4.5", -1},
  {"1.2-beta", "1.2-beta", 0},
  {"1.2", "1.1.4", 1},
  {"1.2", "1.2-beta", 1},
  {"1.2+foo", "1.2+beta", 0},
  {"v1.2", "v1.2-beta",
 1},
  {"v1.2+foo", "v1.2+beta", 0},
  {"v1.2.3.4", "v1.2.3.4", 0},
  {"v1.2.0.0", "v1.2", 0},
  {"v1.2.0.0.1", "v1.2", 1},
  {"v1.2", "v1.2.0.0", 0},
  {"v1.2", "v1.2.0.0.1", -1},
  {"v1.2.0.0", "v1.2.0.0.1", -1},
  {"v1.2.3.0", "v1.2.3.4", -1},
  {"1.7rc2", "1.7rc1", 1},
  {"1.7rc2", "1.7", -1},
  {"1.2.0", "1.2.0-X-1.2.0+metadata~dist", 1},
 }

 for _, tc := range cases {
  v1, err := NewVersion(tc.v1)
  if err != nil {
   t.Fatalf("err: %s", err)
  }

  v2, err := NewVersion(tc.v2)
  if err != nil {
   t.Fatalf("err: %s", err)
  }

  actual := v1.Compare(v2)
  expected := tc.expected
  if actual != expected {
   t.Fatalf(
    "%s <=> %s\nexpected: %d\nactual: %d",
    tc.v1, tc.v2,
    expected, actual)
```

```
  }
 }
}

func TestVersionCompare_versionAndSemver(t *testing.T) {
 cases := []struct {
  versionRaw string
  semverRaw  string
  expected   int
 }{
  {"0.0.2", "0.0.2", 0},
  {"1.0.2alpha", "1.0.2-alpha", 0},
  {"v1.2+foo", "v1.2+beta", 0},
  {"v1.2", "v1.2+meta", 0},
  {"1.2",
 "1.2-beta", 1},
  {"v1.2", "v1.2-beta", 1},
  {"1.2.3", "1.4.5", -1},
  {"v1.2", "v1.2.0.0.1", -1},
  {"v1.0.3-", "v1.0.3", -1},
 }

 for _, tc := range cases {
  ver, err := NewVersion(tc.versionRaw)
  if err != nil {
   t.Fatalf("err: %s", err)
  }

  semver, err := NewSemver(tc.semverRaw)
  if err != nil {
   t.Fatalf("err: %s", err)
  }

  actual := ver.Compare(semver)
  if actual != tc.expected {
   t.Fatalf(
    "%s <=> %s\nexpected: %d\n actual: %d",
    tc.versionRaw, tc.semverRaw, tc.expected, actual,
   )
  }
 }
}

func TestVersionEqual_nil(t *testing.T) {
 mustVersion := func(v string) *Version {
  ver, err := NewVersion(v)
  if err != nil {
   t.Fatal(err)
```

```
 }
 return ver
}
cases := []struct {
 leftVersion  *Version
 rightVersion *Version
 expected     bool
}{
 {mustVersion("1.0.0"), nil, false},
 {nil, mustVersion("1.0.0"), false},
 {nil, nil, true},
}

for _, tc := range cases {
 given := tc.leftVersion.Equal(tc.rightVersion)
 if given != tc.expected {
  t.Fatalf("expected
Equal to nil to be %t", tc.expected)
 }
}
}

func TestComparePreReleases(t *testing.T) {
 cases := []struct {
  v1       string
  v2       string
  expected int
 }{
  {"1.2-beta.2", "1.2-beta.2", 0},
  {"1.2-beta.1", "1.2-beta.2", -1},
  {"1.2-beta.2", "1.2-beta.11", -1},
  {"3.2-alpha.1", "3.2-alpha", 1},
  {"1.2-beta.2", "1.2-beta.1", 1},
  {"1.2-beta.11", "1.2-beta.2", 1},
  {"1.2-beta", "1.2-beta.3", -1},
  {"1.2-alpha", "1.2-beta.3", -1},
  {"1.2-beta", "1.2-alpha.3", 1},
  {"3.0-alpha.3", "3.0-rc.1", -1},
  {"3.0-alpha3", "3.0-rc1", -1},
  {"3.0-alpha.1", "3.0-alpha.beta", -1},
  {"5.4-alpha", "5.4-alpha.beta", 1},
  {"v1.2-beta.2", "v1.2-beta.2", 0},
  {"v1.2-beta.1", "v1.2-beta.2", -1},
  {"v3.2-alpha.1", "v3.2-alpha", 1},
  {"v3.2-rc.1-1-g123", "v3.2-rc.2", 1},
 }

 for _, tc := range cases {
```

```
 v1, err := NewVersion(tc.v1)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 v2, err := NewVersion(tc.v2)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 actual
:= v1.Compare(v2)
 expected := tc.expected
 if actual != expected {
  t.Fatalf(
   "%s <=> %s\nexpected: %d\nactual: %d",
   tc.v1, tc.v2,
   expected, actual)
 }
 }
}

func TestVersionMetadata(t *testing.T) {
 cases := []struct {
 version  string
 expected string
 }{
 {"1.2.3", ""},
 {"1.2-beta", ""},
 {"1.2.0-x.Y.0", ""},
 {"1.2.0-x.Y.0+metadata", "metadata"},
 {"1.2.0-metadata-1.2.0+metadata~dist", "metadata~dist"},
 }

 for _, tc := range cases {
 v, err := NewVersion(tc.version)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 actual := v.Metadata()
 expected := tc.expected
 if actual != expected {
  t.Fatalf("expected: %s\nactual: %s", expected, actual)
 }
 }
}
```

```
func TestVersionPrerelease(t *testing.T) {
 cases := []struct {
  version  string
  expected string
 }{
  {"1.2.3", ""},
  {"1.2-beta", "beta"},
  {"1.2.0-x.Y.0", "x.Y.0"},
  {"1.2.0-7.Y.0", "7.Y.0"},
  {"1.2.0-x.Y.0+metadata", "x.Y.0"},
  {"1.2.0-metadata-1.2.0+metadata~dist", "metadata-1.2.0"},
  {"17.03.0-ce",
 "ce"}, // zero-padded fields
 }

 for _, tc := range cases {
  v, err := NewVersion(tc.version)
  if err != nil {
   t.Fatalf("err: %s", err)
  }

  actual := v.Prerelease()
  expected := tc.expected
  if actual != expected {
   t.Fatalf("expected: %s\nactual: %s", expected, actual)
  }
 }
}

func TestVersionSegments(t *testing.T) {
 cases := []struct {
  version  string
  expected []int
 }{
  {"1.2.3", []int{1, 2, 3}},
  {"1.2-beta", []int{1, 2, 0}},
  {"1-x.Y.0", []int{1, 0, 0}},
  {"1.2.0-x.Y.0+metadata", []int{1, 2, 0}},
  {"1.2.0-metadata-1.2.0+metadata~dist", []int{1, 2, 0}},
  {"17.03.0-ce", []int{17, 3, 0}}, // zero-padded fields
 }

 for _, tc := range cases {
  v, err := NewVersion(tc.version)
  if err != nil {
   t.Fatalf("err: %s", err)
  }
```

```
 actual := v.Segments()
 expected := tc.expected
 if !reflect.DeepEqual(actual, expected) {
  t.Fatalf("expected: %#v\nactual: %#v", expected, actual)
 }
 }
}

func TestVersionSegments64(t *testing.T) {
 cases
 := []struct {
  version  string
  expected []int64
 }{
  {"1.2.3", []int64{1, 2, 3}},
  {"1.2-beta", []int64{1, 2, 0}},
  {"1-x.Y.0", []int64{1, 0, 0}},
  {"1.2.0-x.Y.0+metadata", []int64{1, 2, 0}},
  {"1.4.9223372036854775807", []int64{1, 4, 9223372036854775807}},
 }

 for _, tc := range cases {
  v, err := NewVersion(tc.version)
  if err != nil {
   t.Fatalf("err: %s", err)
  }

  actual := v.Segments64()
  expected := tc.expected
  if !reflect.DeepEqual(actual, expected) {
   t.Fatalf("expected: %#v\nactual: %#v", expected, actual)
  }

  {
   expected := actual[0]
   actual[0]++
   actual = v.Segments64()
   if actual[0] != expected {
    t.Fatalf("Segments64 is mutable")
   }
  }
 }
}

func TestJsonMarshal(t *testing.T) {
 cases := []struct {
  version string
  err     bool
```

```
 }{
  {"1.2.3", false},
  {"1.2.0-x.Y.0+metadata", false},
  {"1.2.0-x.Y.0+metadata-width-hyphen", false},
  {"1.2.3-rc1-with-hyphen", false},
  {"1.2.3.4", false},
  {"1.2.0.4-x.Y.0+metadata", false},
  {"1.2.0.4-x.Y.0+metadata-width-hyphen",
 false},
  {"1.2.0-X-1.2.0+metadata~dist", false},
  {"1.2.3.4-rc1-with-hyphen", false},
  {"1.2.3.4", false},
 }

 for _, tc := range cases {
  v, err1 := NewVersion(tc.version)
  if err1 != nil {
   t.Fatalf("error for version %q: %s", tc.version, err1)
  }

  parsed, err2 := json.Marshal(v)
  if err2 != nil {
   t.Fatalf("error marshaling version %q: %s", tc.version, err2)
  }
  result := string(parsed)
  expected := fmt.Sprintf("%q", tc.version)
  if result != expected && !tc.err {
   t.Fatalf("Error marshaling unexpected marshaled content: result=%q expected=%q", result, expected)
  }
 }
}

func TestJsonUnmarshal(t *testing.T) {
 cases := []struct {
  version string
  err     bool
 }{
  {"1.2.3", false},
  {"1.2.0-x.Y.0+metadata", false},
  {"1.2.0-x.Y.0+metadata-width-hyphen", false},
  {"1.2.3-rc1-with-hyphen", false},
  {"1.2.3.4", false},
  {"1.2.0.4-x.Y.0+metadata", false},
  {"1.2.0.4-x.Y.0+metadata-width-hyphen", false},
  {"1.2.0-X-1.2.0+metadata~dist",
 false},
  {"1.2.3.4-rc1-with-hyphen", false},
  {"1.2.3.4", false},
```

```
 }

 for _, tc := range cases {
  expected, err1 := NewVersion(tc.version)
  if err1 != nil {
   t.Fatalf("err: %s", err1)
  }

  actual := &Version{}
  err2 := json.Unmarshal([]byte(fmt.Sprintf("%q", tc.version)), actual)
  if err2 != nil {
   t.Fatalf("error unmarshaling version: %s", err2)
  }
  if !reflect.DeepEqual(actual, expected) {
   t.Fatalf("error unmarshaling, unexpected object content: actual=%q expected=%q", actual, expected)
  }
 }
}

func TestVersionString(t *testing.T) {
 cases := [][]string{
  {"1.2.3", "1.2.3"},
  {"1.2-beta", "1.2.0-beta"},
  {"1.2.0-x.Y.0", "1.2.0-x.Y.0"},
  {"1.2.0-x.Y.0+metadata", "1.2.0-x.Y.0+metadata"},
  {"1.2.0-metadata-1.2.0+metadata~dist", "1.2.0-metadata-1.2.0+metadata~dist"},
  {"17.03.0-ce", "17.3.0-ce"}, // zero-padded fields
 }

 for _, tc := range cases {
  v, err := NewVersion(tc[0])
  if err != nil {
   t.Fatalf("err: %s", err)
  }

  actual := v.String()
  expected
 := tc[1]
  if actual != expected {
   t.Fatalf("expected: %s\nactual: %s", expected, actual)
  }
  if actual := v.Original(); actual != tc[0] {
   t.Fatalf("expected original: %q\nactual: %q", tc[0], actual)
  }
 }
}

func TestEqual(t *testing.T) {
```

```
cases := []struct {
 v1       string
 v2       string
 expected bool
}{
 {"1.2.3", "1.4.5", false},
 {"1.2-beta", "1.2-beta", true},
 {"1.2", "1.1.4", false},
 {"1.2", "1.2-beta", false},
 {"1.2+foo", "1.2+beta", true},
 {"v1.2", "v1.2-beta", false},
 {"v1.2+foo", "v1.2+beta", true},
 {"v1.2.3.4", "v1.2.3.4", true},
 {"v1.2.0.0", "v1.2", true},
 {"v1.2.0.0.1", "v1.2", false},
 {"v1.2", "v1.2.0.0", true},
 {"v1.2", "v1.2.0.0.1", false},
 {"v1.2.0.0", "v1.2.0.0.1", false},
 {"v1.2.3.0", "v1.2.3.4", false},
 {"1.7rc2", "1.7rc1", false},
 {"1.7rc2", "1.7", false},
 {"1.2.0", "1.2.0-X-1.2.0+metadata~dist", false},
}

for _, tc := range cases {
 v1, err := NewVersion(tc.v1)
 if err != nil {
  t.Fatalf("err:
%s", err)
 }

 v2, err := NewVersion(tc.v2)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 actual := v1.Equal(v2)
 expected := tc.expected
 if actual != expected {
  t.Fatalf(
   "%s <=> %s\nexpected: %t\nactual: %t",
   tc.v1, tc.v2,
   expected, actual)
 }
 }
}

func TestGreaterThan(t *testing.T) {
```

```
cases := []struct {
 v1       string
 v2       string
 expected bool
}{
 {"1.2.3", "1.4.5", false},
 {"1.2-beta", "1.2-beta", false},
 {"1.2", "1.1.4", true},
 {"1.2", "1.2-beta", true},
 {"1.2+foo", "1.2+beta", false},
 {"v1.2", "v1.2-beta", true},
 {"v1.2+foo", "v1.2+beta", false},
 {"v1.2.3.4", "v1.2.3.4", false},
 {"v1.2.0.0", "v1.2", false},
 {"v1.2.0.0.1", "v1.2", true},
 {"v1.2", "v1.2.0.0", false},
 {"v1.2", "v1.2.0.0.1", false},
 {"v1.2.0.0", "v1.2.0.0.1", false},
 {"v1.2.3.0", "v1.2.3.4", false},
 {"1.7rc2", "1.7rc1", true},
 {"1.7rc2", "1.7", false},
 {"1.2.0", "1.2.0-X-1.2.0+metadata~dist", true},
}

for _, tc := range cases {
 v1,
err := NewVersion(tc.v1)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 v2, err := NewVersion(tc.v2)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 actual := v1.GreaterThan(v2)
 expected := tc.expected
 if actual != expected {
  t.Fatalf(
   "%s > %s\nexpected: %t\nactual: %t",
   tc.v1, tc.v2,
   expected, actual)
 }
}
}

func TestLessThan(t *testing.T) {
```

```
cases := []struct {
 v1       string
 v2       string
 expected bool
}{
 {"1.2.3", "1.4.5", true},
 {"1.2-beta", "1.2-beta", false},
 {"1.2", "1.1.4", false},
 {"1.2", "1.2-beta", false},
 {"1.2+foo", "1.2+beta", false},
 {"v1.2", "v1.2-beta", false},
 {"v1.2+foo", "v1.2+beta", false},
 {"v1.2.3.4", "v1.2.3.4", false},
 {"v1.2.0.0", "v1.2", false},
 {"v1.2.0.0.1", "v1.2", false},
 {"v1.2", "v1.2.0.0", false},
 {"v1.2", "v1.2.0.0.1", true},
 {"v1.2.0.0", "v1.2.0.0.1", true},
 {"v1.2.3.0", "v1.2.3.4", true},
 {"1.7rc2", "1.7rc1", false},
 {"1.7rc2", "1.7", true},
 {"1.2.0", "1.2.0-X-1.2.0+metadata~dist",
false},
}

for _, tc := range cases {
 v1, err := NewVersion(tc.v1)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 v2, err := NewVersion(tc.v2)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 actual := v1.LessThan(v2)
 expected := tc.expected
 if actual != expected {
  t.Fatalf(
   "%s < %s\nexpected: %t\nactual: %t",
   tc.v1, tc.v2,
   expected, actual)
 }
}
}

func TestGreaterThanOrEqual(t *testing.T) {
```

```
cases := []struct {
 v1       string
 v2       string
 expected bool
}{
 {"1.2.3", "1.4.5", false},
 {"1.2-beta", "1.2-beta", true},
 {"1.2", "1.1.4", true},
 {"1.2", "1.2-beta", true},
 {"1.2+foo", "1.2+beta", true},
 {"v1.2", "v1.2-beta", true},
 {"v1.2+foo", "v1.2+beta", true},
 {"v1.2.3.4", "v1.2.3.4", true},
 {"v1.2.0.0", "v1.2", true},
 {"v1.2.0.0.1", "v1.2", true},
 {"v1.2", "v1.2.0.0", true},
 {"v1.2", "v1.2.0.0.1", false},
 {"v1.2.0.0", "v1.2.0.0.1", false},
 {"v1.2.3.0", "v1.2.3.4", false},
 {"1.7rc2", "1.7rc1", true},
 {"1.7rc2",
"1.7", false},
 {"1.2.0", "1.2.0-X-1.2.0+metadata~dist", true},
}

for _, tc := range cases {
 v1, err := NewVersion(tc.v1)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 v2, err := NewVersion(tc.v2)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 actual := v1.GreaterThanOrEqual(v2)
 expected := tc.expected
 if actual != expected {
  t.Fatalf(
   "%s >= %s\nexpected: %t\nactual: %t",
   tc.v1, tc.v2,
   expected, actual)
 }
 }
}

func TestLessThanOrEqual(t *testing.T) {
```

```
cases := []struct {
 v1       string
 v2       string
 expected bool
}{
 {"1.2.3", "1.4.5", true},
 {"1.2-beta", "1.2-beta", true},
 {"1.2", "1.1.4", false},
 {"1.2", "1.2-beta", false},
 {"1.2+foo", "1.2+beta", true},
 {"v1.2", "v1.2-beta", false},
 {"v1.2+foo", "v1.2+beta", true},
 {"v1.2.3.4", "v1.2.3.4", true},
 {"v1.2.0.0", "v1.2", true},
 {"v1.2.0.0.1", "v1.2", false},
 {"v1.2", "v1.2.0.0", true},
 {"v1.2", "v1.2.0.0.1", true},
 {"v1.2.0.0", "v1.2.0.0.1", true},
 {"v1.2.3.0",
"v1.2.3.4", true},
 {"1.7rc2", "1.7rc1", false},
 {"1.7rc2", "1.7", true},
 {"1.2.0", "1.2.0-X-1.2.0+metadata~dist", false},
}

for _, tc := range cases {
 v1, err := NewVersion(tc.v1)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 v2, err := NewVersion(tc.v2)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 actual := v1.LessThanOrEqual(v2)
 expected := tc.expected
 if actual != expected {
  t.Fatalf(
   "%s <= %s\nexpected: %t\nactual: %t",
   tc.v1, tc.v2,
   expected, actual)
 }
 }
}
```

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# 1.7.0 (May 24, 2024)

ENHANCEMENTS:

- Remove `reflect` dependency ([#91](https://github.com/hashicorp/go-version/pull/91))
- Implement the `database/sql.Scanner` and `database/sql/driver.Value` interfaces for `Version` ([#133](https://github.com/hashicorp/go-version/pull/133))

INTERNAL:

- [COMPLIANCE] Add Copyright and License Headers ([#115](https://github.com/hashicorp/go-version/pull/115))
- [COMPLIANCE] Update MPL-2.0 LICENSE ([#105](https://github.com/hashicorp/go-version/pull/105))
- Bump actions/cache from 3.0.11 to 3.2.5 ([#116](https://github.com/hashicorp/go-version/pull/116))
- Bump actions/checkout from 3.2.0 to 3.3.0 ([#111](https://github.com/hashicorp/go-version/pull/111))
- Bump actions/upload-artifact from 3.1.1 to 3.1.2 ([#112](https://github.com/hashicorp/go-version/pull/112))
- GHA Migration ([#103](https://github.com/hashicorp/go-version/pull/103))
- github: Pin external GitHub Actions to hashes ([#107](https://github.com/hashicorp/go-version/pull/107))
- SEC-090:
Automated trusted workflow pinning (2023-04-05) ([#124](https://github.com/hashicorp/go-version/pull/124))
- update readme ([#104](https://github.com/hashicorp/go-version/pull/104))

# 1.6.0 (June 28, 2022)

FEATURES:

- Add `Prerelease` function to `Constraint` to return true if the version includes a prerelease field ([#100](https://github.com/hashicorp/go-version/pull/100))

# 1.5.0 (May 18, 2022)

FEATURES:

- Use `encoding` `TextMarshaler` & `TextUnmarshaler` instead of JSON equivalents ([#95](https://github.com/hashicorp/go-version/pull/95))
- Add JSON handlers to allow parsing from/to JSON ([#93](https://github.com/hashicorp/go-version/pull/93))

# 1.4.0 (January 5, 2022)

FEATURES:

- Introduce `MustConstraints()` ([#87](https://github.com/hashicorp/go-version/pull/87))
- `Constraints`: Introduce `Equals()` and `sort.Interface` methods ([#88](https://github.com/hashicorp/go-version/pull/88))

# 1.3.0 (March 31, 2021)

Please note that CHANGELOG.md does not exist in the source
code prior to this release.

FEATURES:
- Add `Core` function to return a version without prerelease or metadata ([#85](https://github.com/hashicorp/go-version/pull/85))

# 1.2.1 (June 17, 2020)

BUG FIXES:
- Prevent `Version.Equal` method from panicking on `nil` encounter ([#73](https://github.com/hashicorp/go-version/pull/73))

# 1.2.0 (April 23, 2019)

FEATURES:
- Add `GreaterThanOrEqual` and `LessThanOrEqual` helper methods ([#53](https://github.com/hashicorp/go-version/pull/53))

# 1.1.0 (Jan 07, 2019)

FEATURES:
- Add `NewSemver` constructor ([#45](https://github.com/hashicorp/go-version/pull/45))

# 1.0.0 (August 24, 2018)

Initial release.
procfs provides functions to retrieve system, kernel and process
metrics from the pseudo-filesystem proc.

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```
version: 2
updates:
 - package-ecosystem: "gomod"
   directory: "/"
   schedule:
     interval: "daily"
   labels: ["dependencies"]

 - package-ecosystem: github-actions
   directory: /
   schedule:
     interval: monthly
   labels:
     - dependencies
   # only update HashiCorp actions, external actions managed by TSCCR
   allow:
     - dependency-name: hashicorp/*
   groups:
     github-actions-breaking:
       update-types:
         - major
     github-actions-backward-compatible:
       update-types:
```

```
        - minor
        - patch
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package version

import (
 "fmt"
 "regexp"
 "sort"
 "strings"
)

// Constraint represents a single constraint for a version, such as
// ">= 1.0".
type Constraint struct {
 f        constraintFunc
 op       operator
 check    *Version
 original string
}

func (c *Constraint) Equals(con *Constraint) bool {
 return c.op == con.op && c.check.Equal(con.check)
}

// Constraints is a slice of constraints. We make a custom type so that
// we can add methods to it.
type Constraints []*Constraint

type constraintFunc func(v, c *Version) bool

var constraintOperators map[string]constraintOperation

type constraintOperation struct {
 op operator
 f  constraintFunc
}

var constraintRegexp *regexp.Regexp

func init() {
 constraintOperators = map[string]constraintOperation{
  "":   {op: equal, f: constraintEqual},
  "=":  {op: equal, f: constraintEqual},
  "!=": {op: notEqual, f: constraintNotEqual},
  ">":  {op: greaterThan, f: constraintGreaterThan},
```

```
  "<":
  {op: lessThan, f: constraintLessThan},
  ">=": {op: greaterThanEqual, f: constraintGreaterThanEqual},
  "<=": {op: lessThanEqual, f: constraintLessThanEqual},
  "~>": {op: pessimistic, f: constraintPessimistic},
 }

 ops := make([]string, 0, len(constraintOperators))
 for k := range constraintOperators {
  ops = append(ops, regexp.QuoteMeta(k))
 }

 constraintRegexp = regexp.MustCompile(fmt.Sprintf(
  `^\s*(%s)\s*(%s)\s*$`,
  strings.Join(ops, "|"),
  VersionRegexpRaw))
}

// NewConstraint will parse one or more constraints from the given
// constraint string. The string must be a comma-separated list of
// constraints.
func NewConstraint(v string) (Constraints, error) {
 vs := strings.Split(v, ",")
 result := make([]*Constraint, len(vs))
 for i, single := range vs {
  c, err := parseSingle(single)
  if err != nil {
   return nil, err
  }

  result[i] = c
 }

 return Constraints(result), nil
}

// MustConstraints is a helper that wraps a call to a function
//
 returning (Constraints, error) and panics if error is non-nil.
func MustConstraints(c Constraints, err error) Constraints {
 if err != nil {
  panic(err)
 }

 return c
}

// Check tests if a version satisfies all the constraints.
```

```
func (cs Constraints) Check(v *Version) bool {
 for _, c := range cs {
  if !c.Check(v) {
   return false
  }
 }

 return true
}

// Equals compares Constraints with other Constraints
// for equality. This may not represent logical equivalence
// of compared constraints.
// e.g. even though '>0.1,>0.2' is logically equivalent
// to '>0.2' it is *NOT* treated as equal.
//
// Missing operator is treated as equal to '=', whitespaces
// are ignored and constraints are sorted before comaparison.
func (cs Constraints) Equals(c Constraints) bool {
 if len(cs) != len(c) {
  return false
 }

 // make copies to retain order of the original slices
 left := make(Constraints, len(cs))
 copy(left, cs)
 sort.Stable(left)
 right := make(Constraints, len(c))
 copy(right, c)
 sort.Stable(right)

 //
 compare sorted slices
 for i, con := range left {
  if !con.Equals(right[i]) {
   return false
  }
 }

 return true
}

func (cs Constraints) Len() int {
 return len(cs)
}

func (cs Constraints) Less(i, j int) bool {
 if cs[i].op < cs[j].op {
```

```
 return true
 }
 if cs[i].op > cs[j].op {
  return false
 }

 return cs[i].check.LessThan(cs[j].check)
}

func (cs Constraints) Swap(i, j int) {
 cs[i], cs[j] = cs[j], cs[i]
}

// Returns the string format of the constraints
func (cs Constraints) String() string {
 csStr := make([]string, len(cs))
 for i, c := range cs {
  csStr[i] = c.String()
 }

 return strings.Join(csStr, ",")
}

// Check tests if a constraint is validated by the given version.
func (c *Constraint) Check(v *Version) bool {
 return c.f(v, c.check)
}

// Prerelease returns true if the version underlying this constraint
// contains a prerelease field.
func (c *Constraint) Prerelease() bool {
 return len(c.check.Prerelease()) > 0
}

func (c *Constraint) String()
 string {
 return c.original
}

func parseSingle(v string) (*Constraint, error) {
 matches := constraintRegexp.FindStringSubmatch(v)
 if matches == nil {
  return nil, fmt.Errorf("Malformed constraint: %s", v)
 }

 check, err := NewVersion(matches[2])
 if err != nil {
  return nil, err
```

```
 }

 cop := constraintOperators[matches[1]]

 return &Constraint{
  f:        cop.f,
  op:       cop.op,
  check:    check,
  original: v,
 }, nil
}

func prereleaseCheck(v, c *Version) bool {
 switch vPre, cPre := v.Prerelease() != "", c.Prerelease() != ""; {
 case cPre && vPre:
  // A constraint with a pre-release can only match a pre-release version
  // with the same base segments.
  return v.equalSegments(c)

 case !cPre && vPre:
  // A constraint without a pre-release can only match a version without a
  // pre-release.
  return false

 case cPre && !vPre:
  // OK, except with the pessimistic operator
 case !cPre && !vPre:
  // OK
 }
 return true
}

//-------------------------------------------------------------------
//
 Constraint functions
//-------------------------------------------------------------------

type operator rune

const (
 equal            operator = '='
 notEqual         operator = ''
 greaterThan      operator = '>'
 lessThan         operator = '<'
 greaterThanEqual operator = ''
 lessThanEqual    operator = ''
 pessimistic      operator = '~'
)
```

```
func constraintEqual(v, c *Version) bool {
 return v.Equal(c)
}

func constraintNotEqual(v, c *Version) bool {
 return !v.Equal(c)
}

func constraintGreaterThan(v, c *Version) bool {
 return prereleaseCheck(v, c) && v.Compare(c) == 1
}

func constraintLessThan(v, c *Version) bool {
 return prereleaseCheck(v, c) && v.Compare(c) == -1
}

func constraintGreaterThanEqual(v, c *Version) bool {
 return prereleaseCheck(v, c) && v.Compare(c) >= 0
}

func constraintLessThanEqual(v, c *Version) bool {
 return prereleaseCheck(v, c) && v.Compare(c) <= 0
}

func constraintPessimistic(v, c *Version) bool {
 // Using a pessimistic
 constraint with a pre-release, restricts versions to pre-releases
 if !prereleaseCheck(v, c) || (c.Prerelease() != "" && v.Prerelease() == "") {
  return false
 }

 // If the version being checked is naturally less than the constraint, then there
 // is no way for the version to be valid against the constraint
 if v.LessThan(c) {
  return false
 }
 // We'll use this more than once, so grab the length now so it's a little cleaner
 // to write the later checks
 cs := len(c.segments)

 // If the version being checked has less specificity than the constraint, then there
 // is no way for the version to be valid against the constraint
 if cs > len(v.segments) {
  return false
 }

 // Check the segments in the constraint against those in the version. If the version
```

```
 // being checked, at any point, does not have the same values in each index of the
 // constraints segments, then it cannot be valid against the constraint.
 for i := 0; i < c.si-1; i++ {
  if v.segments[i] != c.segments[i]
 {
   return false
  }
 }

 // Check the last part of the segment in the constraint. If the version segment at
 // this index is less than the constraints segment at this index, then it cannot
 // be valid against the constraint
 if c.segments[cs-1] > v.segments[cs-1] {
  return false
 }

 // If nothing has rejected the version by now, it's valid
 return true
}
```

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module github.com/hashicorp/go-version
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---

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---

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---

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```
package version

import (
 "fmt"
 "reflect"
 "sort"
 "testing"
)

func TestNewConstraint(t *testing.T) {
 cases := []struct {
  input string
  count int
  err   bool
 }{
  {">= 1.2", 1, false},
  {"1.0", 1, false},
  {">= 1.x", 0, true},
  {">= 1.2, < 1.0", 2, false},

  // Out of bounds
  {"1138777878078144567552950000000000000000", 0, true},
 }
```

```
 for _, tc := range cases {
  v, err := NewConstraint(tc.input)
  if tc.err && err == nil {
   t.Fatalf("expected error for input: %s", tc.input)
  } else if !tc.err && err != nil {
   t.Fatalf("error for input %s: %s", tc.input, err)
  }

  if len(v) != tc.count {
   t.Fatalf("input: %s\nexpected len: %d\nactual: %d",
    tc.input, tc.count, len(v))
  }
 }
}

func TestConstraintCheck(t *testing.T) {
 cases := []struct {
  constraint string
  version    string
  check      bool
 }{
  {">= 1.0, < 1.2", "1.1.5", true},
  {"< 1.0, < 1.2", "1.1.5", false},
  {"= 1.0", "1.1.5",
 false},
  {"= 1.0", "1.0.0", true},
  {"1.0", "1.0.0", true},
  {"~> 1.0", "2.0", false},
  {"~> 1.0", "1.1", true},
  {"~> 1.0", "1.2.3", true},
  {"~> 1.0.0", "1.2.3", false},
  {"~> 1.0.0", "1.0.7", true},
  {"~> 1.0.0", "1.1.0", false},
  {"~> 1.0.7", "1.0.4", false},
  {"~> 1.0.7", "1.0.7", true},
  {"~> 1.0.7", "1.0.8", true},
  {"~> 1.0.7", "1.0.7.5", true},
  {"~> 1.0.7", "1.0.6.99", false},
  {"~> 1.0.7", "1.0.8.0", true},
  {"~> 1.0.9.5", "1.0.9.5", true},
  {"~> 1.0.9.5", "1.0.9.4", false},
  {"~> 1.0.9.5", "1.0.9.6", true},
  {"~> 1.0.9.5", "1.0.9.5.0", true},
  {"~> 1.0.9.5", "1.0.9.5.1", true},
  {"~> 2.0", "2.1.0-beta", false},
  {"~> 2.1.0-a", "2.2.0", false},
  {"~> 2.1.0-a", "2.1.0", false},
```

```
 {"~> 2.1.0-a", "2.1.0-beta", true},
 {"~> 2.1.0-a", "2.2.0-alpha", false},
 {"> 2.0", "2.1.0-beta", false},
 {">= 2.1.0-a", "2.1.0-beta", true},
 {">= 2.1.0-a", "2.1.1-beta", false},
 {">= 2.0.0", "2.1.0-beta", false},
 {">= 2.1.0-a", "2.1.1", true},
 {">= 2.1.0-a", "2.1.1-beta",
false},
 {">= 2.1.0-a", "2.1.0", true},
 {"<= 2.1.0-a", "2.0.0", true},
}

for _, tc := range cases {
 c, err := NewConstraint(tc.constraint)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 v, err := NewVersion(tc.version)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 actual := c.Check(v)
 expected := tc.check
 if actual != expected {
  t.Fatalf("Version: %s\nConstraint: %s\nExpected: %#v",
   tc.version, tc.constraint, expected)
 }
 }
}

func TestConstraintPrerelease(t *testing.T) {
 cases := []struct {
  constraint string
  prerelease bool
 }{
  {"= 1.0", false},
  {"= 1.0-beta", true},
  {"~> 2.1.0", false},
  {"~> 2.1.0-dev", true},
  {"> 2.0", false},
  {">= 2.1.0-a", true},
 }

 for _, tc := range cases {
  c, err := parseSingle(tc.constraint)
```

```
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 actual := c.Prerelease()
 expected := tc.prerelease
 if actual != expected {
  t.Fatalf("Constraint: %s\nExpected: %#v",
   tc.constraint, expected)
 }
 }
}

func
 TestConstraintEqual(t *testing.T) {
 cases := []struct {
  leftConstraint  string
  rightConstraint string
  expectedEqual   bool
 }{
  {
   "0.0.1",
   "0.0.1",
   true,
  },
  { // whitespaces
   " 0.0.1 ",
   "0.0.1",
   true,
  },
  { // equal op implied
   "=0.0.1 ",
   "0.0.1",
   true,
  },
  { // version difference
   "=0.0.1",
   "=0.0.2",
   false,
  },
  { // operator difference
   ">0.0.1",
   "=0.0.1",
   false,
  },
  { // different order
   ">0.1.0, <=1.0.0",
   "<=1.0.0, >0.1.0",
```

```
  true,
 },
}

for _, tc := range cases {
 leftCon, err := NewConstraint(tc.leftConstraint)
 if err != nil {
  t.Fatalf("err: %s", err)
 }
 rightCon, err := NewConstraint(tc.rightConstraint)
 if err != nil {
  t.Fatalf("err: %s", err)
 }

 actual := leftCon.Equals(rightCon)
 if actual != tc.expectedEqual {
  t.Fatalf("Constraints: %s vs %s\nExpected: %t\nActual: %t",
   tc.leftConstraint, tc.rightConstraint, tc.expectedEqual, actual)
 }
}
}

func TestConstraint_sort(t
 *testing.T) {
 cases := []struct {
  constraint          string
  expectedConstraints string
 }{
  {
   ">= 0.1.0,< 1.12",
   "< 1.12,>= 0.1.0",
  },
  {
   "< 1.12,>= 0.1.0",
   "< 1.12,>= 0.1.0",
  },
  {
   "< 1.12,>= 0.1.0,0.2.0",
   "< 1.12,0.2.0,>= 0.1.0",
  },
  {
   ">1.0,>0.1.0,>0.3.0,>0.2.0",
   ">0.1.0,>0.2.0,>0.3.0,>1.0",
  },
 }

 for i, tc := range cases {
  t.Run(fmt.Sprintf("%d", i), func(t *testing.T) {
```

```
  c, err := NewConstraint(tc.constraint)
  if err != nil {
   t.Fatalf("err: %s", err)
  }

  sort.Sort(c)

  actual := c.String()

  if !reflect.DeepEqual(actual, tc.expectedConstraints) {
   t.Fatalf("unexpected order\nexpected: %#v\nactual: %#v",
    tc.expectedConstraints, actual)
  }
 })
 }
}

func TestConstraintsString(t *testing.T) {
 cases := []struct {
  constraint string
  result     string
 }{
  {">= 1.0, < 1.2", ""},
  {"~> 1.0.7", ""},
 }

 for _, tc := range cases {
  c, err := NewConstraint(tc.constraint)
  if err != nil {
   t.Fatalf("err:
 %s", err)
  }

  actual := c.String()
  expected := tc.result
  if expected == "" {
   expected = tc.constraint
  }

  if actual != expected {
   t.Fatalf("Constraint: %s\nExpected: %#v\nActual: %s",
    tc.constraint, expected, actual)
  }
 }
}
```

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package version

import (
 "bytes"
 "database/sql/driver"
 "fmt"
 "regexp"
 "strconv"
 "strings"
)

// The compiled regular expression used to test the validity of a version.
var (
 versionRegexp *regexp.Regexp
 semverRegexp  *regexp.Regexp
)

// The raw regular expression string used for testing the validity
// of a version.
const (
 VersionRegexpRaw string = `v?([0-9]+(\.[0-9]+)*?)` +
  `(-([0-9]+[0-9A-Za-z\-~]*(\.[0-9A-Za-z\-~]+)*)|(-?([A-Za-z\-~]+[0-9A-Za-z\-~]*(\.[0-9A-Za-z\-~]+)*)))?` +
  `(\+([0-9A-Za-z\-~]+(\.[0-9A-Za-z\-~]+)*))?` +
  `?`

 // SemverRegexpRaw requires a separator between version and prerelease
 SemverRegexpRaw string = `v?([0-9]+(\.[0-9]+)*?)` +
  `(-([0-9]+[0-9A-Za-z\-~]*(\.[0-9A-Za-z\-~]+)*)|(-([A-Za-z\-~]+[0-9A-Za-z\-~]*(\.[0-9A-Za-z\-~]+)*)))?` +
  `(\+([0-9A-Za-z\-~]+(\.[0-9A-Za-z\-~]+)*))?` +
  `?`
)

// Version represents a single version.
type Version struct {
 metadata string
 pre
   string
 segments []int64
```

```
 si       int
 original string
}

func init() {
 versionRegexp = regexp.MustCompile("^" + VersionRegexpRaw + "$")
 semverRegexp = regexp.MustCompile("^" + SemverRegexpRaw + "$")
}

// NewVersion parses the given version and returns a new
// Version.
func NewVersion(v string) (*Version, error) {
 return newVersion(v, versionRegexp)
}

// NewSemver parses the given version and returns a new
// Version that adheres strictly to SemVer specs
// https://semver.org/
func NewSemver(v string) (*Version, error) {
 return newVersion(v, semverRegexp)
}

func newVersion(v string, pattern *regexp.Regexp) (*Version, error) {
 matches := pattern.FindStringSubmatch(v)
 if matches == nil {
  return nil, fmt.Errorf("Malformed version: %s", v)
 }
 segmentsStr := strings.Split(matches[1], ".")
 segments := make([]int64, len(segmentsStr))
 for i, str := range segmentsStr {
  val, err := strconv.ParseInt(str, 10, 64)
  if err != nil {
   return nil, fmt.Errorf(
    "Error parsing version:
 %s", err)
  }

  segments[i] = val
 }

 // Even though we could support more than three segments, if we
 // got less than three, pad it with 0s. This is to cover the basic
 // default usecase of semver, which is MAJOR.MINOR.PATCH at the minimum
 for i := len(segments); i < 3; i++ {
  segments = append(segments, 0)
 }

 pre := matches[7]
```

```
 if pre == "" {
  pre = matches[4]
 }

 return &Version{
  metadata: matches[10],
  pre:      pre,
  segments: segments,
  si:       len(segmentsStr),
  original: v,
 }, nil
}

// Must is a helper that wraps a call to a function returning (*Version, error)
// and panics if error is non-nil.
func Must(v *Version, err error) *Version {
 if err != nil {
  panic(err)
 }

 return v
}

// Compare compares this version to another version. This
// returns -1, 0, or 1 if this version is smaller, equal,
// or larger than the other version, respectively.
//
// If you want boolean results, use the LessThan, Equal,
// GreaterThan, GreaterThanOrEqual or LessThanOrEqual
 methods.
func (v *Version) Compare(other *Version) int {
 // A quick, efficient equality check
 if v.String() == other.String() {
  return 0
 }

 // If the segments are the same, we must compare on prerelease info
 if v.equalSegments(other) {
  preSelf := v.Prerelease()
  preOther := other.Prerelease()
  if preSelf == "" && preOther == "" {
   return 0
  }
  if preSelf == "" {
   return 1
  }
  if preOther == "" {
   return -1
```

```
 }

 return comparePrereleases(preSelf, preOther)
}

segmentsSelf := v.Segments64()
segmentsOther := other.Segments64()
// Get the highest specificity (hS), or if they're equal, just use segmentSelf length
lenSelf := len(segmentsSelf)
lenOther := len(segmentsOther)
hS := lenSelf
if lenSelf < lenOther {
 hS = lenOther
}
// Compare the segments
// Because a constraint could have more/less specificity than the version it's
// checking, we need to account for a lopsided or jagged comparison
for i := 0; i < hS; i++ {
 if i > lenSelf-1 {
  //
This means Self had the lower specificity
  // Check to see if the remaining segments in Other are all zeros
  if !allZero(segmentsOther[i:]) {
   // if not, it means that Other has to be greater than Self
   return -1
  }
  break
 } else if i > lenOther-1 {
  // this means Other had the lower specificity
  // Check to see if the remaining segments in Self are all zeros -
  if !allZero(segmentsSelf[i:]) {
   // if not, it means that Self has to be greater than Other
   return 1
  }
  break
 }
 lhs := segmentsSelf[i]
 rhs := segmentsOther[i]
 if lhs == rhs {
  continue
 } else if lhs < rhs {
  return -1
 }
 // Otherwis, rhs was > lhs, they're not equal
 return 1
}

// if we got this far, they're equal
```

```
 return 0
}

func (v *Version) equalSegments(other *Version) bool {
 segmentsSelf := v.Segments64()
 segmentsOther := other.Segments64()

 if len(segmentsSelf) != len(segmentsOther) {
  return false
 }
 for i, v := range segmentsSelf {
  if v != segmentsOther[i]
 {
   return false
  }
 }
 return true
}

func allZero(segs []int64) bool {
 for _, s := range segs {
  if s != 0 {
   return false
  }
 }
 return true
}

func comparePart(preSelf string, preOther string) int {
 if preSelf == preOther {
  return 0
 }

 var selfInt int64
 selfNumeric := true
 selfInt, err := strconv.ParseInt(preSelf, 10, 64)
 if err != nil {
  selfNumeric = false
 }

 var otherInt int64
 otherNumeric := true
 otherInt, err = strconv.ParseInt(preOther, 10, 64)
 if err != nil {
  otherNumeric = false
 }

 // if a part is empty, we use the other to decide
```

```
if preSelf == "" {
 if otherNumeric {
  return -1
 }
 return 1
}

if preOther == "" {
 if selfNumeric {
  return 1
 }
 return -1
}

if selfNumeric && !otherNumeric {
 return -1
} else if !selfNumeric && otherNumeric {
 return 1
} else if !selfNumeric && !otherNumeric && preSelf > preOther {
 return 1
} else if selfInt > otherInt {
 return 1
}

 return -1
}

func comparePrereleases(v string, other string)
 int {
 // the same pre release!
 if v == other {
  return 0
 }

 // split both pre releases for analyse their parts
 selfPreReleaseMeta := strings.Split(v, ".")
 otherPreReleaseMeta := strings.Split(other, ".")

 selfPreReleaseLen := len(selfPreReleaseMeta)
 otherPreReleaseLen := len(otherPreReleaseMeta)

 biggestLen := otherPreReleaseLen
 if selfPreReleaseLen > otherPreReleaseLen {
  biggestLen = selfPreReleaseLen
 }

 // loop for parts to find the first difference
 for i := 0; i < biggestLen; i = i + 1 {
```

```
 partSelfPre := ""
 if i < selfPreReleaseLen {
  partSelfPre = selfPreReleaseMeta[i]
 }

 partOtherPre := ""
 if i < otherPreReleaseLen {
  partOtherPre = otherPreReleaseMeta[i]
 }

 compare := comparePart(partSelfPre, partOtherPre)
 // if parts are equals, continue the loop
 if compare != 0 {
  return compare
 }
}

 return 0
}

// Core returns a new version constructed from only the MAJOR.MINOR.PATCH
// segments of the version, without prerelease or metadata.
func
 (v *Version) Core() *Version {
 segments := v.Segments64()
 segmentsOnly := fmt.Sprintf("%d.%d.%d", segments[0], segments[1], segments[2])
 return Must(NewVersion(segmentsOnly))
}

// Equal tests if two versions are equal.
func (v *Version) Equal(o *Version) bool {
 if v == nil || o == nil {
  return v == o
 }

 return v.Compare(o) == 0
}

// GreaterThan tests if this version is greater than another version.
func (v *Version) GreaterThan(o *Version) bool {
 return v.Compare(o) > 0
}

// GreaterThanOrEqual tests if this version is greater than or equal to another version.
func (v *Version) GreaterThanOrEqual(o *Version) bool {
 return v.Compare(o) >= 0
}
```

```
// LessThan tests if this version is less than another version.
func (v *Version) LessThan(o *Version) bool {
 return v.Compare(o) < 0
}

// LessThanOrEqual tests if this version is less than or equal to another version.
func (v *Version) LessThanOrEqual(o *Version) bool {
 return v.Compare(o) <= 0
}

// Metadata returns any metadata
 that was part of the version
// string.
//
// Metadata is anything that comes after the "+" in the version.
// For example, with "1.2.3+beta", the metadata is "beta".
func (v *Version) Metadata() string {
 return v.metadata
}

// Prerelease returns any prerelease data that is part of the version,
// or blank if there is no prerelease data.
//
// Prerelease information is anything that comes after the "-" in the
// version (but before any metadata). For example, with "1.2.3-beta",
// the prerelease information is "beta".
func (v *Version) Prerelease() string {
 return v.pre
}

// Segments returns the numeric segments of the version as a slice of ints.
//
// This excludes any metadata or pre-release information. For example,
// for a version "1.2.3-beta", segments will return a slice of
// 1, 2, 3.
func (v *Version) Segments() []int {
 segmentSlice := make([]int, len(v.segments))
 for i, v := range v.segments {
  segmentSlice[i] = int(v)
 }
 return segmentSlice
}

// Segments64 returns the
 numeric segments of the version as a slice of int64s.
//
// This excludes any metadata or pre-release information. For example,
// for a version "1.2.3-beta", segments will return a slice of
```

```
// 1, 2, 3.
func (v *Version) Segments64() []int64 {
 result := make([]int64, len(v.segments))
 copy(result, v.segments)
 return result
}

// String returns the full version string included pre-release
// and metadata information.
//
// This value is rebuilt according to the parsed segments and other
// information. Therefore, ambiguities in the version string such as
// prefixed zeroes (1.04.0 => 1.4.0), `v` prefix (v1.0.0 => 1.0.0), and
// missing parts (1.0 => 1.0.0) will be made into a canonicalized form
// as shown in the parenthesized examples.
func (v *Version) String() string {
 var buf bytes.Buffer
 fmtParts := make([]string, len(v.segments))
 for i, s := range v.segments {
  // We can ignore err here since we've pre-parsed the values in segments
  str := strconv.FormatInt(s, 10)
  fmtParts[i]
 = str
 }
 fmt.Fprintf(&buf, strings.Join(fmtParts, "."))
 if v.pre != "" {
  fmt.Fprintf(&buf, "-%s", v.pre)
 }
 if v.metadata != "" {
  fmt.Fprintf(&buf, "+%s", v.metadata)
 }

 return buf.String()
}

// Original returns the original parsed version as-is, including any
// potential whitespace, `v` prefix, etc.
func (v *Version) Original() string {
 return v.original
}

// UnmarshalText implements encoding.TextUnmarshaler interface.
func (v *Version) UnmarshalText(b []byte) error {
 temp, err := NewVersion(string(b))
 if err != nil {
  return err
 }
```

```
 *v = *temp

 return nil
}

// MarshalText implements encoding.TextMarshaler interface.
func (v *Version) MarshalText() ([]byte, error) {
 return []byte(v.String()), nil
}

// Scan implements the sql.Scanner interface.
func (v *Version) Scan(src interface{}) error {
 switch src := src.(type) {
 case string:
  return v.UnmarshalText([]byte(src))
 case nil:
  return nil
 default:
  return fmt.Errorf("cannot scan %T as Version", src)
 }
}

//
 Value implements the driver.Valuer interface.
func (v *Version) Value() (driver.Value, error) {
 return v.String(), nil
}
```

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psl-make-dafsa and lookup_string_in_fixed_set.c.

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#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H

#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 */
```

==========
Written by Andy Polyakov <appro@fy.chalmers.se> for the OpenSSL
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==========

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##########

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## version 0.1
##
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##
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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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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 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

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

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

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

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

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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a) Accompany

the work with the complete corresponding
machine-readable 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.

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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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*/
```

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# 1.115 future 1.0.0

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Patch for Ubuntu bug #399071

Display the contents of /etc/legal as part of the MOTD, the first time the
user logs in, and set a flag in the user's homedir if possible to prevent
repeat displays.

Authors: Dustin Kirkland <kirkland@canonical.com>

Upstream status: Ubuntu-specific, maybe submit to Debian

Index: pam/modules/pam_motd/pam_motd.c
```
===================================================================
--- pam.orig/modules/pam_motd/pam_motd.c
+++ pam/modules/pam_motd/pam_motd.c
@@ -348,6 +348,65 @@
   return PAM_SUCCESS;
}

+int display_legal(pam_handle_t *pamh)
+{
+   int retval = PAM_IGNORE, rc;
+   char *user = NULL;
+   char *dir = NULL;
+   char *flag = NULL;
+   struct passwd *pwd = NULL;
+   struct stat s;
+   int f;
+   /* Get the user name to determine if we need to print the disclaimer */
+   rc = pam_get_item(pamh, PAM_USER, &user);
+   if (rc == PAM_SUCCESS && user != NULL && *(const char *)user != '\0')
+   {
+      PAM_MODUTIL_DEF_PRIVS(privs);
+
+
     /* Get the password entry */
+      pwd = pam_modutil_getpwnam (pamh, user);
+      if (pwd != NULL)
+      {
```

```
+          if (pam_modutil_drop_priv(pamh, &privs, pwd)) {
+             pam_syslog(pamh, LOG_ERR,
+                        "Unable to change UID to %d temporarily\n",
+                        pwd->pw_uid);
+             retval = PAM_SESSION_ERR;
+             goto finished;
+          }
+
+          if (asprintf(&dir, "%s/.cache", pwd->pw_dir) == -1 || !dir)
+             goto finished;
+          if (asprintf(&flag, "%s/motd.legal-displayed", dir) == -1 || !flag)
+             goto finished;
+
+          if (stat(flag, &s) != 0)
+          {
+             int fd = open("/etc/legal", O_RDONLY, 0);
+             if (fd >= 0) {
+                try_to_display_fd(pamh, fd);
+                close(fd);
+             }
+             mkdir(dir, 0700);
+             f = open(flag, O_WRONLY|O_CREAT|O_EXCL,
+
+               S_IRUSR|S_IWUSR|S_IRGRP|S_IROTH);
+             if (f>=0) close(f);
+          }
+
+finished:
+          if (pam_modutil_regain_priv(pamh, &privs)) {
+             pam_syslog(pamh, LOG_ERR,
+                        "Unable to change UID back to %d\n", privs.old_uid);
+             retval = PAM_SESSION_ERR;
+          }
+
+          _pam_drop(flag);
+          _pam_drop(dir);
+       }
+    }
+    return retval;
+}
+
int pam_sm_open_session(pam_handle_t *pamh, int flags,
  int argc, const char **argv)
{
@@ -446,6 +505,9 @@
                        motd_dir_path_split, num_motd_dir_paths,
                        report_missing);
```

```
+    /* Display the legal disclaimer only if necessary */
+    retval = display_legal(pamh);
+
 out:
   _pam_drop(motd_path_copy);
   _pam_drop(motd_path_split);
```

# 1.123 sysv-init 3.08-6ubuntu3

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# 1.129 mage 1.15.0

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---
title: Notice
description : "Disclaimers to help you structure your page"
---

The notice shortcode shows 4 types of disclaimers to help you structure your page.

### Note

```
{{%/* notice note */%}}
A notice disclaimer
{{%/* /notice */%}}
```

renders as

{{% notice note %}}
A notice disclaimer
{{% /notice %}}

### Info

```
{{%/* notice info */%}}
An information disclaimer
{{%/* /notice */%}}
```

renders as

{{% notice info %}}
An information disclaimer
{{% /notice %}}

### Tip

```
{{%/* notice tip */%}}
A tip disclaimer
{{%/* /notice */%}}
```

renders as

{{% notice tip %}}
A tip disclaimer
{{% /notice %}}

### Warning

```
{{%/* notice warning */%}}
An warning disclaimer
{{%/* /notice */%}}
```

renders as

{{% notice warning %}}
A warning disclaimer
{{% /notice %}}
---
title: Notice
description : "Message pour vous aider  structurer votre contenu"

---

Le shortcode *Notice* permet d'afficher 4 types de message pour vous aider  structurer votre contenu.

### Note

```
{{%/* notice note */%}}
Une notice de type *note*
{{%/* /notice */%}}
```

s'affiche comme

{{% notice note %}}
Une notice de type *note*
{{% /notice %}}

### Info

```
{{%/* notice info */%}}
Une notice de type *info*
{{%/* /notice */%}}
```

s'affiche comme

{{% notice info %}}
Une notice de type *info*
{{% /notice %}}

### Tip

```
{{%/* notice tip */%}}
Une notice de type *tip*
{{%/* /notice */%}}
```

s'affiche comme

{{% notice tip %}}
Une notice de type *tip*
{{% /notice %}}

### Warning

```
{{%/* notice warning */%}}
Une notice de type *warning*
{{%/* /notice */%}}
```

s'affiche comme

{{% notice warning %}}
Une notice de type *warning*
{{% /notice %}}

# 1.130 regexp 0.0.0-20221123153739-15dc172cd2db

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

# 1.137 jsonschema 3.2.0

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# 1.140 jsonpath-ng 1.4.3

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Metadata-Version: 1.1
Name: jsonpath-ng
Version: 1.4.3
Summary: A final implementation of JSONPath for Python that aims to be standard compliant, including arithmetic and binary comparison operators and providing clear AST for metaprogramming.
Home-page: https://github.com/h2non/jsonpath-ng
Author: Tomas Aparicio
Author-email: tomas@aparicio.me
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Description: Python JSONPath Next-Generation |Build Status| |PyPI| |Coverage Status|
    ======================================================================

    A final implementation of JSONPath for Python that aims to be standard compliant, including arithmetic
    and binary comparison operators, as defined in the original `JSONPath proposal`_.

    This packages merges both `jsonpath-rw`_ and `jsonpath-rw-ext`_ and
    provides several AST API enhancements, such as the ability to update or removes nodes in the tree.

    About
    -----

This library provides a robust and significantly extended implementation
of JSONPath for Python. It is tested with CPython 2.6, 2.7 & 3.x.

This library differs from other JSONPath implementations in that it is a
full *language* implementation, meaning the JSONPath expressions are
first class objects, easy to analyze, transform, parse, print, and
extend.

Quick Start
---

To install, use pip:

.. code:: bash

    $ pip install --upgrade jsonpath-ng

Usage
---

Basic examples:

.. code:: python

    $ python

    >>> from jsonpath_ng import jsonpath, parse

    # A robust parser, not just a regex. (Makes powerful extensions possible; see below)
    >>> jsonpath_expr = parse('foo[*].baz')

    # Extracting values is easy
    >>> [match.value for match in jsonpath_expr.find({'foo': [{'baz': 1}, {'baz': 2}]})]
    [1, 2]

    # Matches remember where they came from
    >>> [str(match.full_path) for match in jsonpath_expr.find({'foo': [{'baz': 1}, {'baz': 2}]})]
    ['foo.[0].baz', 'foo.[1].baz']

    # And this can be useful for automatically providing ids for bits of data that do not have them (currently a global switch)
    >>> jsonpath.auto_id_field = 'id'
    >>> [match.value for match in parse('foo[*].id').find({'foo': [{'id': 'bizzle'}, {'baz': 3}]})]
    ['foo.bizzle', 'foo.[1]']

    # A handy extension: named operators like `parent`
    >>> [match.value for match in parse('a.*.b.`parent`.c').find({'a': {'x': {'b': 1, 'c': 'number one'}, 'y': {'b': 2, 'c':

'number two'}}})]
['number two', 'number one']

# You can also build expressions directly quite easily
>>> from jsonpath_ng.jsonpath import Fields
>>> from jsonpath_ng.jsonpath import Slice

>>> jsonpath_expr_direct = Fields('foo').child(Slice('*')).child(Fields('baz'))  # This is equivalent

Using the extended parser:

.. code:: python

$ python

>>> from jsonpath_ng.ext import parse

# A robust parser, not just a regex. (Makes powerful extensions possible; see below)
>>> jsonpath_expr = parse('foo[*].baz')

JSONPath Syntax
---

The JSONPath syntax supported by this library includes some additional
features and omits some problematic features (those that make it
unportable). In particular, some new operators such as ``|`` and
``where`` are available, and parentheses are used for grouping not for

callbacks into Python, since with these changes the language is not
trivially associative. Also, fields may be quoted whether or not they
are contained in brackets.

Atomic expressions:

+----------+----------+
| Syntax | Meaning |
+==========+==========+
| ``$`` | The root object |
+----------+----------+
| ```this``` | The "current" object. |
+----------+----------+
| ```foo``` | More generally, this syntax allows "named operators" to extend JSONPath is arbitrary ways |
+----------+----------+

| *field* | Specified field(s), described below |
+---+---+
| ``[`` *field* ``]`` | Same as *field* |
+---+---+
| ``[`` *idx* ``]`` | Array access, described below (this is always unambiguous with field access) |
+---+---+

Jsonpath operators:

+---+---+
| Syntax | Meaning |
+===+===+
| *jsonpath1* ``.`` *jsonpath2* | All nodes matched by *jsonpath2* starting at any node matching *jsonpath1* |
+---+---+
| *jsonpath* ``[`` *whatever* ``]`` | Same as *jsonpath*\ ``.``\ *whatever* |
+---+---+
| *jsonpath1* ``..`` *jsonpath2* | All nodes matched by *jsonpath2* that descend from any node matching *jsonpath1* |
+---+---+
| *jsonpath1* ``where`` *jsonpath2* | Any nodes matching *jsonpath1* with a child matching *jsonpath2* |
+---+---+
| *jsonpath1* ``|`` *jsonpath2* | Any nodes matching the union of *jsonpath1* and *jsonpath2* |
+---+---+

Field specifiers ( *field* ):

+---+---+
| Syntax | Meaning |
+===+===+
| ``fieldname`` | the field ``fieldname`` (from the "current" object) |
+---+---+
| ``"fieldname"`` | same as above, for allowing special characters in the fieldname |
+---+---+
| ``'fieldname'`` | ditto |
+---+---+
| ``*`` | any field |
+---+---+
| *field* ``,`` *field* | either of the named fields (you can always build equivalent jsonpath using ``|``) |
+---+---+

Array specifiers ( *idx* ):

| Syntax | Meaning |
|---|---|
| ``[``\ *n*\ ``]`` | array index (may be comma-separated list) |
| ``[``\ *start*\ ``?:``\ *end*\ ``?]`` | array slicing (note that *step* is unimplemented only due to lack of need thus far) |
| ``[*]`` | any array index |

Programmatic JSONPath
---

If you are programming in Python
and would like a more robust way to
create JSONPath expressions that does not depend on a parser, it is very
easy to do so directly, and here are some examples:

- ``Root()``
- ``Slice(start=0, end=None, step=None)``
- ``Fields('foo', 'bar')``
- ``Index(42)``
- ``Child(Fields('foo'), Index(42))``
- ``Where(Slice(), Fields('subfield'))``
- ``Descendants(jsonpath, jsonpath)``

Extras
---

- *Path data*: The result of ``JsonPath.find`` provide detailed context
  and path data so it is easy to traverse to parent objects, print full
  paths to pieces of data, and generate automatic ids.
- *Automatic Ids*: If you set ``jsonpath_ng.auto_id_field`` to a value
  other than None, then for any piece of data missing that field, it
  will be replaced by the JSONPath to it, giving automatic unique ids
  to any
piece of data. These ids will take into account any ids
  already present as well.
- *Named operators*: Instead of using ``@`` to reference the currently
  object, this library uses ```this```. In general, any string
  contained in backquotes can be made to be a new operator, currently
  by extending the library.

Extensions
---

| name | Example |
|---|---|
| len | - $.objects.`len` |
| sub | - $.field.`sub(/foo\\\\+(.*)/, \\\\1)` |
| split | - $.field.`split(+, 2, -1)` |
| | - $.field.`split(sep, segement, maxsplit)` |
| sorted | - $.objects.`sorted` |
| | - $.objects[\\some_field] |
| | - $.objects[\\some_field,/other_field] |
| filter | - $.objects[?(@some_field > 5)] |
| | - $.objects[?some_field = "foobar")] |
| | - $.objects[?some_field > 5 & other < 2)] |
| arithmetic (-+*/) | - $.foo + "_" + $.bar |
| | - $.foo * 12 |
| | - $.objects[*].cow + $.objects[*].cat |

About arithmetic and string
---

Operations are done with python operators and allows types that python
allows, and return [] if the operation can be done due to incompatible types.

When operators are used, a jsonpath must be be fully defined otherwise
jsonpath-rw-ext can't known if the expression is a string or a jsonpath field,
in this case it will choice string as type.

Example with data::

```
{
   'cow': 'foo',
   'fish': 'bar'
}
```

| **cow + fish** returns **cowfish**
| **$.cow + $.fish** returns **foobar**
| **$.cow + "_" + $.fish** returns **foo_bar**
| **$.cow + "_" + fish** returns **foo_fish**

About arithmetic and list
---

Arithmetic can be used against two lists if they have the same size.

Example with data::

```
{'objects': [
    {'cow': 2, 'cat': 3},
    {'cow': 4, 'cat': 6}
]}
```

| **$.objects[*].cow + $.objects[*].cat** returns **[6, 9]**

More to explore
---

There are way too many JSONPath implementations out there to discuss.
Some are robust, some are toy projects that still work fine, some are
exercises. There will undoubtedly be many more. This one is made for use
in released, maintained code, and in particular for programmatic access
to the abstract syntax and extension. But JSONPath at its simplest just
isn't that complicated, so you can probably use any of them
successfully. Why not this one?

The original proposal, as far as I know:

- `JSONPath - XPath for
  JSON <http://goessner.net/articles/JSONPath/>`__ by Stefan Goessner.

Other examples
---

Loading json data from file

.. code:: python

```
import json
d = json.loads('{"foo": [{"baz": 1}, {"baz": 2}]}')
# or
with open('myfile.json') as f:
    d = json.load(f)
```

Special note about PLY and docstrings
---

The main parsing toolkit underlying this library,
`PLY <https://github.com/dabeaz/ply>`__, does not work with docstrings
removed. For example, ``PYTHONOPTIMIZE=2`` and ``python -OO`` will both
cause a failure.

Contributors
------------

This package is authored and maintained by:

- `Kenn Knowles <https://github.com/kennknowles>`__
  (`@kennknowles <https://twitter.com/KennKnowles>`__)
- `Tomas Aparicio <https://github.com/h2non>`

with the help
of patches submitted by `these contributors <https://github.com/kennknowles/python-jsonpath-ng/graphs/contributors>`__.

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.. _`JSONPath proposal`: http://goessner.net/articles/JsonPath/
.. _`jsonpath-rw`: https://github.com/kennknowles/python-jsonpath-rw
.. _`jsonpath-rw-ext`: https://pypi.python.org/pypi/jsonpath-rw-ext/

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   :target: https://travis-ci.org/h2non/jsonpath-ng
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:target: http://jsonpath-ng.readthedocs.io/en/latest/?badge=latest

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: Apache Software License
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.2
Classifier: Programming Language :: Python :: 3.3
Classifier: Programming Language :: Python :: 3.4
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6

Found in path(s):
* /jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/PKG-INFO
* /jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/jsonpath_ng.egg-info/PKG-INFO
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/jsonpath_ng/bin/jsonpath.py
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Python JSONPath Next-Generation |Build Status| |PyPI| |Coverage Status|
==========

A final implementation of JSONPath for Python that aims to be standard compliant, including arithmetic and binary comparison operators, as defined in the original `JSONPath proposal`_.

This packages merges both `jsonpath-rw`_ and `jsonpath-rw-ext`_ and
provides several AST API enhancements, such as the ability to update or removes nodes in the tree.

About
---

This library provides a robust and significantly extended implementation
of JSONPath for Python. It is tested with CPython 2.6, 2.7 & 3.x.

This library differs from other JSONPath implementations in that it is a
full *language* implementation, meaning the JSONPath expressions are
first class objects, easy to analyze, transform, parse, print, and

extend.

Quick Start
---

To install, use pip:

.. code:: bash

  $ pip install --upgrade jsonpath-ng

Usage
---

Basic examples:

.. code:: python

  $ python

  >>> from jsonpath_ng import jsonpath, parse

  # A robust parser, not just a regex. (Makes powerful extensions possible; see below)
  >>> jsonpath_expr = parse('foo[*].baz')

  # Extracting values is easy
  >>> [match.value for match in jsonpath_expr.find({'foo': [{'baz': 1}, {'baz': 2}]})]
  [1, 2]

  # Matches remember where they came from
  >>> [str(match.full_path) for match in jsonpath_expr.find({'foo': [{'baz': 1}, {'baz': 2}]})]
  ['foo.[0].baz', 'foo.[1].baz']

  # And this can be useful for automatically providing ids for bits of data that do not have them (currently a global switch)
  >>> jsonpath.auto_id_field = 'id'
  >>> [match.value for match in parse('foo[*].id').find({'foo': [{'id': 'bizzle'}, {'baz': 3}]})]
  ['foo.bizzle', 'foo.[1]']

  # A handy extension: named operators like `parent`
  >>> [match.value for match in parse('a.*.b.`parent`.c').find({'a':
 {'x': {'b': 1, 'c': 'number one'}, 'y': {'b': 2, 'c': 'number two'}}})]
  ['number two', 'number one']

  # You can also build expressions directly quite easily
  >>> from jsonpath_ng.jsonpath import Fields
  >>> from jsonpath_ng.jsonpath import Slice

```
>>> jsonpath_expr_direct = Fields('foo').child(Slice('*')).child(Fields('baz'))  # This is equivalent
```

Using the extended parser:

```
.. code:: python

 $ python

 >>> from jsonpath_ng.ext import parse

 # A robust parser, not just a regex. (Makes powerful extensions possible; see below)
 >>> jsonpath_expr = parse('foo[*].baz')
```

JSONPath Syntax
---

The JSONPath syntax supported by this library includes some additional features and omits some problematic features (those that make it unportable). In particular, some new operators such as ``|`` and ``where`` are available, and parentheses are used for grouping not for callbacks into Python, since with these changes the language is not trivially
 associative. Also, fields may be quoted whether or not they are contained in brackets.

Atomic expressions:

```
+----------------------+-------------------------------------------------------------------------------------------+
| Syntax               | Meaning                                                                                   |
+======================+===========================================================================================
====================================+
| ``$``                | The root object                                                                           |
+----------------------+-------------------------------------------------------------------------------------------+
| ```this```           | The "current" object.                                                                     |
+----------------------+-------------------------------------------------------------------------------------------+
| ```foo```            | More generally, this
 syntax allows "named operators" to extend JSONPath is arbitrary ways   |
+----------------------+-------------------------------------------------------------------------------------------+
| *field*              | Specified field(s), described below                                                       |
+----------------------+-------------------------------------------------------------------------------------------+
| ``[`` *field* ``]``  | Same as *field*                                                                           |
+----------------------+-------------------------------------------------------------------------------------------+
| ``[`` *idx* ``]``    | Array access, described below (this is always unambiguous with field access)              |
+----------------------+-------------------------------------------------------------------------------------------+
```

Jsonpath operators:

| Syntax | Meaning |
|---|---|
| *jsonpath1* ``.`` *jsonpath2* | All nodes matched by *jsonpath2* starting at any node matching *jsonpath1* |
| *jsonpath* ``[`` *whatever* ``]`` | Same as *jsonpath*\ ``.``\ *whatever* |
| *jsonpath1* ``..`` *jsonpath2* | All nodes matched by *jsonpath2* that descend from any node matching *jsonpath1* |
| *jsonpath1* ``where`` *jsonpath2* | Any nodes matching *jsonpath1* with a child matching *jsonpath2* |
| *jsonpath1* ``\|`` *jsonpath2* | Any nodes matching the union of *jsonpath1* and *jsonpath2* |

Field specifiers ( *field* ):

| Syntax | Meaning |
|---|---|
| ``fieldname`` | the field ``fieldname`` (from the "current" object) |
| ``"fieldname"`` | same as above, for allowing special characters in the fieldname |
| ``'fieldname'`` | ditto |
| ``*`` | any field |
| *field* ``,`` *field* | either of the named fields (you can always build equivalent jsonpath using ``\|``) |

Array specifiers ( *idx* ):

| Syntax | Meaning |
|---|---|
| ``[``\ *n*\ ``]`` | array index (may be comma-separated list) |

+----------+----------+
| ``[``\ *start*\ ``?:``\ *end*\ ``?]`` | array slicing (note that *step* is unimplemented only due to lack of need thus far) |
+----------+----------+
| ``[*]`` | any array index |
+----------+----------+

Programmatic JSONPath
---

If you are programming in Python and would like a more robust way to create JSONPath expressions that does not depend on a parser, it is very easy to do so directly, and here are some examples:

- ``Root()``
- ``Slice(start=0, end=None, step=None)``
- ``Fields('foo', 'bar')``
- ``Index(42)``
- ``Child(Fields('foo'), Index(42))``
- ``Where(Slice(), Fields('subfield'))``
- ``Descendants(jsonpath, jsonpath)``

Extras
---

- *Path data*: The result of ``JsonPath.find`` provide detailed context and path data so it is easy to traverse to parent objects, print full paths to pieces of data, and generate automatic ids.
- *Automatic Ids*: If you set ``jsonpath_ng.auto_id_field`` to a value other than None, then for any piece of data missing that field, it will be replaced by the JSONPath to it, giving automatic unique ids to any piece of data. These ids will take into account any ids already present as well.
- *Named operators*: Instead of using ``@`` to reference the currently object, this library uses ```this```. In general, any string contained in backquotes can be made to be a new operator, currently by extending the library.

Extensions
---

+----------+----------+
| name | Example |
+==========+==========+

| len | - $.objects.`len` |
+---+---+
| sub | - $.field.`sub(/foo\\\\+(.*)/, \\\\1)` |
+---+---+
| split
| - $.field.`split(+, 2, -1)` |
| | - $.field.`split(sep, segement, maxsplit)` |
+---+---+
| sorted | - $.objects.`sorted` |
| | - $.objects[\\some_field] |
| | - $.objects[\\some_field,/other_field] |
+---+---+
| filter | - $.objects[?(@some_field > 5)] |
| | - $.objects[?some_field = "foobar")] |
| | - $.objects[?some_field > 5 & other < 2)] |
+---+---+
| arithmetic | - $.foo + "_" + $.bar |
| (-+*/) | - $.foo * 12 |
| | - $.objects[*].cow + $.objects[*].cat |
+---+---+

About arithmetic and string
---

Operations
are done with python operators and allows types that python
allows, and return [] if the operation can be done due to incompatible types.

When operators are used, a jsonpath must be be fully defined otherwise
jsonpath-rw-ext can't known if the expression is a string or a jsonpath field,
in this case it will choice string as type.

Example with data::

```
  {
    'cow': 'foo',
    'fish': 'bar'
  }
```

| **cow + fish** returns **cowfish**
| **$.cow + $.fish** returns **foobar**
| **$.cow + "_" + $.fish** returns **foo_bar**
| **$.cow + "_" + fish** returns **foo_fish**

About arithmetic and list
---

Arithmetic can be used against two lists if they have the same size.

Example with data::

```
  {'objects': [
     {'cow': 2, 'cat': 3},
     {'cow': 4, 'cat': 6}
  ]}
```

| **$.objects[*].cow + $.objects[*].cat** returns **[6, 9]**

More to explore
---

There are way too many JSONPath implementations out there to discuss. Some
 are robust, some are toy projects that still work fine, some are
exercises. There will undoubtedly be many more. This one is made for use
in released, maintained code, and in particular for programmatic access
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successfully. Why not this one?

The original proposal, as far as I know:

- `JSONPath - XPath for
  JSON <http://goessner.net/articles/JSONPath/>`__ by Stefan Goessner.

Other examples
---

Loading json data from file

.. code:: python

```
  import json
  d = json.loads('{"foo": [{"baz": 1}, {"baz": 2}]}')
  # or
  with open('myfile.json') as f:
     d = json.load(f)
```

Special note about PLY and docstrings
---

The main parsing toolkit underlying this library,
`PLY <https://github.com/dabeaz/ply>`__, does not work with docstrings
removed. For example, ``PYTHONOPTIMIZE=2`` and ``python -OO``
 will both
cause a failure.

Contributors
---

This package is authored and maintained by:

- `Kenn Knowles <https://github.com/kennknowles>`__
  (`@kennknowles <https://twitter.com/KennKnowles>`__)
- `Tomas Aparicio <https://github.com/h2non>`

with the help of patches submitted by `these contributors <https://github.com/kennknowles/python-jsonpath-ng/graphs/contributors>`__.

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.. |PyPi downloads| image:: https://pypip.in/d/jsonpath-ng/badge.png
  :target: https://pypi.python.org/pypi/jsonpath-ng
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.. |Coverage Status| image:: https://coveralls.io/repos/github/h2non/jsonpath-ng/badge.svg?branch=master
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.. |Documentation Status| image:: https://img.shields.io/badge/docs-latest-green.svg?style=flat

:target: http://jsonpath-ng.readthedocs.io/en/latest/?badge=latest

Found in path(s):
*
/jsonpath-ng-1-4-3-1-tar-gz/jsonpath-ng-1.4.3/README.rst

# 1.141 mattermost-xml-roundtrip-validator 0.1.0

## 1.141.1 Available under license :

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package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
 "google.golang.org/api/iterator"
)

func ExampleNewLicensesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
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 require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicensesClient_Delete() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
```

```
 // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.DeleteLicenseRequest{
  //
 TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#DeleteLicenseRequest.
 }
 op, err := c.Delete(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }

 err = op.Wait(ctx)
 if err != nil {
  // TODO: Handle error.
 }
}

func ExampleLicensesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseRequest.
 }
 resp,
 err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
 ctx := context.Background()
```

```
// This snippet has been automatically generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.GetIamPolicyLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetIamPolicyLicenseRequest.
}
resp, err := c.GetIamPolicy(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_Insert()
{
ctx := context.Background()
// This snippet has been automatically generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.InsertLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#InsertLicenseRequest.
}
op, err := c.Insert(ctx, req)
if err != nil {
 // TODO: Handle error.
}

err = op.Wait(ctx)
if err != nil {
```

```
 // TODO: Handle error.
 }
}

func ExampleLicensesClient_List() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template
 only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.ListLicensesRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
 }
 it := c.List(ctx, req)
 for {
  resp, err := it.Next()
  if err == iterator.Done {
   break
  }
  if err != nil {
   // TODO: Handle error.
  }
  // TODO: Use resp.
  _ = resp

  // If you need to access the underlying RPC response,
  // you can do so by casting the `Response` as below.
  // Otherwise, remove this line. Only populated after
  // first call to Next(). Not safe for concurrent access.
  _ = it.Response.(*computepb.LicensesListResponse)
 }
}

func
 ExampleLicensesClient_SetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
```

```
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.SetIamPolicyLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#SetIamPolicyLicenseRequest.
}
resp, err := c.SetIamPolicy(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
ctx := context.Background()
// This snippet has been automatically
generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.TestIamPermissionsLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseRequest.
}
resp, err := c.TestIamPermissions(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
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package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleNewLicenseCodesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 //
 - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicenseCodesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
```

```
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.GetLicenseCodeRequest{
 // TODO: Fill request
struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseCodeRequest.
}
resp, err := c.Get(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
ctx := context.Background()
// This snippet has been automatically generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicenseCodesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.TestIamPermissionsLicenseCodeRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseCodeRequest.
}
resp,
err := c.TestIamPermissions(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
```

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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.34.2
//  protoc        v4.25.3
// source: google/ai/generativelanguage/v1beta/permission.proto

package generativelanguagepb

import (
 reflect "reflect"
 sync "sync"

 _ "google.golang.org/genproto/googleapis/api/annotations"
 protoreflect "google.golang.org/protobuf/reflect/protoreflect"
 protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const
 (
 // Verify that this generated code is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
 // Verify that runtime/protoimpl is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Defines types of the grantee of this permission.
type Permission_GranteeType int32

const (
 // The default value. This value is unused.
 Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GranteeType = 0
 // Represents a user. When set, you must provide email_address for the user.
 Permission_USER Permission_GranteeType = 1
 // Represents a group. When set, you must provide email_address for the
 // group.
 Permission_GROUP Permission_GranteeType = 2
 // Represents access to everyone. No extra information is required.
 Permission_EVERYONE Permission_GranteeType = 3
)
```

```
// Enum value maps for Permission_GranteeType.
var (
 Permission_GranteeType_name = map[int32]string{
  0: "GRANTEE_TYPE_UNSPECIFIED",
  1: "USER",
  2:
 "GROUP",
  3: "EVERYONE",
 }
 Permission_GranteeType_value = map[string]int32{
  "GRANTEE_TYPE_UNSPECIFIED": 0,
  "USER":                     1,
  "GROUP":                    2,
  "EVERYONE":                 3,
 }
)

func (x Permission_GranteeType) Enum() *Permission_GranteeType {
 p := new(Permission_GranteeType)
 *p = x
 return p
}

func (x Permission_GranteeType) String() string {
 return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_GranteeType) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GranteeType) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0]
}

func (x Permission_GranteeType) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_GranteeType.Descriptor instead.
func (Permission_GranteeType) EnumDescriptor() ([]byte,
 []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32
```

```
const (
 // The default value. This value is unused.
 Permission_ROLE_UNSPECIFIED Permission_Role = 0
 // Owner can use, update, share and delete the resource.
 Permission_OWNER Permission_Role = 1
 // Writer can use, update and share the resource.
 Permission_WRITER Permission_Role = 2
 // Reader can use the resource.
 Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
 Permission_Role_name = map[int32]string{
  0: "ROLE_UNSPECIFIED",
  1: "OWNER",
  2: "WRITER",
  3: "READER",
 }
 Permission_Role_value = map[string]int32{
  "ROLE_UNSPECIFIED": 0,
  "OWNER":            1,
  "WRITER":           2,
  "READER":           3,
 }
)

func (x Permission_Role) Enum() *Permission_Role {
 p := new(Permission_Role)
 *p = x
 return p
}

func (x Permission_Role) String() string {
 return
 protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
```

```
}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service accounts,
 you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Output only. Identifier. The permission name. A unique name will be
 // generated on create. Examples:
 //
 // tunedModels/{tuned_model}/permissions/{permission}
 // corpora/{corpus}/permissions/{permission}
 //
 // Output only.
 Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
 // Optional. Immutable. The type of the grantee.
 GranteeType *Permission_GranteeType
`protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1beta.Pe
rmission_GranteeType,oneof"
 json:"grantee_type,omitempty"`
 // Optional. Immutable. The email address of the user of group which this
 // permission refers. Field is not set when permission's grantee type is
 // EVERYONE.
 EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
json:"email_address,omitempty"`
 // Required. The role granted by this permission.
 Role *Permission_Role
`protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1beta.Permission_Role,oneof"
```

```
json:"role,omitempty"`
}

func (x *Permission) Reset() {
 *x = Permission{}
 if protoimpl.UnsafeEnabled {
  mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  ms.StoreMessageInfo(mi)
 }
}

func (x *Permission) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}

func (x *Permission)
 ProtoReflect() protoreflect.Message {
 mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
 if protoimpl.UnsafeEnabled && x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0}
}

func (x *Permission) GetName() string {
 if x != nil {
  return x.Name
 }
 return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
 if x != nil && x.GranteeType != nil {
  return *x.GranteeType
 }
 return Permission_GRANTEE_TYPE_UNSPECIFIED
```

```
}

func (x *Permission) GetEmailAddress() string {
 if x != nil && x.EmailAddress != nil {
  return *x.EmailAddress
 }
 return ""
}

func (x *Permission) GetRole() Permission_Role {
 if x != nil && x.Role
 != nil {
  return *x.Role
 }
 return Permission_ROLE_UNSPECIFIED
}

var File_google_ai_generativelanguage_v1beta_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = []byte{
 0x0a, 0x34, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
 0x31, 0x62, 0x65, 0x74, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x23, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x1a, 0x1f, 0x67, 0x6f, 0x6f,
 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65,
 0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a,
 0x19, 0x67, 0x6f,
 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63,
 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x85, 0x05, 0x0a, 0x0a, 0x50, 0x65, 0x72, 0x6d,
 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65, 0x18, 0x01,
 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04, 0x6e, 0x61,
 0x6d, 0x65, 0x12, 0x6b, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f, 0x74, 0x79,
 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3b, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c,
 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50,
 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65,
 0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x00, 0x52,
 0x0b, 0x67,
 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x88, 0x01, 0x01, 0x12,
 0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73,
 0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x01,
 0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x88, 0x01,
 0x01, 0x12, 0x52, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01, 0x28, 0x0e, 0x32,
 0x34, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65,
 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76,
 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
```

```
0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02, 0x52, 0x04, 0x72, 0x6f,
0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65,
0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a,
0x18, 0x47, 0x52, 0x41, 0x4e, 0x54, 0x45, 0x45, 0x5f,
0x54, 0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45, 0x44,
0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01, 0x12, 0x09, 0x0a, 0x05,
0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45, 0x56, 0x45, 0x52, 0x59,
0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c, 0x65, 0x12, 0x14, 0x0a,
0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45,
0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52, 0x10, 0x01, 0x12, 0x0a,
0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a, 0x0a, 0x06, 0x52, 0x45,
0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6, 0x01, 0x0a, 0x2c, 0x67,
0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73,
0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x32, 0x74, 0x75, 0x6e,
0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x5f,
0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x12,
0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f, 0x72, 0x70, 0x75, 0x73,
0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70,
0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b, 0x70, 0x65, 0x72, 0x6d,
0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73,
0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61,
0x64,
0x64, 0x72, 0x65, 0x73, 0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f, 0x72, 0x6f, 0x6c, 0x65, 0x42,
0x9b, 0x01, 0x0a, 0x27, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x42, 0x0f, 0x50, 0x65, 0x72,
0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x50, 0x01, 0x5a, 0x5d,
0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x76, 0x31, 0x62,
0x65, 0x74, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61,
0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74,
0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,
0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x62, 0x06, 0x70,
0x72, 0x6f, 0x74, 0x6f, 0x33,
}

var (
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce sync.Once
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP() []byte {
```

```
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce.Do(func() {
  file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData)
 })
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData
}

var file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1beta_permission_proto_goTypes
 = []any{
 (Permission_GranteeType)(0), // 0: google.ai.generativelanguage.v1beta.Permission.GranteeType
 (Permission_Role)(0),        // 1: google.ai.generativelanguage.v1beta.Permission.Role
 (*Permission)(nil),          // 2: google.ai.generativelanguage.v1beta.Permission
}
var file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = []int32{
 0, // 0: google.ai.generativelanguage.v1beta.Permission.grantee_type:type_name ->
google.ai.generativelanguage.v1beta.Permission.GranteeType
 1, // 1: google.ai.generativelanguage.v1beta.Permission.role:type_name ->
google.ai.generativelanguage.v1beta.Permission.Role
 2, // [2:2] is the sub-list for method output_type
 2, // [2:2] is the sub-list for method input_type
 2, // [2:2] is the sub-list for extension type_name
 2, // [2:2] is the sub-list for extension extendee
 0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1beta_permission_proto_init() }
func
 file_google_ai_generativelanguage_v1beta_permission_proto_init() {
 if File_google_ai_generativelanguage_v1beta_permission_proto != nil {
  return
 }
 if !protoimpl.UnsafeEnabled {
  file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].Exporter = func(v any, i int) any {
   switch v := v.(*Permission); i {
   case 0:
    return &v.state
   case 1:
    return &v.sizeCache
   case 2:
    return &v.unknownFields
   default:
    return nil
   }
  }
 }
 file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].OneofWrappers = []any{}
```

```
 type x struct{}
 out := protoimpl.TypeBuilder{
  File: protoimpl.DescBuilder{
   GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
   RawDescriptor: file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc,
   NumEnums:      2,
   NumMessages:   1,
   NumExtensions: 0,
   NumServices:   0,
  },
  GoTypes:          file_google_ai_generativelanguage_v1beta_permission_proto_goTypes,
  DependencyIndexes: file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs,
  EnumInfos:
        file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes,
  MessageInfos:      file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes,
 }.Build()
 File_google_ai_generativelanguage_v1beta_permission_proto = out.File
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = nil
 file_google_ai_generativelanguage_v1beta_permission_proto_goTypes = nil
 file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = nil
}
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (
 "bytes"
 "context"
 "fmt"
 "io"
 "math"
 "net/http"
 "net/url"
 "time"
```

```
 computepb "cloud.google.com/go/compute/apiv1/computepb"
 gax "github.com/googleapis/gax-go/v2"
 "google.golang.org/api/googleapi"
 "google.golang.org/api/iterator"
 "google.golang.org/api/option"
 "google.golang.org/api/option/internaloption"
 httptransport
 "google.golang.org/api/transport/http"
 "google.golang.org/grpc"
 "google.golang.org/protobuf/encoding/protojson"
 "google.golang.org/protobuf/proto"
)

var newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
 Delete            []gax.CallOption
 Get               []gax.CallOption
 GetIamPolicy      []gax.CallOption
 Insert            []gax.CallOption
 List              []gax.CallOption
 SetIamPolicy      []gax.CallOption
 TestIamPermissions []gax.CallOption
}

func defaultLicensesRESTCallOptions() *LicensesCallOptions {
 return &LicensesCallOptions{
  Delete: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
  Get: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
   }),
  },
  GetIamPolicy:
 []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
```

```
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
   },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 Insert: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 List: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
  gax.WithRetry(func() gax.Retryer {
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
   },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 SetIamPolicy: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 TestIamPermissions: []gax.CallOption{
  gax.WithTimeout(600000
* time.Millisecond),
 },
}
}

// internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
 Close() error
 setGoogleClientInfo(...string)
 Connection() *grpc.ClientConn
 Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
 Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
 GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
 List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
 SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
```

```
(*computepb.TestPermissionsResponse,
 error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The Licenses API.
type LicensesClient struct {
 // The internal transport-dependent client.
 internalClient internalLicensesClient

 // The call options for this service.
 CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
 return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
 c.internalClient.setGoogleClientInfo(keyval...)
}

//
 Connection returns a connection to the API service.
//
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicensesClient) Connection() *grpc.ClientConn {
 return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
 return c.internalClient.Delete(ctx, req, opts...)
}
```

```
// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption) (*computepb.License, error) {
 return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy
 for a resource. May be empty if no such policy or resource exists. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
 return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
 list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption) *LicenseIterator {
 return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is intended for use
 only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req *computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse, error) {
 return c.internalClient.TestIamPermissions(ctx, req, opts...)
}
```

```
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
type licensesRESTClient struct {
 // The http endpoint to connect to.
 endpoint string

 // The http client.
 httpClient *http.Client

 // operationClient is used to call the operation-specific management service.
 operationClient *GlobalOperationsClient

 // The x-goog-* headers to be sent with each request.
 xGoogHeaders []string

 // Points back to the CallOptions field of the containing LicensesClient
 CallOptions **LicensesCallOptions
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx
 context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
 clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
 httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
 if err != nil {
  return nil, err
 }

 callOpts := defaultLicensesRESTCallOptions()
 c := &licensesRESTClient{
  endpoint:    endpoint,
  httpClient:  httpClient,
  CallOptions: &callOpts,
 }
 c.setGoogleClientInfo()

 o := []option.ClientOption{
  option.WithHTTPClient(httpClient),
  option.WithEndpoint(endpoint),
 }
 opC, err := NewGlobalOperationsRESTClient(ctx, o...)
 if err != nil {
  return nil, err
 }
 c.operationClient = opC
```

```
 return &LicensesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
 return []option.ClientOption{
  internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
  internaloption.WithDefaultEndpointTemplate("https://compute.UNIVERSE_DOMAIN"),
  internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
  internaloption.WithDefaultUniverseDomain("googleapis.com"),
  internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
  internaloption.WithDefaultScopes(DefaultAuthScopes()...),
  internaloption.EnableNewAuthLibrary(),
 }
}

//
 setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
 kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
 kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
 c.xGoogHeaders = []string{
  "x-goog-api-client", gax.XGoogHeader(kv...),
 }
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
 // Replace httpClient with nil to force cleanup.
 c.httpClient
 = nil
 if err := c.operationClient.Close(); err != nil {
  return err
 }
 return nil
}

// Connection returns a connection to the API service.
//
// Deprecated: This method always returns nil.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
 return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
creating Cloud Marketplace images.
```

```
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params",
 fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "license",
url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Delete[0:len((*c.CallOptions).Delete):len((*c.CallOptions).Delete)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf,
```

```
 err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 op := &Operation{
  &globalOperationsHandle{
   c:       c.operationClient,
   proto:   resp,
   project: req.GetProject(),
  },
 }
 return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()),
 "license", url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.License{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
```

```
 }
 httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err
 := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
req.GetResource())

 params := url.Values{}
```

```
 if req != nil && req.OptionsRequestedPolicyVersion != nil {
  params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and
 context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).GetIamPolicy[0:len((*c.CallOptions).GetIamPolicy):len((*c.CallOptions).GetIamPolicy)],
opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp);
 err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
```

```
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetLicenseResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId",
 fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v", "project", url.QueryEscape(req.GetProject()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Insert[0:len((*c.CallOptions).Insert):len((*c.CallOptions).Insert)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
```

```
 httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err !=
nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
}, opts...)
if e != nil {
 return nil, e
}
op := &Operation{
 &globalOperationsHandle{
  c:       c.operationClient,
  proto:   resp,
  project: req.GetProject(),
 },
}
return op, nil
}
```

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient)

```
List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption) *LicenseIterator {
it := &LicenseIterator{}
req = proto.Clone(req).(*computepb.ListLicensesRequest)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
 resp := &computepb.LicensesListResponse{}
 if pageToken != "" {
  req.PageToken = proto.String(pageToken)
 }
 if pageSize > math.MaxInt32 {
  req.MaxResults = proto.Uint32(math.MaxInt32)
 } else if pageSize != 0 {
  req.MaxResults = proto.Uint32(uint32(pageSize))
 }
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, "", err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

 params := url.Values{}
 if req != nil && req.Filter != nil {
  params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
 }
 if req != nil && req.MaxResults != nil {
  params.Add("maxResults",
fmt.Sprintf("%v", req.GetMaxResults()))
 }
 if req != nil && req.OrderBy != nil {
  params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
 }
 if req != nil && req.PageToken != nil {
  params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
 }
 if req != nil && req.ReturnPartialSuccess != nil {
  params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := append(c.xGoogHeaders, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
```

```
  if err != nil {
   return err
  }
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return
err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, "", e
 }
 it.Response = resp
 return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
 items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
 if err != nil {
  return "", err
 }
 it.items = append(it.items, items...)
 return nextPageToken, nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()

return it
```

```
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This resource is intended for use only
 by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetGlobalSetPolicyRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(), req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).SetIamPolicy[0:len((*c.CallOptions).SetIamPolicy):len((*c.CallOptions).SetIamPolicy)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
```

```
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// TestIamPermissions returns permissions that a caller has on
 the specified resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req *computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetTestPermissionsRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(), req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
```

```
 hds = append(hds, "Content-Type",
 "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).Tes
tIamPermissions)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.TestPermissionsResponse{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return
 nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}
```

# 1.148 v1-gonum 0.12.0

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A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using init_genrand(seed)
or init_by_array(init_key, key_length).

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This software package is based on the paper
I. Bogaert, "Iteration-Free Computation of Gauss-Legendre Quadrature Nodes and Weights",
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The main features of this software are:
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A C-program for MT19937-64 (2004/9/29 version).
Coded by Takuji Nishimura and Makoto Matsumoto.

This is a 64-bit version of Mersenne Twister pseudorandom number generator.

Before using, initialize the state by using init_genrand64(seed)
or init_by_array64(init_key, key_length).

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Computer Simulation 10. (2000) 348--357.
M. Matsumoto and T. Nishimura,
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@item
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# 1.163 go-ordered-map 1.0.0

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# 1.164 zipp 3.19.2

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# 1.165 google-cloud-go-kms 1.18.4

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
 "google.golang.org/api/iterator"
)

func ExampleNewLicensesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will
 require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicensesClient_Delete() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
```

```
 }
 defer c.Close()

 req := &computepb.DeleteLicenseRequest{
  //
 TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#DeleteLicenseRequest.
 }
 op, err := c.Delete(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }

 err = op.Wait(ctx)
 if err != nil {
  // TODO: Handle error.
 }
}

func ExampleLicensesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseRequest.
 }
 resp,
 err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
```

```
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.GetIamPolicyLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetIamPolicyLicenseRequest.
}
resp, err := c.GetIamPolicy(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_Insert()
 {
ctx := context.Background()
// This snippet has been automatically generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.InsertLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#InsertLicenseRequest.
}
op, err := c.Insert(ctx, req)
if err != nil {
 // TODO: Handle error.
}

err = op.Wait(ctx)
if err != nil {
 // TODO: Handle error.
```

```
 }
}

func ExampleLicensesClient_List() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template
 only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.ListLicensesRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
 }
 it := c.List(ctx, req)
 for {
  resp, err := it.Next()
  if err == iterator.Done {
   break
  }
  if err != nil {
   // TODO: Handle error.
  }
  // TODO: Use resp.
  _ = resp

  // If you need to access the underlying RPC response,
  // you can do so by casting the `Response` as below.
  // Otherwise, remove this line. Only populated after
  // first call to Next(). Not safe for concurrent access.
  _ = it.Response.(*computepb.LicensesListResponse)
 }
}

func
 ExampleLicensesClient_SetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
```

```
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.SetIamPolicyLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#SetIamPolicyLicenseRequest.
}
resp, err := c.SetIamPolicy(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
ctx := context.Background()
// This snippet has been automatically
generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.TestIamPermissionsLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseRequest.
}
resp, err := c.TestIamPermissions(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
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package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleNewLicenseCodesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 //
 - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicenseCodesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
```

```
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.GetLicenseCodeRequest{
 // TODO: Fill request
struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseCodeRequest.
}
resp, err := c.Get(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
ctx := context.Background()
// This snippet has been automatically generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicenseCodesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.TestIamPermissionsLicenseCodeRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseCodeRequest.
}
resp,
err := c.TestIamPermissions(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
```

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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.34.2
//  protoc        v4.25.3
// source: google/ai/generativelanguage/v1beta/permission.proto

package generativelanguagepb

import (
 reflect "reflect"
 sync "sync"

 _ "google.golang.org/genproto/googleapis/api/annotations"
 protoreflect "google.golang.org/protobuf/reflect/protoreflect"
 protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const
 (
 // Verify that this generated code is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
 // Verify that runtime/protoimpl is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Defines types of the grantee of this permission.
type Permission_GranteeType int32

const (
 // The default value. This value is unused.
 Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GranteeType = 0
 // Represents a user. When set, you must provide email_address for the user.
 Permission_USER Permission_GranteeType = 1
 // Represents a group. When set, you must provide email_address for the
 // group.
 Permission_GROUP Permission_GranteeType = 2
 // Represents access to everyone. No extra information is required.
 Permission_EVERYONE Permission_GranteeType = 3
)

// Enum value maps for Permission_GranteeType.
var (
```

```
 Permission_GranteeType_name = map[int32]string{
  0: "GRANTEE_TYPE_UNSPECIFIED",
  1: "USER",
  2:
 "GROUP",
  3: "EVERYONE",
 }
 Permission_GranteeType_value = map[string]int32{
  "GRANTEE_TYPE_UNSPECIFIED": 0,
  "USER":                     1,
  "GROUP":                    2,
  "EVERYONE":                 3,
 }
)

func (x Permission_GranteeType) Enum() *Permission_GranteeType {
 p := new(Permission_GranteeType)
 *p = x
 return p
}

func (x Permission_GranteeType) String() string {
 return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_GranteeType) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GranteeType) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0]
}

func (x Permission_GranteeType) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_GranteeType.Descriptor instead.
func (Permission_GranteeType) EnumDescriptor() ([]byte,
 []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

const (
 // The default value. This value is unused.
```

```
 Permission_ROLE_UNSPECIFIED Permission_Role = 0
 // Owner can use, update, share and delete the resource.
 Permission_OWNER Permission_Role = 1
 // Writer can use, update and share the resource.
 Permission_WRITER Permission_Role = 2
 // Reader can use the resource.
 Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
 Permission_Role_name = map[int32]string{
  0: "ROLE_UNSPECIFIED",
  1: "OWNER",
  2: "WRITER",
  3: "READER",
 }
 Permission_Role_value = map[string]int32{
  "ROLE_UNSPECIFIED": 0,
  "OWNER":            1,
  "WRITER":           2,
  "READER":           3,
 }
)

func (x Permission_Role) Enum() *Permission_Role {
 p := new(Permission_Role)
 *p = x
 return p
}

func (x Permission_Role) String() string {
 return
 protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}
```

```
// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service accounts,
 you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Output only. Identifier. The permission name. A unique name will be
 // generated on create. Examples:
 //
 // tunedModels/{tuned_model}/permissions/{permission}
 // corpora/{corpus}/permissions/{permission}
 //
 // Output only.
 Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
 // Optional. Immutable. The type of the grantee.
 GranteeType *Permission_GranteeType
`protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1beta.Pe
rmission_GranteeType,oneof"
 json:"grantee_type,omitempty"`
 // Optional. Immutable. The email address of the user of group which this
 // permission refers. Field is not set when permission's grantee type is
 // EVERYONE.
 EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
json:"email_address,omitempty"`
 // Required. The role granted by this permission.
 Role *Permission_Role
`protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1beta.Permission_Role,oneof"
json:"role,omitempty"`
}
```

```
func (x *Permission) Reset() {
 *x = Permission{}
 if protoimpl.UnsafeEnabled {
  mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  ms.StoreMessageInfo(mi)
 }
}

func (x *Permission) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}

func (x *Permission)
 ProtoReflect() protoreflect.Message {
 mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
 if protoimpl.UnsafeEnabled && x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0}
}

func (x *Permission) GetName() string {
 if x != nil {
  return x.Name
 }
 return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
 if x != nil && x.GranteeType != nil {
  return *x.GranteeType
 }
 return Permission_GRANTEE_TYPE_UNSPECIFIED
}
```

```
func (x *Permission) GetEmailAddress() string {
 if x != nil && x.EmailAddress != nil {
  return *x.EmailAddress
 }
 return ""
}

func (x *Permission) GetRole() Permission_Role {
 if x != nil && x.Role
 != nil {
  return *x.Role
 }
 return Permission_ROLE_UNSPECIFIED
}

var File_google_ai_generativelanguage_v1beta_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = []byte{
 0x0a, 0x34, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
 0x31, 0x62, 0x65, 0x74, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x23, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x1a, 0x1f, 0x67, 0x6f, 0x6f,
 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65,
 0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a,
 0x19, 0x67, 0x6f,
 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63,
 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x85, 0x05, 0x0a, 0x0a, 0x50, 0x65, 0x72, 0x6d,
 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65, 0x18, 0x01,
 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04, 0x6e, 0x61,
 0x6d, 0x65, 0x12, 0x6b, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f, 0x74, 0x79,
 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3b, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c,
 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50,
 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65,
 0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x00, 0x52,
 0x0b, 0x67,
 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x88, 0x01, 0x01, 0x12,
 0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73,
 0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x01,
 0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x88, 0x01,
 0x01, 0x12, 0x52, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01, 0x28, 0x0e, 0x32,
 0x34, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65,
 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76,
 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
 0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02, 0x52, 0x04, 0x72, 0x6f,
 0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65,
```

```
 0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a,
 0x18, 0x47, 0x52, 0x41, 0x4e, 0x54, 0x45, 0x45, 0x5f,
 0x54, 0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45, 0x44,
 0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01, 0x12, 0x09, 0x0a, 0x05,
 0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45, 0x56, 0x45, 0x52, 0x59,
 0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c, 0x65, 0x12, 0x14, 0x0a,
 0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45,
 0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52, 0x10, 0x01, 0x12, 0x0a,
 0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a, 0x0a, 0x06, 0x52, 0x45,
 0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6, 0x01, 0x0a, 0x2c, 0x67,
 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
 0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73,
 0x2e, 0x63, 0x6f, 0x6d,
 0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x32, 0x74, 0x75, 0x6e,
 0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x5f,
 0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
 0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x12,
 0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f, 0x72, 0x70, 0x75, 0x73,
 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70,
 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b, 0x70, 0x65, 0x72, 0x6d,
 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73,
 0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
 0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61,
 0x64,
 0x64, 0x72, 0x65, 0x73, 0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f, 0x72, 0x6f, 0x6c, 0x65, 0x42,
 0x9b, 0x01, 0x0a, 0x27, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x42, 0x0f, 0x50, 0x65, 0x72,
 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x50, 0x01, 0x5a, 0x5d,
 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6f, 0x6d,
 0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x76, 0x31, 0x62,
 0x65, 0x74, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61,
 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74,
 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,
 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x62, 0x06, 0x70,
 0x72, 0x6f, 0x74, 0x6f, 0x33,
}

var (
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce sync.Once
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP() []byte {
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce.Do(func() {
  file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
```

```
protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData)
 })
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData
}

var file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1beta_permission_proto_goTypes
 = []any{
 (Permission_GranteeType)(0), // 0: google.ai.generativelanguage.v1beta.Permission.GranteeType
 (Permission_Role)(0),        // 1: google.ai.generativelanguage.v1beta.Permission.Role
 (*Permission)(nil),          // 2: google.ai.generativelanguage.v1beta.Permission
}
var file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = []int32{
 0, // 0: google.ai.generativelanguage.v1beta.Permission.grantee_type:type_name ->
google.ai.generativelanguage.v1beta.Permission.GranteeType
 1, // 1: google.ai.generativelanguage.v1beta.Permission.role:type_name ->
google.ai.generativelanguage.v1beta.Permission.Role
 2, // [2:2] is the sub-list for method output_type
 2, // [2:2] is the sub-list for method input_type
 2, // [2:2] is the sub-list for extension type_name
 2, // [2:2] is the sub-list for extension extendee
 0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1beta_permission_proto_init() }
func
 file_google_ai_generativelanguage_v1beta_permission_proto_init() {
 if File_google_ai_generativelanguage_v1beta_permission_proto != nil {
  return
 }
 if !protoimpl.UnsafeEnabled {
  file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].Exporter = func(v any, i int) any {
   switch v := v.(*Permission); i {
   case 0:
    return &v.state
   case 1:
    return &v.sizeCache
   case 2:
    return &v.unknownFields
   default:
    return nil
   }
  }
 }
 file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].OneofWrappers = []any{}
 type x struct{}
 out := protoimpl.TypeBuilder{
```

```
 File: protoimpl.DescBuilder{
  GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
  RawDescriptor: file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc,
  NumEnums:      2,
  NumMessages:   1,
  NumExtensions: 0,
  NumServices:   0,
 },
 GoTypes:          file_google_ai_generativelanguage_v1beta_permission_proto_goTypes,
 DependencyIndexes: file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs,
 EnumInfos:
       file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes,
 MessageInfos:      file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes,
}.Build()
 File_google_ai_generativelanguage_v1beta_permission_proto = out.File
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = nil
 file_google_ai_generativelanguage_v1beta_permission_proto_goTypes = nil
 file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = nil
}
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//     https://www.apache.org/licenses/LICENSE-2.0
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// distributed under the License is distributed on an "AS IS" BASIS,
// WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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// limitations under the License.

// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (
 "bytes"
 "context"
 "fmt"
 "io"
 "math"
 "net/http"
 "net/url"
 "time"

 computepb "cloud.google.com/go/compute/apiv1/computepb"
```

```
 gax "github.com/googleapis/gax-go/v2"
 "google.golang.org/api/googleapi"
 "google.golang.org/api/iterator"
 "google.golang.org/api/option"
 "google.golang.org/api/option/internaloption"
 httptransport
 "google.golang.org/api/transport/http"
 "google.golang.org/grpc"
 "google.golang.org/protobuf/encoding/protojson"
 "google.golang.org/protobuf/proto"
)

var newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
 Delete             []gax.CallOption
 Get                []gax.CallOption
 GetIamPolicy       []gax.CallOption
 Insert             []gax.CallOption
 List               []gax.CallOption
 SetIamPolicy       []gax.CallOption
 TestIamPermissions []gax.CallOption
}

func defaultLicensesRESTCallOptions() *LicensesCallOptions {
 return &LicensesCallOptions{
  Delete: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
  Get: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
   }),
  },
  GetIamPolicy:
 []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
```

```
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
   },
   http.StatusGatewayTimeout,
   http.StatusServiceUnavailable)
  }),
 },
 Insert: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 List: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
  gax.WithRetry(func() gax.Retryer {
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
   },
   http.StatusGatewayTimeout,
   http.StatusServiceUnavailable)
  }),
 },
 SetIamPolicy: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 TestIamPermissions: []gax.CallOption{
  gax.WithTimeout(600000
* time.Millisecond),
 },
}
}

// internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
 Close() error
 setGoogleClientInfo(...string)
 Connection() *grpc.ClientConn
 Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
 Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
 GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
 List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
 SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse,
```

```
 error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The Licenses API.
type LicensesClient struct {
 // The internal transport-dependent client.
 internalClient internalLicensesClient

 // The call options for this service.
 CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
 return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
 c.internalClient.setGoogleClientInfo(keyval...)
}

//
 Connection returns a connection to the API service.
//
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicensesClient) Connection() *grpc.ClientConn {
 return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
 return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
```

```
who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
 return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy
 for a resource. May be empty if no such policy or resource exists. Caution This resource is intended for use only by
third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
 return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
 list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-
cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating
Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption)
*LicenseIterator {
 return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use
 only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
 return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
```

```
method calls.
type licensesRESTClient struct {
 // The http endpoint to connect to.
 endpoint string

 // The http client.
 httpClient *http.Client

 // operationClient is used to call the operation-specific management service.
 operationClient *GlobalOperationsClient

 // The x-goog-* headers to be sent with each request.
 xGoogHeaders []string

 // Points back to the CallOptions field of the containing LicensesClient
 CallOptions **LicensesCallOptions
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx
 context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
 clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
 httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
 if err != nil {
  return nil, err
 }

 callOpts := defaultLicensesRESTCallOptions()
 c := &licensesRESTClient{
  endpoint:    endpoint,
  httpClient:  httpClient,
  CallOptions: &callOpts,
 }
 c.setGoogleClientInfo()

 o := []option.ClientOption{
  option.WithHTTPClient(httpClient),
  option.WithEndpoint(endpoint),
 }
 opC, err := NewGlobalOperationsRESTClient(ctx, o...)
 if err != nil {
  return nil, err
 }
 c.operationClient = opC

 return &LicensesClient{internalClient: c, CallOptions: callOpts}, nil
```

```
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
 return []option.ClientOption{
  internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
  internaloption.WithDefaultEndpointTemplate("https://compute.UNIVERSE_DOMAIN"),
  internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
  internaloption.WithDefaultUniverseDomain("googleapis.com"),
  internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
  internaloption.WithDefaultScopes(DefaultAuthScopes()...),
  internaloption.EnableNewAuthLibrary(),
 }
}

//
 setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
 kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
 kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
 c.xGoogHeaders = []string{
  "x-goog-api-client", gax.XGoogHeader(kv...),
 }
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
 // Replace httpClient with nil to force cleanup.
 c.httpClient
 = nil
 if err := c.operationClient.Close(); err != nil {
  return err
 }
 return nil
}

// Connection returns a connection to the API service.
//
// Deprecated: This method always returns nil.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
 return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
```

```
...gax.CallOption) (*Operation, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params",
 fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "license",
url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Delete[0:len((*c.CallOptions).Delete):len((*c.CallOptions).Delete)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf,
```

```
 err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 op := &Operation{
  &globalOperationsHandle{
   c:       c.operationClient,
   proto:   resp,
   project: req.GetProject(),
  },
 }
 return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()),
 "license", url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.License{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
```

```
 }
 httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err
 := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
req.GetResource())

 params := url.Values{}
```

```
 if req != nil && req.OptionsRequestedPolicyVersion != nil {
  params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and
 context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).GetIamPolicy[0:len((*c.CallOptions).GetIamPolicy):len((*c.CallOptions).GetIamPolicy)],
opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp);
 err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
```

```
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetLicenseResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId",
 fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v", "project", url.QueryEscape(req.GetProject()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Insert[0:len((*c.CallOptions).Insert):len((*c.CallOptions).Insert)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
```

```
 httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err !=
nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
}, opts...)
if e != nil {
 return nil, e
}
op := &Operation{
 &globalOperationsHandle{
  c:       c.operationClient,
  proto:   resp,
  project: req.GetProject(),
 },
}
return op, nil
}
```

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient)

```
List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption) *LicenseIterator {
it := &LicenseIterator{}
req = proto.Clone(req).(*computepb.ListLicensesRequest)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
 resp := &computepb.LicensesListResponse{}
 if pageToken != "" {
  req.PageToken = proto.String(pageToken)
 }
 if pageSize > math.MaxInt32 {
  req.MaxResults = proto.Uint32(math.MaxInt32)
 } else if pageSize != 0 {
  req.MaxResults = proto.Uint32(uint32(pageSize))
 }
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, "", err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

 params := url.Values{}
 if req != nil && req.Filter != nil {
  params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
 }
 if req != nil && req.MaxResults != nil {
  params.Add("maxResults",
fmt.Sprintf("%v", req.GetMaxResults()))
 }
 if req != nil && req.OrderBy != nil {
  params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
 }
 if req != nil && req.PageToken != nil {
  params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
 }
 if req != nil && req.ReturnPartialSuccess != nil {
  params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := append(c.xGoogHeaders, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
```

```
  if err != nil {
   return err
  }
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return
err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, "", e
 }
 it.Response = resp
 return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
 items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
 if err != nil {
  return "", err
 }
 it.items = append(it.items, items...)
 return nextPageToken, nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()

return it
```

```
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This resource is intended for use only
 by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetGlobalSetPolicyRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(), req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).SetIamPolicy[0:len((*c.CallOptions).SetIamPolicy):len((*c.CallOptions).SetIamPolicy)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
```

```
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// TestIamPermissions returns permissions that a caller has on
 the specified resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req *computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetTestPermissionsRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(), req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
```

```
 hds = append(hds, "Content-Type",
 "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).Tes
tIamPermissions)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.TestPermissionsResponse{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return
 nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}
```

# 1.166 markupsafe 3.0.3

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# 1.167 more-itertools 9.1.0

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# 1.168 crewjam-saml 0.4.13

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# 1.169 roaring 0.9.4

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# 1.170 grafana-gofpdf 0.0.0-20231002120153-857cc45be447

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# 1.181 golang-genproto 0.0.0-20240814211410-ddb44dafa142

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# 1.182 easyjson 0.9.0

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# 1.183 blugelabs-bluge_segment_api 0.2.0

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# 1.194 findutils 4.9.0-5build1

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# 1.197 robot-exp-common 0.0.0-20240627223957-a2a4353f6237

## 1.197.1 Available under license :

```
/*
* Generated by ncsc --mib2yang-std
* Source: MIB_SOURCES_POST_PROCESSED/CISCO-IMAGE-LICENSE-MGMT-MIB.mib
*/
```

```
/*
* This YANG module has been generated by smidump 0.5.0:
*
*      smidump -f yang CISCO-IMAGE-LICENSE-MGMT-MIB
*
* Do not edit. Edit the source file instead!
*/

module CISCO-IMAGE-LICENSE-MGMT-MIB {

 namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-IMAGE-LICENSE-MGMT-MIB";
 prefix "cisco-image-license-mgmt-mib";

 import ENTITY-MIB {
   prefix "entity-mib";
 }

 import SNMP-FRAMEWORK-MIB {
   prefix "snmp-framework";
 }

 import ietf-yang-smiv2 {
   prefix "smiv2";
 }

 organization
  "Cisco Systems Inc.";

 contact
  "Cisco Systems
   Customer Service
   Postal: 170 W Tasman Drive
   San Jose, CA  95134
   USA
   Tel: +1 800 553 -NETS
   E-mail: cs-snmp@cisco.com";

 description
  "The MIB module for managing the running image level
   of a Cisco device. Cisco's licensing mechanism provides
   flexibility to run a device on a chosen image
 level.
   This mechanism is referred to as image level licensing.
   Image level licensing leverages the universal image
   based licensing solution.

   The image level licensing mechanism works as follows -
```

A universal image that contains all levels of software
packages is loaded on to the device. At boot time, the
device determines the highest level of license and brings
up the appropriate software features or subsystems.
The user can configure the image level with which the
device has to boot. The system will verify whether the
appropriate license is available for the configured image
level. The image level for the next boot will be determined
based on the availability of the license. The following
scenarios explains some use-cases of image level licensing:

Scenario 1:
- Customer selects advsecurityk9 based image.
- Manufacturing installs advsecurity license on the device.
- This device will run all features
that are part of the
base advsecurity license.
- Customer upgrades to advipservicesk9 license.
- The next boot level is set to advipservicesk9.
- The device will run advsecurityk9 feature until the
next reboot. After reboot the device will run
advipservicesk9 features.

Scenario 2:
- Customer selects advipservicesk9 based image.
- Manufacturing installs advipservices and advsecurity
license on the device.
- This device will run all features that are part of the
base advipservices license.
- No upgrades available for advipservices license.

The user has to accept the End User License Agreement(EULA)
before using this MIB to configure the image level.

This MIB should be used in conjuntion with
CISCO-LICENSE-MGMT-MIB module to achieve the image level
licensing functionality.

This MIB module defines objects which provides the different
image levels supported by the device and the license
required
to enable a particular image level. It also defines objects
to let the user configure the required image level. The MIB
module contains notification which will be triggered when
the user changes the image level for next boot.

The CISCO-LICENSE-MGMT-MIB module should be used to export
the EULA and to configure the required license.

```
  This MIB module is defined generically so it can be used for
  both stand-alone as well as stackable devices. The
  entPhysicalIndex imported from ENTITY-MIB is used to identify
  the device uniquely.";

revision 2007-10-16 {
  description
   "Initial version of this MIB module.";
}

typedef BootImageLevel {
  type binary {
    length "0..255";
  }
  description
   "This textual convention is used to define
    the image level.

    If the device is running at advipservices
    image level, then the boot image level will
    be 'advipservices'.";
}

typedef LicenseNameList
{
  type binary {
    length "0..255";
  }
  description
   "This textual convention is used to define
    the list of license names. If multiple licenses
    are present then this string will contain all
    the licenses seperated by the ',' character.

    If the license required to run a device at
    advipservices image level is advipservices and
    advsecurity, then the license name list will be
    'advipservices,advsecurity'.";
}


container CISCO-IMAGE-LICENSE-MGMT-MIB {
  config false;

  container ciscoImageLicenseMgmtMIBObjects {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1";
```

```
    leaf cilmEULAAccepted {
      type boolean;
      description
       "This object when set to TRUE means that the user has
        accepted the END USER LICENSE AGREEMENT. This object
        has to be set to TRUE by the user before using the
        objects in the cilmBootImageLevelTable to configure
        the license.";
      smiv2:defval
"false";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.3";
    }
  }

  container cilmNotifCntl {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";

    leaf cilmImageLevelChangedNotif {
      type boolean;
      description
       "Specify whether or not a notification should be
        generated on the detection of change in next boot
        image level.

        If set to TRUE, cilmBootImageLevelChanged notification
        will be generated. It is the responsibility of the
        management entity to ensure that the SNMP administrative
        model is configured in such a way as to allow the
        notification to be delivered.";
      reference
       "See also RFC3413 for explanation that notifications
        are under the ultimate control of the MIB module in
        this document.";
      smiv2:defval "false";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.4.1";
    }
  }

  container cilmBootImageLevelTable {
    description
     "A table that contains the configuration information of
      current and next boot image level. This table contains
      entries for each software module running in an image
      loaded in the device. The software module is identified by
      cilmModuleName and the device is identified by
      entPhysicalIndex.";
```

```
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.1";

    list cilmBootImageLevelEntry {
      key "entPhysicalIndex cilmModuleName";
      description
       "An entry in the table for each module containing the
        list of objects that define the configuration of next
        boot level. The following information is specified by
        the objects present in the table.

        - Current image level.
        - Configured image level for the next boot.
        - Actual image level for the next boot.
        - License store index for the current license.
         - License index of the current license.
        - License store index for the next boot license.
        - License index of the next boot license.";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf cilmModuleName {
        type snmp-framework:SnmpAdminString;
        description
         "This object is used as one of the two indices in
          cilmBootImageLevelTable. This object indicates the module
          name of the software package. There can be multiple
          modules in an image performing specific functionality.
          For example, in a wireless image there can be two modules
          - a base image module and a wireless module.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.1";
       }

      leaf cilmCurrentImageLevel {
        type cisco-image-license-mgmt-mib:BootImageLevel;
        description
         "This object indicates the current image level that
          the module is running.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.2";
      }
```

```
      leaf cilmConfiguredBootImageLevel {
        type cisco-image-license-mgmt-mib:BootImageLevel;
        description
         "This object indicates the configured image level
          of the module for the next boot.

          Note: The configured next boot image level may not
          be the actual next boot image level. The actual next
          boot image level is denoted by cilmNextBootImageLevel
          which is determined based on the license availability.";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.3";
      }

      leaf cilmNextBootImageLevel {
        type
  cisco-image-license-mgmt-mib:BootImageLevel;
        description
         "This object indicates the next boot image level. The
          next boot image level can be different from configured
          level. The next boot image level is determined based
          on the availability of required license.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.4";
      }

      leaf cilmCurrentLicenseStoreIndex {
        type uint32;
        description
         "This object indicates the license store index where the
          currently used license is stored. This object has the same
          value as clmgmtLicenseStoreIndex object and uniquely
          identifies an entry in clmgmtLicenseStoreInfoTable in
          CISCO-LICENSE-MGMT-MIB.

          Note: The license store index can be '0' if no license is
          installed and device is running base image.";
        smiv2:max-access "read-only";

        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.5";
      }

      leaf cilmCurrentLicenseIndex {
        type uint32;
        description
         "This object indicates the license index of the currently used
          license. This object has the same value as clmgmtLicenseIndex and
          uniquely identifies an entry in clmgmtLicenseInfoTable in
```

```
        CISCO-LICENSE-MGMT-MIB.

        Note: The license index can be '0' if no license is
        installed and device is running base image.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.6";
     }

     leaf cilmNextBootLicenseStoreIndex {
      type uint32;
      description
       "This object indicates the license store index where the
        next boot license is stored. This object has the same
        value as clmgmtLicenseStoreIndex object and uniquely
        identifies an entry in clmgmtLicenseStoreInfoTable in

     CISCO-LICENSE-MGMT-MIB.

        Note: The license store index can be '0' if no license is
        installed for the next boot.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.7";
     }

     leaf cilmNextBootLicenseIndex {
      type uint32;
      description
       "This object indicates the license index of the next boot
        license. This object has the same value as clmgmtLicenseIndex
        and uniquely identifies an entry in clmgmtLicenseInfoTable in
        CISCO-LICENSE-MGMT-MIB.

        Note: The license index can be '0' if no license is
        installed for the next boot.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.8";
     }
    }
   }

   container cilmImageLevelToLicenseMapTable {
    description
     "This table contains the mapping between different
      image levels of each modules in the
image and the
      license required to run the modules at a particular
      image level. This table can be used to identify the
      different image levels and the appropriate licenses
```

```
      required for each.";
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.2";

    list cilmImageLevelToLicenseMapEntry {
      key "entPhysicalIndex cilmModuleName cilmImageLicenseMapIndex";
      description
       "An entry in the table containing the following
        information.
        - The image levels at the which the modules can be run.
        - The license required to the run a module at a
        particular image level.
        - The priority of the license.";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf cilmModuleName {
        type leafref {

        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
        }
      }

      leaf cilmImageLicenseMapIndex {
        type uint32;
        description
         "This is a running index used to identify an entry
          of this table.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.1";
      }

      leaf cilmImageLicenseImageLevel {
        type cisco-image-license-mgmt-mib:BootImageLevel;
        description
         "This object indicates the image level at which
          a module can be run. A module can be run at
          different image levels. An entry will be created
          in this table for every module and image level
          combination.";
        smiv2:max-access "read-only";
```

```
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.2";
     }

    leaf cilmImageLicenseName {
     type cisco-image-license-mgmt-mib:LicenseNameList;
     description
      "This object indicates the list of licenses needed to
       be installed for the module to run at the image level
       mentioned by cilmImageLicenseImageLevel object of this
       entry.";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.3";
    }

    leaf cilmImageLicensePriority {
     type uint32 {
      range "1..255";
     }
     description
      "This object indicates the priority of the image level
       mentioned by cilmImageLicenseImageLevel object of this
       entry. The image level with the highest priority license
       will be considered as the default level in the absense of
       next boot image level configuration. For example if there
       are three licenses l1, l2 and l3 in the ascending order of

       priority, then by default l1 will be the level at which the
       module will be running. If the next boot level is configured
       then the configuration will override the priority. The highest
       priority license supports a feature set which is a super set of
       all other licenses.";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.4";
    }
   }
  }
}

notification cilmBootImageLevelChanged {
 description
  "This notification is triggered when next boot image level
   is changed in the management entity. The current and
   configured image level are indicated by cilmCurrentImageLevel
   and cilmConfiguredBootImageLevel objects respectively.";
 smiv2:oid "1.3.6.1.4.1.9.9.640.0.1";

 container object-1 {
```

```
    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf cilmModuleName {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
       }
    }

    leaf cilmCurrentImageLevel {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmCurrentImageLevel";
       }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf cilmModuleName {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
       }
    }

    leaf cilmConfiguredBootImageLevel {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmConfiguredBootImageLevel";
       }
    }
```

```
  }
 }

 smiv2:alias "ciscoImageLicenseMgmtMIB" {
  smiv2:oid "1.3.6.1.4.1.9.9.640";
 }

 smiv2:alias "ciscoImageLicenseMgmtMIBNotifs" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.0";
 }

 smiv2:alias "ciscoImageLicenseMgmtMIBObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.1";
 }

 smiv2:alias "cilmNotifCntl" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";
 }

 smiv2:alias "ciscoImageLicenseMgmtMIBConform" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.2";
 }

 smiv2:alias "cilmModuleCompliances" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.2.1";
  }

 smiv2:alias "cilmModuleGroups" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.2.2";
 }

}
/*
* Generated by ncsc --mib2yang-std
* Source: MIB_SOURCES_POST_PROCESSED/CISCO-LICENSE-MGMT-MIB.mib
*/
/*
* This YANG module has been generated by smidump 0.5.0:
*
*      smidump -f yang CISCO-LICENSE-MGMT-MIB
*
* Do not edit. Edit the source file instead!
*/

module CISCO-LICENSE-MGMT-MIB {

 namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-LICENSE-MGMT-MIB";
 prefix "cisco-license-mgmt-mib";
```

```
import ENTITY-MIB {
  prefix "entity-mib";
}

import INET-ADDRESS-MIB {
  prefix "inet-address";
}

import SNMP-FRAMEWORK-MIB {
  prefix "snmp-framework";
}

import SNMPv2-TC {
  prefix "snmpv2-tc";
}

import ietf-yang-smiv2 {
  prefix "smiv2";
}

organization
 "Cisco Systems Inc.";

contact
 "Cisco Systems
  Customer Service

  Postal: 170 W Tasman Drive

  San Jose, CA  95134

  USA

  Tel: +1 800 553 -NETS

  E-mail: cs-snmp@cisco.com";

description
 "The MIB module for managing licenses on the system.

 The licensing mechanism provides flexibility to
  enforce licensing for various features in the system.

  The following text introduces different concepts and
  terms those are necessary to understand the MIB definition
  and to perform license management.
```

UDI

Universal Device Identifier that uniquely identifies a device. It comprises of product ID, version ID and serial number of the device.

NODE LOCKED LICENSE:

Node locked licenses are locked to one of the device identifiers in the system. For example, the license can be locked to the UDI value of one of the devices in the system. Locking a license to an UDI guarantees that the license will not be moved to a device with a different UDI.

NON-NODE LOCKED LICENSE:

Non-node locked licenses are not locked to any device identifier. They can be used on other similar devices.

METERED LICENSE:

Metered licenses are valid for limited period of time and they expire after that. This period is the usage period of a license and it is not based on real time clock, but system clock.

EULA:

End User License Agreement.

EVALUATION LICENSE:

Evaluation licenses are non-node locked metered licenses which are valid only for a limited period. They are used only when there are no permanent, extension or grace period licenses for a feature. User will have to accept EULA (End User License Agreement) before using an evaluation license. Even though they are not node locked, their usage is recorded on the device.

RIGHT TO USE (RTU) LICENSE:

Right to use license is a non-node locked metered license which is in evaluation mode for a limited time after which it is converted to Right To Use (RTU) license and is valid for the lifetime of the product.

User will have to accept EULA (End User License Agreement) before using this license. Even though it is not node locked, usage information is recorded on the device.

EXTENSION LICENSE:

Extension licenses are node locked metered licenses.
These licenses are issued by Cisco's licensing portal.
These licenses need to be installed using management
interfaces on the device. User will have to accept an
EULA as part of installation of extension license.

GRACE PERIOD LICENSE:
Grace period licenses are node locked metered licenses.
These licenses are issued by Cisco's licensing portal
as part of the permission ticket to rehost a license.
These licenses are installed on the device as part of
the rehost operation. User will have to accept an
EULA as part of the rehost operation for this type
of license. Details on permission ticket, rehost
operations are provided
further down in this
description clause.

PERMANENT LICENSE:
Permanent licenses are node locked licenses that have
no usage period associated with them. These licenses
are issued by Cisco's licensing portal. These licenses
need to be installed using management interfaces on
the device. Once these licenses are installed, they
will provide needed permission for the feature/image
across different versions.

COUNTED LICENSE:
Counted licenses limit the number of similar entities
that can use the license. For example, a counted
license when used by a feature can limit the number
of IP phones that can connect or the number of tunnels
that can be created.

UNCOUNTED LICENSE:
Uncounted licenses do not limit the number of similar
entities that can use the licenses.

License can be enforced at the image level or at the feature
level and
this MIB module supports both.

IMAGE LEVEL LICENSING:
A universal image that contains all levels of
software packages is loaded on to the device. At boot
time, the device determines the highest level of license
and brings up the appropriate software features or
subsystems.

FEATURE LEVEL LICENSING:

Feature level licensing will support enforcement of license at individual feature. Features have to check for their licenses before enabling themselves. If it does not have a license, the feature should disable itself.

There is a one-to-one relationship between a feature and a license. That is, a feature can use only one license at a time and a license can be used by only one feature at a time.

LICENSE LINE:

A License line is an atomic set of ASCII characters arranged in a particular format that holds the license for a single feature within it. A line has all the necessary fields and attributes that make it a valid, non-tamper able and complete license.

LICENSE FILE:

File generated by Cisco licensing portal. It is used to install license on product. It has a user readable part and it contains one or more license lines.

DEVICE CREDENTIALS:

Device credentials file is a document that is generated by a licensed device. This document establishes the identity of the device and proves that the sender/user has/had authorized access to the device.

REHOST:

Rehost operation allows a node locked license that is installed on a device to be installed on other similar device. As part of rehost operation, a device processes the permission ticket, revokes the license(s) on the device and generates a rehost ticket as the proof of revocation. This rehost ticket needs to be presented to the Cisco's licensing portal to get the license transferred on to a new similar device.

PERMISSION TICKET:

Permission ticket is a document generated by Cisco licensing portal that allows a device to rehost its licenses.

REHOST TICKET:
Rehost ticket is document generated by a device after it has applied a permission ticket. The rehost ticket is a proof of revocation.

LICENSING PORTAL:
Generates licenses, permission tickets and verifies device credentials and rehost tickets.

This MIB module provides MIB objects to install, clear, revoke licenses. It also provides objects to regenerate last rehost ticket, backup all the licenses installed on a device, generate & export EULA for licenses.

STEPS TO INSTALL A LICENSE:
To install a license, the management application
1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the license file, uses device credentials to identify the device
3. Executes the license install action.

STEPS TO CLEAR A LICENSE:
To clear a license, the management application
1. Identifies the license to be cleared using license index.
2. Executes the license clear action.

STEPS TO REHOST A LICENSE:
To rehost a license, the management application
1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the processPermissionTicket action. Device revokes the license and generates rehost ticket to be submitted as proof of revocation.
4. Retrieves device credentials of the device where the license needs to be transferred to.
5. Submits rehost ticket as proof of revocation to Cisco's licensing portal, uses device credentials of the new device to identify the device, gets license file.
6. Executes the license install action on the new device.

STEPS TO REGENERATE LAST REHOST TICKET:

To regenerate last rehost ticket, the management application

1. Retrieves device credentials of the device.
2. Uses already obtained permission ticket or communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the regenerateLastRehostTicket action. Device generates rehost ticket to be submitted as proof of revocation.

STEPS TO BACKUP ALL LICENSES:

To backup all licenses installed in the device, the management application

1. Specifies the backup file path.
2. Executes the license backup action.

STEPS TO GENERATE & EXPORT EULA:

To install certain kind of licenses, the management application must accept EULA first. The management application can generate and export EULA for one or more licenses with out installing licenses as follows.

1. Specifies the license file path that has licenses to be installed
2. Specifies the EULA file path where EULA need to be exported to
3. Executes the generate EULA action.

To support the various license actions, this MIB module also defines MIB objects to know if a device supports licensing, retrieve device credentials, retrieve information on license stores in the device.

It also defines MIB objects to expose management information associated with the licenses installed on the device, with the licensable features in the software image.

This MIB module also defines various notifications that will be triggered to asynchronously notify the management application of any critical events.

This MIB module is defined generically so it can be implemented on stand alone devices or stack of devices. In stack of devices, one device in the stack acts as master agent and rest are slave agents. Each device in the

```
  stack has its own UDI. The master agent receives requests
  on behalf of all the devices in the stack including itself
  and delegates it to other devices as needed. It also
  collects responses from other devices and sends them to
  the management application. Examples of such devices include
  stackable switches, devices with route processor and line
  cards. On the other hand, stand alone device is a single
  device and has only one UDI associated with it.

  entPhysicalIndex imported from ENTITY-MIB is used to
  identify the device uniquely. It is specified as the index
  or one of the index for tables in this MIB as needed.";

 revision 2012-04-19 {
  description
   "This version of the MIB adds support for Permanent Right to use (RTU)
    licensing. The revisions are:
    o Updated clmgmtLicenseType object to support the following new
      types of license:
      permanentRightToUse

    The new module compliance is ciscoLicenseMgmtComplianceRev1.";
 }

 revision 2011-04-19 {
  description
   "This version of the MIB adds support for Right to use (RTU)
    licensing. The revisions are:
    o Added RTU license definition to MIB description above.
    o Updated clmgmtLicenseType object to support the following new
      types of license:
      evalRightToUse
      rightToUse
    o Added following objects to clmgmtLicenseInfoTable
      clmgmtLicensePeriodUsed
    o Added following objects to clmgmtLicensableFeatureTable
      clmgmtFeaturePeriodUsed
    o Added the following notifications
      clmgmtLicenseEvalRTUTransitionWarning
      clmgmtLicenseEvalRTUTransition
     o Added the following conformance groups
      clmgmtLicenseRTUGroup
      clmgmtLicenseRTUUsageNotifGroup

    The new module compliance is ciscoLicenseMgmtComplianceRev1.";
 }

 revision 2008-11-21 {
```

```
  description
   "This version of the MIB adds support for subscription
    licensing. Subscription licenses provide software
    enforcement for a licensed feature for a fixed calendar
    period. The revisions are:
    o Updated clmgmtLicenseType object to support the following three
      new types of licenses:
           paidSubscription
           evaluationSubscription
           extensionSubscription
    o Added following objects to clmgmtLicenseInfoTable
           clmgmtLicenseStartDate
           clmgmtLicenseEndDate
    o Added following objects to clmgmtLicensableFeatureTable
           clmgmtFeatureStartDate
           clmgmtFeatureEndDate
    o Added the following notifications
           clmgmtLicenseSubscriptionExpiryWarning
            clmgmtLicenseSubscriptionExtExpiryWarning
           clmgmtLicenseSubscriptionExpired
    o Added the following conformance groups
           clmgmtLicenseSubscriptionGroup
           clmgmtLicenseSubscriptionUsageNotifGroup
    The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}

revision 2006-10-03 {
  description
   "Initial version of this MIB module.";
}

typedef ClmgmtLicenseIndex {
  type uint32 {
    range "1..4294967295";
  }
  description
   "A unique value, for each license in the managed system.
    It is not necessary to have values assigned contiguously.
    The value for each license must remain constant
    at least from one re-initialization of the entity's
    network management system to the next re-initialization";
}

typedef ClmgmtLicenseIndexOrZero {
  type uint32;
  description
   "This textual convention is an extension of the ClmgmtLicenseIndex
    convention.
```

```
 The latter defines a greater than zero value
    used to identify a license in the managed system.  This
    extension permits the additional value of zero. The value
    zero is object-specific and must therefore be defined as
    part of the description of any object which uses this
    syntax. Examples of the usage of zero might include
    situations where license was not present or unknown.";
}

typedef ClmgmtLicenseTransferProtocol {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "local" {
      value "2";
    }
    enum "tftp" {
      value "3";
    }
    enum "ftp" {
      value "4";
    }
    enum "rcp" {
      value "5";
    }
    enum "http" {
      value "6";
    }
    enum "scp" {
      value "7";
    }
    enum "sftp" {
      value "8";
    }
  }
  description
   "The transfer protocol that should be used for copying files
    when performing license management. When
the protocol is
    set to local(2), local file system (flash or disk) is used.
    Different agents may support different transfer protocols
    and the management application is expected to some how determine
    which protocol is supported and use.";
}

typedef ClmgmtLicenseActionState {
  type enumeration {
```

```
    enum "none" {
      value "1";
    }
    enum "pending" {
      value "2";
    }
    enum "inProgress" {
      value "3";
    }
    enum "successful" {
      value "4";
    }
    enum "partiallySuccessful" {
      value "5";
    }
    enum "failed" {
      value "6";
    }
  }
  description
   "The state of license action execution.

    none(1)              - action is not yet scheduled to be
                         executed.

    pending(2)           - All the required parameters for the
                         action are set and the action is
                         scheduled
to be executed.

    inProgress(3)        - action execution has started and is
                         in progress.

    successful(4)        - action has completed successfully.

    partiallySuccessful(5) - action has completed, but was
                         partially successful. Management
                         application can query additional MIB
                         objects to know what is successful
                         and what has failed. These addtional
                         objects are listed in the
                         description of the corresponding
                         action tables.

    failed(6)            - action has failed.";
}

typedef ClmgmtLicenseActionFailCause {
```

```
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "generalFailure" {
      value "2";
    }
    enum "transferProtocolNotSupported" {
      value
"3";
    }
    enum "fileServerNotReachable" {
      value "4";
    }
    enum "unrecognizedEntPhysicalIndex" {
      value "5";
    }
    enum "invalidLicenseFilePath" {
      value "6";
    }
    enum "invalidLicenseFile" {
      value "7";
    }
    enum "invalidLicenseLine" {
      value "8";
    }
    enum "licenseAlreadyExists" {
      value "9";
    }
    enum "licenseNotValidForDevice" {
      value "10";
    }
    enum "invalidLicenseCount" {
      value "11";
    }
    enum "invalidLicensePeriod" {
      value "12";
    }
    enum "licenseInUse" {
      value "13";
    }
    enum "invalidLicenseStore" {
      value "14";
    }
    enum "licenseStorageFull" {
      value "15";
    }
    enum "invalidPermissionTicketFile" {
```

```
      value "16";
    }
    enum "invalidPermissionTicket" {
      value "17";
    }
    enum "invalidRehostTicketFile" {
      value "18";
    }
    enum "invalidRehostTicket"
{
      value "19";
    }
    enum "invalidLicenseBackupFile" {
      value "20";
    }
    enum "licenseClearInProgress" {
      value "21";
    }
    enum "invalidLicenseEULAFile" {
      value "22";
    }
  }
  description
   "Reason for license action failure. Defines error codes for
    all the license actions.

    none(1)                 - action execution has not
                              started yet. If the action
                              is completed and the action
                              is successful, then also
                              none(1) is returned to
                              indicate that there are no
                              errors.
    generalFailure(2)       - General licensing failure.
                              This will be used for resource
                              unavailability failures.

Ex: Lack of memory.
    transferProtocolNotSupported(3) - protocol selected is not
                                      supported.
    fileServerNotReachable(4) - file server is not reachable.
    unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
                                      valid
    invalidLicenseFilePath(6)  - The license file path is not
                              accessible.
    invalidLicenseFile(7)     - Contents of license file are
                              not valid.
    invalidLicenseLine(8)     - License string in the license
```

```
                        file is not valid.
    licenseAlreadyExists(9)    - Management application is trying
                        to install a license that already
                        exists.
    licenseNotValidForDevice(10) - This license is not valid for
                         the device/entPhysicalIndex
                         specified.
     invalidLicenseCount(11)     - Invalid count for this counted
                        license.
    invalidLicensePeriod(12)   - Validity period is invalid for
                        this expiring license.
    licenseInUse(13)           - License file is in use by a
                        feature/image.
    invalidLicenseStore(14)    - License store is not valid.
    licenseStorageFull(15)     - There is no more space in the
                        license storage.
    invalidPermissionTicketFile(16) - The permission ticket file
                           path is not accecssible.
    invalidPermissionTicket(17) - The permission ticket file
                        contents are not valid.
    invalidRehostTicketFile(18) - The rehost ticket file path is
                        not accessible.
    invalidRehostTicket(19)     - The rehost ticket file contents

            are not valid.
    invalidLicenseBackupFile(20) - License backup store path
                         is not accessible.
    licenseClearInProgress(21)  - When license clear action is
                        in progress, license backup
                        action is not permitted to
                        avoid race conditions. This
                        error code is sent back in
                        response to a license backup
                        action when a license clear
                        action is in progress or in
                        pending state. Try again in few
                        seconds.
    invalidLicenseEULAFile(22) -  EULA file path is not accessible.";
}


container CISCO-LICENSE-MGMT-MIB {
  config false;

  container clmgmtLicenseConfiguration {
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";
```

```
leaf clmgmtNextFreeLicenseActionIndex {
      type uint32 {
        range "1..4294967295";
      }
      description
       "This object contains appropriate value for
        clmgmtLicenseActionIndex that can be used to create
        an entry in clmgmtLicenseActionTable. The management application
        should read this object first and then use this as the
        value for clmgmtLicenseActionIndex to avoid collisions
        when creating entries in clmgmtLicenseActionTable.
        Following this approach does not guarantee collision free
        row creation, but will reduce the probability. The
        collision will happen if two management applications read this
        object at the same time and attempt to create an entry
        with this value at the same time. In this case, the
        management application whose request is processed after the first
        request will get an error and the process of reading this object
        and
entry creation needs to be repeated.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.1";
    }
  }

  container clmgmtLicenseDeviceInformation {
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";

    leaf clmgmtNextFreeDevCredExportActionIndex {
      type uint32;
      description
       "This object contains appropriate value for
        clmgmtDevCredExportActionIndex that can be used to create
        an entry in clmgmtDevCredExportActionTable. The management
        application should read this object first and then use this
        as the value for clmgmtDevCredExportActionIndex to avoid
        collisions when creating entries in
        clmgmtDevCredExportActionTable. Following this approach does
        not guarantee collision free row creation, but will reduce
        the probability. The collision will happen if two
        management applications read this object at the same time and
        attempt to create an entry
with this value at the same time.
        In this case, the management application whose request is
        processed after the first request will get an error and the
        process of reading this object and entry creation needs to be
        repeated.";
      smiv2:max-access "read-only";
```

```
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.1";
  }
}

container clmgmtLicenseNotifObjects {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";

  leaf clmgmtLicenseUsageNotifEnable {
    type boolean;
    description
     "This object indicates whether the device should generate
      the notifications related to usage of licenses. This object
      enables/disables sending following notifications:
          clmgmtLicenseExpired
          clmgmtLicenseExpiryWarning
          clmgmtLicenseUsageCountExceeded
          clmgmtLicenseUsageCountAboutToExceed
          clmgmtLicenseSubscriptionExpiryWarning
          clmgmtLicenseSubscriptionExtExpiryWarning
           clmgmtLicenseSubscriptionExpired
          clmgmtLicenseEvalRTUTransitionWarning
          clmgmtLicenseEvalRTUTransition";
    smiv2:defval "true";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.1";
  }

  leaf clmgmtLicenseDeploymentNotifEnable {
    type boolean;
    description
     "This object indicates whether the device should generate
      notifications related to license deployment. This object
      enables/disables sending following notifications:
          clmgmtLicenseInstalled
          clmgmtLicenseCleared
          clmgmtLicenseRevoked
          clmgmtLicenseEULAAccepted";
    smiv2:defval "true";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.2";
  }

  leaf clmgmtLicenseErrorNotifEnable {
    type boolean;
    description
     "This object indicates whether the device should generate
       notifications related to error conditions in enforcing
      licensing. This object enables/disables sending following
```

```
      notifications:
          clmgmtLicenseNotEnforced";
      smiv2:defval "true";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.3";
    }
  }

  container clmgmtLicenseActionTable {
    description
     "A table for invoking license management actions. Management
      application must create a row in this table to trigger any of
      the license management actions. The following are different
      actions that can be executed using this table.
          1. install
          2. clear
          3. processPermissionTicket
          4. regenerateLastRehostTicket
          5. backup
          6. generateEULA

      Refer to the description of clmgmtLicenseAction for more
      information on what these actions do on the device.
      Once the request completes, the management
  application should
      retrieve the values of the objects of interest, and then
      delete the entry.  In order to prevent old entries from
      clogging the table, entries will be aged out, but an entry
      will never be deleted within 5 minutes of completion.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2";

    list clmgmtLicenseActionEntry {
      key "clmgmtLicenseActionIndex";
      description
       "An entry for each action that is being executed or was
        executed recently. The management application executes an
        action
        by creating this entry. This can be done in the following
        2 methods

        1. CREATE-AND-GO method
           Management application sets clmgmtLicenseActionRowStatus to
           createAndGo(4) and all other required objects to valid
           values in a single SNMP SET request. If all the values
           are valid, the device creates the entry and executes the
            action. If the SET request fails, the entry will not be
           created.
        2. CREATE-AND-WAIT method
```

Management application sets clmgmtLicenseActionRowStatus to
createAndWait(5) to create an entry. Management application
can set all other required objects to valid
values in more than one SNMP SET request. If SET request
for any of the objects fails, management application can
set
just only that object. Once all the required objects
are set to valid values, management application triggers
action
execution by setting clmgmtLicenseActionRowStatus to
active(1).

To stop the action from being executed, the management
application
can delete the entry by setting clmgmtLicenseActionRowStatus
to destroy(6) when clmgmtLicenseActionState is pending(2).

The
status of action execution can be known by querying
clmgmtLicenseActionState. If the action is still in
pending(2) or in inProgress(3) state, the management
application need to check back again after few seconds.
Once the action completes and status of the action is
failed(6), the reason for failure can be retrieved
from clmgmtLicenseActionFailCause. If the status of the
action is partiallySuccessful(5), results of individual
licenses can be queried from clmgmtLicenseActionResultTable.

Not all objects in the entry are needed to execute every
action. Below is the list of actions and the required
objects that are needed to be set for executing that
action.

1. Installing a license
The following MIB objects need to be set for installing a
license
a. clmgmtLicenseActionTransferProtocol

b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicenseFile
g. clmgmtLicenseStore
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAcceptEULA
j. clmgmtLicenseAction

clmgmtLicenseActionEntPhysicalIndex need not be set
explicitly for license installs. License itself identifes
the device where the license needs to be installed.

clmgmtLicenseStore need to be set to store the licenses
in a non-default license store. But, if a license file
has more than one license and licenses need to be
installed on multiple devices (for example to multiple
members with in a stack), then value of clmgmtLicenseStore
is ignored and the licenses will be installed in default
license stores of the respective devices.

2. Clearing a license
The following MIB objects need to be set for clearing a
license
a. clmgmtLicenseActionEntPhysicalIndex
b. clmgmtLicenseActionLicenseIndex
c. clmgmtLicenseStore
d. clmgmtLicenseAction

3. Revoking a license
The following MIB objects need to be set for revoking a
license
a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicensePermissionTicketFile
g. clmgmtLicenseRehostTicketFile
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAction

4. Regenerate last rehost ticket
The following
MIB objects need to be set for regenerating
last rehost ticket
a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicensePermissionTicketFile
g. clmgmtLicenseRehostTicketFile
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAction

5. Save all licenses to a backup storage
The following MIB objects need to be set for storing all
licenses to a backup store
a. clmgmtLicenseActionEntPhysicalIndex
b. clmgmtLicenseActionTransferProtocol
c. clmgmtLicenseServerAddressType
d. clmgmtLicenseServerAddress
e. clmgmtLicenseServerUsername
f. clmgmtLicenseServerPassword
g.
clmgmtLicenseBackupFile
h. clmgmtLicenseAction

6. Generate and export EULA if the licenses need EULA to be
accepted for installing.
The following MIB objects need to be set exporting required
EULAs
a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicenseFile
g. clmgmtLicenseEULAFile
h. clmgmtLicenseAction

For any action, if clmgmtLicenseActionTransferProtocol
is set to local(2), the following objects need not be set.
a. clmgmtLicenseServerAddressType
b. clmgmtLicenseServerAddress
c. clmgmtLicenseServerUsername
d. clmgmtLicenseServerPassword

Entry can be deleted
except when clmgmtLicenseAction is set
to pending(2). All entries are volatile and are cleared
on agent reset.";
smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1";

leaf clmgmtLicenseActionIndex {
type uint32 {
range "1..4294967295";
}
description
"This object uniquely identifies a row in
clmgmtLicenseActionTable. The management application should choose
this value by reading clmgmtNextFreeLicenseActionIndex
while creating an entry in this table. If an entry already

```
        exists with this index, the creation of the entry will not
        continue and error will be returned. The management application
        should read the value of clmgmtNextFreeLicenseActionIndex
        again and retry with the new value for this object.";
      smiv2:max-access "not-accessible";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.1";
    }

    leaf clmgmtLicenseActionEntPhysicalIndex
{
      type entity-mib:PhysicalIndexOrZero;
      description
       "This object represents the entPhysicalIndex of the device
        where the action is being executed. This object is mainly
        used in devices where one device is acting as a master and
        rest of the devices as slaves. The master device is
        responsible for SNMP communication with the management
        application. Examples include stackable switches, devices
        with route processor and line card configuration. If this
        object is not set, the license action will be executed on
        the master device. Note: This object need not be set if
        there is a stand alone device";
      smiv2:defval "0";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.2";
    }

    leaf clmgmtLicenseActionTransferProtocol {
      type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;
       description
       "This object represents the transfer protocol to be used
        when copying files as specified in the following objects.
        1. clmgmtLicenseFile
        2. clmgmtLicensePermissionTicketFile
        3. clmgmtLicenseRehostTicketFile
        4. clmgmtLicenseBackupFile

        Note: This object need not be set if the all the files
        required for the action are in device's local file system.";
      smiv2:defval "none";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.3";
    }

    leaf clmgmtLicenseServerAddressType {
      type inet-address:InetAddressType;
      description
       "This object indicates the transport type of the
```

```
          address contained in clmgmtLicenseServerAddress object.
          This must be set when clmgmtLicenseActionTransferProtocol
          is not none(1) or local(2).";
        smiv2:defval
"unknown";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.4";
      }

      leaf clmgmtLicenseServerAddress {
        type inet-address:InetAddress;
        description
         "This object indicates the ip address of the server from
          which the files must be read or written to if
          clmgmtLicenseActionTransferProtocol is not none(1) or
          local(2).

          All bits as 0s or 1s for clmgmtLicenseServerAddress are not
          allowed.

          The format of this address depends on the value of the
          clmgmtLicenseServerAddressType object";
        smiv2:defval "";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.5";
      }

      leaf clmgmtLicenseServerUsername {
        type snmp-framework:SnmpAdminString {
          length "0..96";
        }
        description
         "This object indicates the
remote user name for accessing
          files via ftp, rcp, sftp or scp protocols. This object must
          be set when the clmgmtLicenseActionTransferProtocol is
          ftp(4), rcp(5), scp(7) or sftp(8). If
          clmgmtLicenseActionTransferProtocol is rcp(5), the remote
          username is sent as the server username in an rcp command
          request sent by the system to a remote rcp server.";
        smiv2:defval "";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.6";
      }

      leaf clmgmtLicenseServerPassword {
        type snmp-framework:SnmpAdminString {
          length "0..96";
```

```
        }
        description
         "This object indicates the password used by ftp, sftp or
          scp for copying a file to/from an ftp/sftp/scp server.
          This object must be set when the
          clmgmtLicenseActionTransferProtocol is ftp(4) or scp(7)
          or sftp(8). Reading it returns
a zero-length string for
          security reasons.";
        smiv2:defval "";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.7";
      }

      leaf clmgmtLicenseFile {
        type snmp-framework:SnmpAdminString {
          length "0..255";
        }
        description
         "This object represents the location of the license file
          on the server identified by clmgmtLicenseServerAddress. This
          object MUST be set to a valid value before or concurrently
          with setting the value of the clmgmtLicenseAction object to
          install(2). For other operations, the value of this
          object is not considered, it is irrelevant.";
        smiv2:defval "";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.8";
      }

      leaf clmgmtLicenseStore {
        type uint32;
        description
         "This object represents the clmgmtLicenseStoreIndex
of the
          license store to use within the device. The license store
          can be a local disk or flash. A device can have more than
          one license stores. If this object is not set, the license
          will be stored in the default license store as exposed by
          clmgmtDefaultLicenseStore object.";
        smiv2:defval "0";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.9";
      }

      leaf clmgmtLicenseActionLicenseIndex {
        type cisco-license-mgmt-mib:ClmgmtLicenseIndexOrZero;
        description
```

```
          "This object indicates the the license index of the license
           that is the subject of this action. This is used for
           identifying a license for performing actions specific to
           that license. This object need to be set only if
           clmgmtLicenseAction is set to clear(4). The value of this
           object is same as the clmgmtLicenseIndex
object in
           clmgmtLicenseInfoEntry for license that is subject of this
           action.";
         smiv2:defval "0";
         smiv2:max-access "read-write";
         smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.10";
        }

        leaf clmgmtLicensePermissionTicketFile {
         type snmp-framework:SnmpAdminString {
          length "0..255";
         }
         description
          "This object indicates the file name of the permission
           ticket. This object need to be set only if
           clmgmtLicenseAction is set to processPermissionTicket(4)
           or regenerateLastRehostTicket(5) actions. The permission
           ticket is obtained from Cisco licensing portal to revoke
           a license. The management application must set this object
           to valid value before invoking the action.";
         smiv2:defval "";
         smiv2:max-access "read-write";
         smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.11";
        }


       leaf clmgmtLicenseRehostTicketFile {
         type snmp-framework:SnmpAdminString {
          length "0..255";
         }
         description
          "This object indicates the file where the rehost ticket
           generated by the device need to be exported to. The rehost
           ticket is generated as a result of processPermissionTicket
           and regenerateLastRehostTicket actions. After generating
           the rehost ticket, the device exports the rehost ticket
           contents to this file. This object need to be set only
           if clmgmtLicenseAction is set to processPermissionTicket(4)
           or regenerateLastRehostTicket(5) actions.";
         smiv2:defval "";
         smiv2:max-access "read-write";
         smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.12";
```

```
    }

    leaf clmgmtLicenseBackupFile {
      type snmp-framework:SnmpAdminString {
        length "0..255";
      }
      description
       "This object indicates
the file where all the licenses in
        the device need to be backed up. This object need to be set
        only if clmgmtLicenseAction is set to backup(6) and the
        management application must set the value of this  object
        to valid value before invoking action.";
      smiv2:defval "";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.13";
    }

    leaf clmgmtLicenseStopOnFailure {
      type boolean;
      description
       "This object indicates whether the license action should
        stop if the action on a license fails. This object is
        applicable only if there are more than one licenses
        involved in an action.";
      smiv2:defval "false";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.14";
    }

    leaf clmgmtLicenseAction {
      type enumeration {
        enum "noOp" {

  value "1";
        }
        enum "install" {
          value "2";
        }
        enum "clear" {
          value "3";
        }
        enum "processPermissionTicket" {
          value "4";
        }
        enum "regenerateLastRehostTicket" {
          value "5";
        }
```

```
    enum "backup" {
     value "6";
    }
    enum "generateEULA" {
     value "7";
    }
   }
   description
    "This object indicates the the command/action to be executed.

    Command                    Remarks
    -------                   -------
    noOp(1)                     No operation will be
                              performed.

    install(2)                  Installs the license.

    clear(3)                    Clears the license.

    processPermissionTicket(4)
Processes thee permission
                              ticket and generates and
                              exports rehost ticket.

    regenerateLastRehostTicket(5)  Generates and exports the
                              last generated rehost
                              ticket.

    backup(6)                   Backs up all the licenses
                              installed currently onto a
                              backup store.

    generateEULA(7)             Checks whether the licenses
                              in the license file need EULA
                              acceptance and uploads the
                              needed EULA contents to a file.";
   smiv2:defval "noOp";
   smiv2:max-access "read-write";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.15";
  }

  leaf clmgmtLicenseActionState {
   type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
   description
    "This object indicates the state of this license action.";
   smiv2:max-access "read-only";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.16";
  }
```

```
  leaf clmgmtLicenseJobQPosition {
    type uint32;
    description
     "This object represents the position of the action
      in the license action job queue that is maintained
      internally. Only actions in pending(2) state will
      be put in the queue until they are executed. By
      reading this object, the management application can make
      intelligent decision on whether to execute another
      action that it is planning on. For example, if there
      is already a license clear action in the queue in
      pending(2) state, management application can choose to

defer its license back up action to a later time. This
      object will return a value of 0 if the action is not in
      pending(2) state.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.17";
  }

  leaf clmgmtLicenseActionFailCause {
    type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;
    description
     "This object indicates the reason for this license action
      failure. The value of this object is valid only when
      clmgmtLicenseActionState is failed(6).";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.18";
  }

  leaf clmgmtLicenseActionStorageType {
    type snmpv2-tc:StorageType;
    description
     "This object indicates the storage type for this conceptual
      row. Conceptual rows having the value 'permanent' need not
      allow write-access to any columnar objects in the row.";
     smiv2:defval "volatile";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.19";
  }

  leaf clmgmtLicenseActionRowStatus {
    type snmpv2-tc:RowStatus;
    description
     "This object indicates the the status of this table entry.
      Once the entry status is set to active(1), the associated
      entry cannot be modified until the action completes
```

```
          (clmgmtLicenseConfigCommandStatus is set to a value
          other than inProgress(3)). Once the action completes
          the only operation possible after this is to delete
          the row. It is recommended that the management application
          should delete entries in this table after reading
          the result. In order to prevent old entries from
          clogging the table, entries will be aged out, but an
          entry will never be deleted within 5 minutes of
          completion";

smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.20";
      }

      leaf clmgmtLicenseAcceptEULA {
        type boolean;
        description
         "This object indicates whether the End User License Agreement
          needed for installing the licenses is accepted.

          true(1) - EULA is read and accepted
          false(2) - EULA is not accepted

          Management application should set this object to true(1) when
          installing licenses that need EULA acceptance.";
        smiv2:defval "false";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.21";
      }

      leaf clmgmtLicenseEULAFile {
        type snmp-framework:SnmpAdminString {
          length "0..255";
        }
        description
         "This object indicates the file where all the End User License
          Agreements (EULAs) need to be exported to. This object need to
           be set only if clmgmtLicenseAction is set to generateEULA(7) and
          the management application must set the value of this object to
          valid value before invoking action.";
        smiv2:defval "";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.22";
      }
    }
  }

  container clmgmtLicenseActionResultTable {
```

```
    description
     "This table contains results of license action if the
      license action involves multiple licenses. Entries in this
      table are not created for actions where there is
      only license that is subject of the action. For
      example, if there are 3 licenses in a license file
      when executing license install action, 3 entries will
      be created in this table, one for each license.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3";

    list clmgmtLicenseActionResultEntry {
      key "clmgmtLicenseActionIndex clmgmtLicenseNumber";
      description
        "An entry in clmgmtLicenseActionResultTable. Each entry
        contains result of the action for a single license.
        These entries are created immediately after action
        execution when the action involves multiple licenses.
        These entries get automatically deleted when the
        corresponding entry in clmgmtLicenseActionTable
        is deleted.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1";

      leaf clmgmtLicenseActionIndex {
        type leafref {
          path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseActionTable/cisco-license-mgmt-mib:clmgmtLicenseActionEntry/cisco-license-mgmt-
mib:clmgmtLicenseActionIndex";
        }
      }

      leaf clmgmtLicenseNumber {
        type uint32 {
          range "1..4294967295";
        }
        description
         "This object indicates the sequence number of this license
          in the list of licenses on which the action
 is executed.
          For example, if there are 3 licenses in a license file
          when executing license install action, this object will
          have values 1, 2 and 3 respectively as ordered in the
          license file.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.1";
      }

      leaf clmgmtLicenseIndivActionState {
        type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
```

```
        description
         "This object indicates the state of action on this
          individual license.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.2";
       }

       leaf clmgmtLicenseIndivActionFailCause {
        type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;
        description
         "This object indicates the reason for action failure on this
          individual license";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.3";
       }
     }
    }

    container clmgmtLicenseStoreInfoTable {
     description
      "This table contains information about all the license
       stores allocated on the device.";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1";

     list clmgmtLicenseStoreInfoEntry {
      key "entPhysicalIndex clmgmtLicenseStoreIndex";
      description
       "An entry in clmgmtLicenseStoreInfoTable. Each entry
        contains information about a license store allocated
        on the device";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1";

      leaf entPhysicalIndex {
       type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
      }

      leaf clmgmtLicenseStoreIndex {
       type uint32 {
        range "1..4294967295";
       }
       description
        "This object uniquely identifies a license store within
         the device.";
        smiv2:max-access "not-accessible";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.1";
```

```
    }

    leaf clmgmtLicenseStoreName {
      type snmp-framework:SnmpAdminString {
        length "0..255";
      }
      description
       "This object indicates the name of the license store
        within the device. It is a file in device's local file
        system i.e., either on a local disk or flash or some
        other storage media. For example, the value of this
        object can be 'disk1:lic_store_1.txt' or
        'flash:lic_store_2.txt";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.2";
    }

    leaf clmgmtLicenseStoreTotalSize {
      type uint32;
      units "bytes";
      description
       "This object indicates the total number of bytes that are
        allocated to the license store.";
      smiv2:max-access "read-only";
      smiv2:oid
"1.3.6.1.4.1.9.9.543.1.2.1.1.3";
    }

    leaf clmgmtLicenseStoreSizeRemaining {
      type uint32;
      units "bytes";
      description
       "This object indicates the number of bytes still remaining
        to be used for new license installations in the license
        store.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.4";
    }
   }
  }

  container clmgmtLicenseDeviceInfoTable {
   description
    "This table contains objects that provide licensing related
     information at the device level. Entries will exist
     only for entities that support licensing. For example,
     if it is a stand alone device and supports licensing,
     then there will be only one entry in this table. If
```

```
      it is stackable switch then there will be multiple
      entries with one entry for each device in the stack.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2";

    list
 clmgmtLicenseDeviceInfoEntry {
      key "entPhysicalIndex";
      description
       "An entry in clmgmtLicenseDeviceInfoTable. Each entry
        contains device level licensing information for a device.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf clmgmtDefaultLicenseStore {
        type uint32 {
          range "1..4294967295";
        }
        description
         "This object indicates the clmgmtLicenseStoreIndex of
          default store in the device. There will be only one
          default license store per device. If no license store
          is specified during license install, this default license
          store will be used.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1.1";
      }
    }
  }

  container clmgmtLicenseInfoTable {
    description
     "This table contains information about all the licenses
      installed on the device.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3";

    list clmgmtLicenseInfoEntry {
      key "entPhysicalIndex clmgmtLicenseStoreUsed clmgmtLicenseIndex";
      description
       "An entry in clmgmtLicenseInfoTable. Each entry contains
        information about a license installed on the device. This
        entry gets created when a license is installed successfully.
        Management application can not create these entries directly, but
```

```
        will do so indirectly by executing license install action.
        Some of these entries may already exist that correspond to
        demo licenses even before management application installs any
        licenses.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf clmgmtLicenseStoreUsed {
        type uint32 {
          range "1..4294967295";
        }
        description
         "This object represents the license store that is used for
          storing this license. This object will have the same value
          as clmgmtLicenseStoreIndex in clmgmtLicenseStoreInfoEntry
          of the license store used.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.1";
      }

      leaf clmgmtLicenseIndex {
        type cisco-license-mgmt-mib:ClmgmtLicenseIndex;
        description
         "This object uniquely identifies a license within
          the device.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.2";
      }

      leaf clmgmtLicenseFeatureName {
        type snmp-framework:SnmpAdminString
 {
          length "0..128";
        }
        description
         "This object indicates the name of the feature that is
          using or can use this license. A license can be used by
          only one feature. Examples of feature name are: 'IPBASE',
          'ADVIPSERVICE'.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.3";
      }
```

```
    leaf clmgmtLicenseFeatureVersion {
     type snmp-framework:SnmpAdminString {
      length "0..128";
     }
     description
      "This object indicates the version of the feature that is
       using or can use this license. Examples of feature version
       are: '1.0', '2.0'";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.4";
    }

    leaf clmgmtLicenseType {
     type enumeration {
      enum "demo" {
       value "1";
      }
      enum "extension"
{
       value "2";
      }
      enum "gracePeriod" {
       value "3";
      }
      enum "permanent" {
       value "4";
      }
      enum "paidSubscription" {
       value "5";
      }
      enum "evaluationSubscription" {
       value "6";
      }
      enum "extensionSubscription" {
       value "7";
      }
      enum "evalRightToUse" {
       value "8";
      }
      enum "rightToUse" {
       value "9";
      }
      enum "permanentRightToUse" {
       value "10";
      }
     }
     description
```

```
        "This object identifies type of license. Licenses may have
         validity period defined in terms of time duration that the
         license is valid for or it may be defined in terms of actual
         calendar dates. Subscription licenses are licenses that have
         validity period
defined in terms of calendar dates.

         demo(1)              - demo(evaluation license) license.
         extension(2)         - Extension(expiring) license.
         gracePeriod(3)       - Grace period license.
         permanent(4)         - permanent license, the license has no
                              expiry date.
         paidSubscription(5)  - Paid subscription licenses are the
         licenses
                              which are purchased by customers. These
                              licenses have a start date  and end date
                              associated with them.
         evaluationSubscription(6)-Evaluation subscription licenses are
                               the trial licenses. These licenses
                               are node locked and it can be obtained
                               only once for an UDI. They are valid

         based on calendar days. These licenses
                               have a start date and an end date
                               associated with them and are issued
                               once per UDI.
         extensionSubscription(7)- Extension subscription licenses are
                               similar to evaluation subscription
                               licenses but these licenses are issued
                               based on customer request. There are
                               no restrictions on the number of
                               licenses available for a UDI.
         evalRightToUse(8)       - Evaluation Right to use (RTU)
         license.
         rightToUse(9)           - Right to use (RTU) license.
         permanentRightToUse(10) ? Right To Use license right after it is configured
                               and is valid for the lifetime of
the product.
                               This is a Right To Use license which is not in
                               evaluation mode for a limited time.";
       smiv2:max-access "read-only";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.5";
      }

      leaf clmgmtLicenseCounted {
       type boolean;
       description
        "This object indicates whether the license is counted
```

```
          license.
          true(1)  - counted license
          false(2) - uncounted license";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.6";
      }

      leaf clmgmtLicenseValidityPeriod {
        type uint32;
        units "seconds";
        description
         "This object indicates the time period the license is valid for.
          This object is applicable only if clmgmtLicenseType is demo(1),
          or extension(2) or gracePeriod(3) or evalRightToUse(8). The
          object will return
0 for other license types.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.7";
      }

      leaf clmgmtLicenseValidityPeriodRemaining {
        type uint32;
        units "seconds";
        description
         "This object indicates the time period remaining before the
          license expires or transitions to rightToUse(9) license. This
          object is applicable only if clmgmtLicenseType is demo(1), or
          extension(2) or gracePeriod(3) or evalRightToUse(8). The object
          will contain 0 for other license types.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.8";
      }

      leaf clmgmtLicenseExpiredPeriod {
        type uint32;
        units "seconds";
        description
         "This object indicates the elapsed time period since the license
          expired. This object is applicable only if clmgmtLicenseType
          is demo(1),
or extension(2) or gracePeriod(3). Also, this
          value of this object will be valid only after the license
          expires. The object will return 0 for other license types
          or before the license expiry.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.9";
      }
```

```
    leaf clmgmtLicenseMaxUsageCount {
      type uint32;
      description
       "This object indicates the maximum number of entities that
        can use this license. This object is applicable only if
        clmgmtLicenseCounted is true(1). The entity that is being
        counted can be anything and it depends on the licensable
        feature.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.10";
    }

    leaf clmgmtLicenseUsageCountRemaining {
      type uint32;
      description
       "This object indicates the number of entities that can
        still
use this license. This object is applicable only
        if clmgmtLicenseCounted is true(1).";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.11";
    }

    leaf clmgmtLicenseEULAStatus {
      type boolean;
      description
       "This object indicates whether the user accepted
        End User License Agreement for this license.

        true(1)  - EULA accpeted
        false(2) - EULA not accepted";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.12";
    }

    leaf clmgmtLicenseComments {
      type snmp-framework:SnmpAdminString {
        length "0..255";
       }
      description
       "This object represents the user modifiable comments
        about the license. This object is initially populated
        with comments from the license file.";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.13";
     }

    leaf clmgmtLicenseStatus {
```

```
  type enumeration {
   enum "inactive" {
    value "1";
   }
   enum "notInUse" {
    value "2";
   }
   enum "inUse" {
    value "3";
   }
   enum "expiredInUse" {
    value "4";
   }
   enum "expiredNotInUse" {
    value "5";
   }
   enum "usageCountConsumed" {
    value "6";
   }
  }
  description
   "This object represents status of the license.

    inactive(1)          - license is installed, but
                         not active.
    notInUse(2)          - license is installed and
                         available for use.
    inUse(3)             - the license is being used (by
                         a feature).
    expiredInUse(4)
- license is expired but still
                         being held by the feature.
    expiredNotInUse(5)    - license is expired and not being
                         held by any feature.
    usageCountConsumed(6) - number of entities using this
                         licenses has reached the allowed
                         limit, no new entities are allowed
                         to use this license.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.14";
 }

 leaf clmgmtLicenseStartDate {
  type snmpv2-tc:DateAndTime;
  description
   "This object indicates the start date for a subscription
    license. It is optional for subscription linceses to have a
    start date associated with them, they may only have an end
```

```
        date associated with them. This object may be applicable only

    when clmgmtLicenseType is paidSubscription(5),
         evaluationSubscription(6) or extensionSubscription (7).
         The object will contain an octet string of length 0 when it is
         not applicable.";
       smiv2:max-access "read-only";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.15";
      }

      leaf clmgmtLicenseEndDate {
       type snmpv2-tc:DateAndTime;
       description
        "This object indicates the end date for a subscription license.
         This object is applicable only when clmgmtLicenseType is
         paidSubscription(5), evaluationSubscription(6) or
         extensionSubscription (7). The object will contain an octet
         string of length 0 when it is not applicable.";
       smiv2:max-access "read-only";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.16";
      }

      leaf clmgmtLicensePeriodUsed {
       type uint32;
       units "seconds";
       description
        "This
object indicates the time period used for the
         Right to use (RTU) licenses. This object is applicable for all
         RTU licenses.";
       smiv2:max-access "read-only";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.17";
      }
    }
  }

  container clmgmtLicensableFeatureTable {
    description
     "This table contains list of licensable features in the
      image. All the licensable features will have an entry each
      in this table irrespective of whether they are using any
      licenses currently. Entries in this table are created by
      the agent one for each licensable feature in the image.
      These entries remain in the table permanently and can not
      be deleted. Management application can not create or delete
      entries from this table.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4";
```

```
    list clmgmtLicensableFeatureEntry {
      key "entPhysicalIndex clmgmtFeatureIndex";
      description
       "An entry
 in clmgmtLicensableFeatureTable. Each entry represents
        a licensable feature.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf clmgmtFeatureIndex {
        type uint32 {
          range "1..4294967295";
        }
        description
         "This object uniquely identifies a licensable feature in
          the device.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.1";
      }

      leaf clmgmtFeatureName {
        type snmp-framework:SnmpAdminString {
          length "0..128";
        }
        description
         "This object indicates the name of the licensable feature
          in the device. Examples of feature names are: 'IPBASE',
          'ADVIPSERVICE'";
        smiv2:max-access
 "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.2";
      }

      leaf clmgmtFeatureVersion {
        type snmp-framework:SnmpAdminString {
          length "0..32";
        }
        description
         "This object indicates the version of the licensable
          feature in the device. Examples of feature versions
          are: '1.0' or '2.0'";
        smiv2:max-access "read-only";
```

```
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.3";
    }

    leaf clmgmtFeatureValidityPeriodRemaining {
      type uint32;
      units "seconds";
      description
       "This object indicates the time period remaining before
        the feature's license expires or transitions. This object is
        applicable only if clmgmtLicenseType of the license used by
        this feature is demo(1), or extension(2) or gracePeriod(3) or
        evalRightToUse(8).

        The object will contain 0 if
other types of license is used
        or if the feature does not use any license. If the
        feature is using multiple licenses, this period will
        represent the cumulative period remaining from all the
        licenses used by this feature.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.4";
    }

    leaf clmgmtFeatureWhatIsCounted {
      type snmp-framework:SnmpAdminString {
       length "0..128";
      }
      description
       "This object represents the entity that is being counted
        by this feature. Examples of entities are IP Phones, number
        of sessions etc. This object is only applicable for
        features that use counting licenses. For other features,
        this object will return empty string.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.5";
    }

    leaf clmgmtFeatureStartDate {

   type snmpv2-tc:DateAndTime;
      description
       "This object indicates the license start date of the feature.
        This object is applicable if at least one of the licenses used
        for this feature has a valid start date. The start date will
        be the earliest of the valid start dates of all the licenses
        used for this feature. If none of the licenses used for this
        feature have a valid start date then this object will contain an
        octet string of length 0.";
```

```
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.6";
       }

       leaf clmgmtFeatureEndDate {
        type snmpv2-tc:DateAndTime;
        description
         "This object indicates the license end date of the feature.
          This object is applicable if at least one of the licenses used
          for this feature has a valid end date. The end date will
          be the latest of the valid end dates
of all the licenses
          used for this feature. If none of the licenses used for this
          feature have a valid end date then this object will contain an
          octet string of length 0.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.7";
       }

       leaf clmgmtFeaturePeriodUsed {
        type uint32;
        units "seconds";
        description
         "This object indicates the license period used for the feature.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.8";
       }
     }
   }

   container clmgmtDevCredExportActionTable {
     description
      "A table for triggering device credentials export action.
       Management application must create this entry to trigger the
       export of device credentials from the device to a file.

       Once the request completes, the management application should
       retrieve the values of the objects
of interest, and then
       delete the entry.  In order to prevent old entries from
       clogging the table, entries will be aged out, but an entry
       will never be deleted within 5 minutes of completion.";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2";

     list clmgmtDevCredExportActionEntry {
       key "clmgmtDevCredExportActionIndex";
       description
        "An entry for each device credential export action that
```

```
        is being executed or was executed recently. The management
        application triggers the export by creating an entry in this
        table. This can be done in the following 2 methods

        1. CREATE-AND-GO method
           Management application sets clmgmtDevCredExportActionStatus
           to createAndGo(4) and all other required objects to valid
           values in a single SNMP SET request. If all the values
           are valid, the device creates the entry and executes the
           action. If
the SET request fails, the entry will not be
           created.
        2. CREATE-AND-WAIT method
           Management application sets clmgmtDevCredExportActionStatus to
           createAndWait(5) to create an entry. Management application
           can set all other required objects to valid
           values in more than one SNMP SET request. If SET request
           for any of the objects fails, management application can set
           just only that object. Once all the required objects
           are set to valid values, management application triggers action
           execution by setting clmgmtDevCredExportActionStatus to
           active(1).

        To stop the action from being executed, the management application
        can delete the entry by setting clmgmtDevCredExportActionStatus
        to destroy(6) when clmgmtDevCredCommandState is pending(2).

        The status of action execution can be known by
querying
        clmgmtDevCredCommandState. If the action is still in
        pending(2) or inProgress(3), the management application need to
        check back again after few seconds. Once the action completes
        and if status of the action is failed(6), the reason for
        failure can be retrieved from clmgmtDevCredCommandFailCause.

        Entry can be deleted except when clmgmtLicenseAction is set
        to inProgress(3). All entries in this table are volatile
        and are cleared on agent reset.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1";

      leaf clmgmtDevCredExportActionIndex {
        type uint32 {
          range "1..4294967295";
        }
        description
         "This object uniquely identifies a row in
          clmgmtDevCredExportActionTable. The management application
          chooses this value by reading
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```
        clmgmtNextFreeDevCredExportActionIndex while creating an
        entry in this table.
If an entry already exists with this
        index, the creation of the entry will not continue and
        error will be returned. The management application should
        read the value of clmgmtNextFreeDevCredExportActionIndex
        again and retry with the new value for this object.";
      smiv2:max-access "not-accessible";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.1";
    }

    leaf clmgmtDevCredEntPhysicalIndex {
      type entity-mib:PhysicalIndexOrZero;
      description
       "This object represents the entPhysicalIndex of the device
        for which the device credentials are being retrieved. This
        object is mainly used in devices where one device is acting
        as a master and rest of the devices as slaves. The master
        device is responsible for SNMP communication with the
        manager. Examples include stackable switches, devices with
        router processor and line cards.

        Note: This object need not be set if it is a stand alone
        device";
      smiv2:defval "0";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.2";
    }

    leaf clmgmtDevCredTransferProtocol {
      type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;
      description
       "This object indicates the transfer protocol to be used when
        copying files as specified in the following objects.
        1. clmgmtDevCredExportFile
        .";
      smiv2:defval "none";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.3";
    }

    leaf clmgmtDevCredServerAddressType {
      type inet-address:InetAddressType;
      description
       "This object indicates the transport type of the
        address contained in clmgmtDevCredServerAddress object.
        This must be set when clmgmtDevCredTransferProtocol
```

```
    is not none(1) or local(2).";
  smiv2:defval "unknown";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.4";
 }

 leaf clmgmtDevCredServerAddress {
  type inet-address:InetAddress;
  description
   "This object indicates the the ip address of the server
    from which the files must be read or written to if
    clmgmtDevCredTransferProtocol is not none(1) or local(2).

    All bits as 0s or 1s for clmgmtDevCredServerAddress are not
    allowed.

    The format of this address depends on the value of the
    clmgmtDevCredServerAddressType object";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.5";
 }

 leaf clmgmtDevCredServerUsername {
  type snmp-framework:SnmpAdminString {
   length "0..96";
  }

 description
    "This object indicates the remote user name for accessing
     files via ftp, rcp, sftp or scp protocols. This object
     must be set when the clmgmtDevCredTransferProtocol is
     ftp(4), rcp(5), scp(7) or sftp(8). If
     clmgmtDevCredTransferProtocol is rcp(5), the remote
     username is sent as the server username in an rcp command
     request sent by the system to a remote rcp server.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.6";
 }

 leaf clmgmtDevCredServerPassword {
  type snmp-framework:SnmpAdminString {
   length "0..96";
  }
  description
   "This object indicates the password used by ftp, sftp or
    scp for copying a file to/from an ftp/sftp/scp server.
```

```
    This object must be set when the
    clmgmtDevCredTransferProtocol is ftp(4) or scp(7) or
     sftp(8). Reading it returns a zero-length string for
    security reasons.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.7";
}

leaf clmgmtDevCredExportFile {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
   "This object represents file where device credentials needs
    to be exported to.";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.8";
}

leaf clmgmtDevCredCommand {
  type enumeration {
    enum "noOp" {
      value "1";
    }
    enum "getDeviceCredentials" {
      value "2";
    }
  }
  description
   "This object indicates the the command to be executed.

    Command                    Remarks
    -------
    -------
    noOp(1)                    No operation will be
                               performed.

    getDeviceCredentials(2)    Exports device credentials";
  smiv2:defval "noOp";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.9";
}

leaf clmgmtDevCredCommandState {
  type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
  description
   "This object indicates the state of the action that is
```

```
        executed as a result of setting clmgmtDevCredRowStatus
        to active(1).";
       smiv2:max-access "read-only";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.10";
      }

      leaf clmgmtDevCredCommandFailCause {
       type enumeration {
        enum "none" {
         value "1";
        }
        enum "unknownError" {
         value "2";
        }
        enum "transferProtocolNotSupported"
{
         value "3";
        }
        enum "fileServerNotReachable" {
         value "4";
        }
        enum "unrecognizedEntPhysicalIndex" {
         value "5";
        }
        enum "invalidFile" {
         value "6";
        }
       }
       description
        "This object indicates the the reason for device
        credentials export operation failure.

        The value of this object is valid only when
        clmgmtDevCredCommandState is failed(6).

        none(1)        - action execution has not started yet.
                         If the action is completed and the
                         action is successful, then also
                         none(1) is returned to indicate that
                         there are no errors.
        unknownError(2) - reason for failure is unknown,
                         operation failed, no
operation is
                         performed
        transferProtocolNotSupported(3) - clmgmtDevCredTransferProtocol
                                  given is not supported.
        fileServerNotReachable(4)       - file server is not reachable.
        unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
```

```
                                valid
          invalidFile(6)  - The target file specified is not valid.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.11";
       }

       leaf clmgmtDevCredStorageType {
        type snmpv2-tc:StorageType;
        description
         "This object indicates the storage type for this conceptual
          row. Conceptual rows having the value 'permanent' need not
          allow write-access to any columnar objects in the row.";
        smiv2:defval "volatile";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.12";
       }

       leaf clmgmtDevCredRowStatus {
        type snmpv2-tc:RowStatus;
        description
         "This object indicates the the status of this table entry.
          Once the entry status is set to active(1), the associated
          entry cannot be modified until the action completes
          (clmgmtDevCredCommandStatus is set to a value
          other than inProgress(3)). Once the action completes
          the only operation possible after this is to delete
          the row.

          clmgmtDevCredExportFile is a mandatory object to be
          set when creating this entry.";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.13";
       }
     }
   }
}

notification clmgmtLicenseExpired {
  description
   "This notification is sent, when a feature license
    expires. This notification will be sent continuously
    every week even after the expiry to alert the
management
    application.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.1";

  container object-1 {
```

```
    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
```

```
  }
 }

 notification clmgmtLicenseExpiryWarning {
  description
   "This notification is sent when a license is about to
    expire. This notification will go out multiple times.
    First notification goes out when expiry day is 4 weeks
    ahead, second notification when expiry day is 3 weeks
    ahead, third notification
 when expiry day is 2 weeks
    ahead. This notification will go out daily in the
    last week of license expiry.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.2";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {


   leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
```

```
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }


   leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureValidityPeriodRemaining {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
      }
    }
  }
}
```

```
 notification clmgmtLicenseUsageCountExceeded {
  description
   "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached clmgmtLicenseMaxUsageCount for a counting license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.3";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
       }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
       }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref
 {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
```

```
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }

 }

   container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
```

```
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseMaxUsageCount {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
      }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureWhatIsCounted {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
      }
    }
  }

  container object-5 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }
```

```
    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }

 notification clmgmtLicenseUsageCountAboutToExceed
 {
  description
   "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached 80% of clmgmtLicenseMaxUsageCount for a counting
    license. This is a warning notification to the management
    application that very soon the maximum count will be reached
    and after that the device will not allow new entities to
    make use of this license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.4";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
```

```
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {

  path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }

  }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
```

```
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseMaxUsageCount {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
      }
    }
  }

  container object-4 {
```

```
    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseUsageCountRemaining {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseUsageCountRemaining";
      }
    }
  }

  container object-5 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref
 {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
```

```
    }

    leaf clmgmtFeatureWhatIsCounted {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
      }
    }
  }

  container object-6 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }

 notification clmgmtLicenseInstalled {
  description
```

```
    "This notification is sent when a license is installed
     successfully.";
   smiv2:oid "1.3.6.1.4.1.9.9.543.0.5";

   container object-1 {

     leaf entPhysicalIndex {
       type leafref {
         path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";

     }
     }

     leaf clmgmtLicenseStoreUsed {
       type leafref {
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
     }

     leaf clmgmtLicenseIndex {
       type leafref {
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
       }
     }

     leaf clmgmtLicenseFeatureName {
       type leafref {
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
       }
     }
   }

   container object-2 {

     leaf entPhysicalIndex {
       type leafref {
         path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
     }
```

```
    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type
 leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
```

```
      }
    }

    leaf clmgmtLicenseType {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
      }
    }
  }

  container
 object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
       }
    }
  }
 }
```

```
 notification clmgmtLicenseCleared {
  description
   "This notification is sent when a license is cleared
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.6";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }

    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
```

```
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
       }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
```

```
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseType {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
      }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path
 "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }
```

```
 notification clmgmtLicenseRevoked {
  description
   "This notification is sent when a license is revoked
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.7";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
```

```
    }

    leaf clmgmtLicenseStoreUsed {

   type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
```

```
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseType {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
      }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }
```

```
 notification clmgmtLicenseEULAAccepted {
  description
   "This
 notification is sent when a user accepts End User
    License Agreement (EULA) for a license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.8";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {

  type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
```

```
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }
 }

 notification clmgmtLicenseNotEnforced {
  description
   "This notification is sent when a license does not
    exist for a feature, but the feature is a mandatory
    feature and it should run. This notification will be
    sent out periodically
 to indicate that there is no
    license installed for this feature and it needs to
    be done as soon as possible.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.9";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
```

```
    }
  }

  container object-2 {

    leaf
 entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }
 }

 notification clmgmtLicenseSubscriptionExpiryWarning {
  description
   "This notification is sent when a subscription license of a
    feature is about to expire. This notification will be sent as
    per the following
 schedule:
    Once a week for the last eight weeks
    Once a day for the last week
    Once a hour for the last day";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.10";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
```

```
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf
 entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {
```

```
    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf
 clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureEndDate {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
      }
    }
  }
 }

 notification clmgmtLicenseSubscriptionExtExpiryWarning {
  description
   "This notification is sent when the subscription license end
    date of a feature is reached but extension period is left. This
    notification will be sent once a day after the license end date
    is reached.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.11";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
```

```
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {

     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }
```

```
    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
       }
    }

    leaf clmgmtFeatureEndDate {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
      }
    }
  }
 }

 notification clmgmtLicenseSubscriptionExpired {
  description
   "This notification will be sent after a subscription license
    of a feature completely expires. It will be sent once a day
    after the license has completely expired";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.12";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
       }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
```

```
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
       }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureEndDate {
```

```
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";

    }
     }
   }
 }

 notification clmgmtLicenseEvalRTUTransitionWarning {
   description
    "This notification is sent when Evaluation to Right to use (RTU)
     license transition is about to happen. The first notification
     will be sent 10 days before the transition and second
     notification will be sent 5 days before the transition.";
   smiv2:oid "1.3.6.1.4.1.9.9.543.0.13";

   container object-1 {

     leaf entPhysicalIndex {
       type leafref {
         path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
     }

     leaf clmgmtFeatureIndex {
       type leafref {
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
       }
     }

     leaf clmgmtFeatureName {
       type leafref {
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
        }
     }
   }

   container object-2 {

     leaf entPhysicalIndex {
       type leafref {
```

```
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

   container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureValidityPeriodRemaining {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
      }
    }
  }
 }
```

```
 notification clmgmtLicenseEvalRTUTransition {
  description
   "This notification is sent, when a feature license transitions
    from a evaluation to a
 Right to use (RTU) license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.14";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
```

```
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }
}

smiv2:alias "ciscoLicenseMgmtMIB" {
  smiv2:oid "1.3.6.1.4.1.9.9.543";
}

smiv2:alias "ciscoLicenseMgmtMIBNotifs" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.0";
}

smiv2:alias "ciscoLicenseMgmtMIBObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1";
}

smiv2:alias "clmgmtLicenseConfiguration" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";
 }

smiv2:alias "clmgmtLicenseInformation" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2";
}

smiv2:alias "clmgmtLicenseDeviceInformation" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";
}

smiv2:alias "clmgmtLicenseNotifObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";
}

smiv2:alias "ciscoLicenseMgmtMIBConform" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.2";
}

smiv2:alias "ciscoLicenseMgmtCompliances" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.2.1";
}
```

```
 smiv2:alias "ciscoLicenseMgmtGroups" {
   smiv2:oid "1.3.6.1.4.1.9.9.543.2.2";
 }

}
package license

import (
 "errors"
 alarmUtil "github3.cisco.com/ROBOT/infra-utils/golang/app-skeleton/alarms"

 hiAlarms "github3.cisco.com/ROBOT/pulse/alarms"
 alarmsPb "github3.cisco.com/ROBOT/robot-api/golang/alarms"
 "go.uber.org/atomic"
 "os"
 "sync"
 "time"

 "fmt"

 "github3.cisco.com/ROBOT/infra-utils/golang/messaging"
 "github3.cisco.com/ROBOT/infra-utils/golang/robotnats"
 "github3.cisco.com/ROBOT/pulse/alarms"
 "github3.cisco.com/ROBOT/pulse/config"
 "github3.cisco.com/ROBOT/pulse/log"
 "github3.cisco.com/ROBOT/pulse/util"
 "github3.cisco.com/ROBOT/robot-api/golang/cw_clms"
 "golang.org/x/net/context"
)

// Smart License Constants
const (
 DEFAULT_CLMS_PRODUCT_UUID = "2970976f-2cbc-4dc2-9293-a96074abc91d"
 DEFAULT_CLMS_SOFTWARE_ID  = "regid.2019-11.com.cisco.CAHISW,1.0_1bb005c9-b4e7-41c4-bf49-
65ff6643a44e"
 DEFAULT_CNC_SOFTWARE_ID   = "regid.2022-11.com.cisco.CNC,1.0_6a3c6976-76d7-4604-8be5-
ef8d0221612a"
 DEFAULT_CLMS_PRODUCT_ID   = "CAHISW"
 DEFAULT_CLMS_PRODUCT_NAME = "Health
 Insights and Change Automation"

 DEFAULT_CLMS_TOPIC       = "robot.clms.v_0_1_0.json"
 DEFAULT_CLMS_KAFKA_TOPIC = "robot.clms.reply.v_0_1_0.json"

 DEFAULT_CLMS_ENTITLEMENT_REQ_CTX = "post./v1/request_entitlement"

 DEFAULT_CLMS_ENTITLEMENT_TAG_RTM      = "regid.2019-
```

```
11.com.cisco.NTWAUTO_RTM,1.0_9659e789-15e7-4db3-8665-7f06e5f08857"
 DEFAULT_CLMS_ENTITLEMENT_TAG_RTM_NAME = "NTWAUTO_RTM"
 DEFAULT_CLMS_ENTITLEMENT_TAG_RTM_VER  = "1.0"

 DEFAULT_CLMS_ENTITLEMENT_TAG_RTU      = "regid.2023-01.com.cisco.CNC_CAHI_RTU,1.0_92a3f791-
2a2f-4413-994d-70640accdb7b"
 DEFAULT_CLMS_ENTITLEMENT_TAG_RTU_NAME = "CNC_CAHI_RTU"
 DEFAULT_CLMS_ENTITLEMENT_TAG_RTU_VER  = "1.0"

 DEFAULT_CLMS_SEND_INTERVAL              = 2 * time.Hour
 DEFAULT_CLMS_KFAFKA_CONSUMER_GROUP_PREFIX = "crosswork.hi.clms"
 CLMS_LICENSE_STATE                      = "regid.2019-11.com.cisco.CAHISW,1.0_1bb005c9-b4e7-41c4-bf49-
65ff6643a44e"

 DEFAULT_RTU_ENTITLEMENT_STATE = cw_clms.EntitlementStatus_IN_COMPLIANCE
 CNC_PRODUCT_ID
            = "CNC"
)

// set of errors returned by this package
var (
 ErrNatsConnNilPointer = errors.New("Nil NATS Connection")
 ErrEmptyResponse      = errors.New("Received Empty response")
 ErrClmsConfigFail     = errors.New("Error reading CLMS configuration")

 //ErrClmsConfigReadFail is raised when package fails to read configuration from conf file
 ErrClmsConfigReadFail = errors.New("error in reading CLMS configuration")

 //ErrClmsEmptyClmsResp is raised when NCA received empty response to call from clms
 ErrClmsEmptyClmsResp = errors.New("received empty response from CLMS")

 //ErrEntitlementRequest is raised when clms receives un acceptable entitlement report from orchestrator
 ErrEntitlementRequest = errors.New("error in entitlement reported")

 //ErrNatsNilPointer is raised when nats connection in use is nil
 ErrNatsNilPointer = errors.New("nATS Connection is nil")

 //ErrDbNilPointer is raised when db connection in use is nil
 ErrDbNilPointer = errors.New("db Connection
 is nil")

 //ErrEmptyClientID is raised when client ID received is empty
 ErrEmptyClientID = errors.New("empty client ID received")

 //ErrDbNilPointer is raised when db connection in use is nil
 ErrClmsClientNotCreated = errors.New("CLMS client not created yet")
 unacceptableRTUStatuses = map[cw_clms.EntitlementStatus_SentryEntitlementEnforceMode]struct{}{
  cw_clms.EntitlementStatus_EVALUATION_EXPIRED: {},
```

```
 cw_clms.EntitlementStatus_NOT_AUTHORIZED:     {},
 }
 rtuAlarmStatuses = map[cw_clms.EntitlementStatus_SentryEntitlementEnforceMode]struct{}{
  cw_clms.EntitlementStatus_AUTHORIZED_PERIOD_EXPIRED: {},
 }
 rtmAlarmStatuses = map[cw_clms.EntitlementStatus_SentryEntitlementEnforceMode]struct{}{
  cw_clms.EntitlementStatus_AUTHORIZED_PERIOD_EXPIRED: {},
  cw_clms.EntitlementStatus_EVALUATION_EXPIRED:       {},
 }
)

//var expired bool
//var consumerGroup = `hi.clms.`
//var kafka_license_data  = make(chan *sarama.ConsumerMessage, 1)

type LicenseClient struct {
 mu
    sync.RWMutex
 Configuration        config.ConfigCLMS
 NatsConn             *robotnats.NatsStreamConn
 ClientID             string
 licenseAuthStatus    cw_clms.SentryLicenseAuthStatus
 rtmLicenseStatus     cw_clms.EntitlementStatus_SentryEntitlementEnforceMode
 rtuLicenseStatus     cw_clms.EntitlementStatus_SentryEntitlementEnforceMode
 clmsKafkaTopic       string
 consumerGroup        string
 clmsKafkaSubscription robotnats.RobotNatsSubscription
 updateError          *atomic.Bool
 isLabLicensing       *atomic.Bool
}

var clmsCtx *LicenseClient
var localRtmUpdaterMutex sync.RWMutex

// CreateClient method will initialize the client based on passed parameters
func GetClient() (*LicenseClient, error) {
 if clmsCtx != nil {
  return clmsCtx, nil
 } else {
  return nil, ErrClmsClientNotCreated
 }
}

// CreateClient method will initialize the client based on passed parameters
func CreateClient(
 config config.ConfigCLMS,
 natsConn *robotnats.NatsStreamConn,
 appName string,
```

```
)
 (*LicenseClient, error) {

 var err error
 //Already exists so no need to create it again ?
 if clmsCtx != nil {
  return clmsCtx, nil
 }
 if natsConn == nil {
  err = ErrNatsNilPointer
  return nil, err
 }

 if appName == `` {
  err = ErrEmptyClientID
  return nil, err
 }

 if config.ClmsSoftwareId == `` {
  config.ClmsSoftwareId = DEFAULT_CLMS_SOFTWARE_ID
 }

 if config.CncSoftwareID == `` {
  config.CncSoftwareID = DEFAULT_CNC_SOFTWARE_ID
 }

 if config.ClmsProductId == `` {
  config.ClmsProductId = DEFAULT_CLMS_PRODUCT_ID
 }

 if config.ClmsProductDisplayName == `` {
  config.ClmsProductDisplayName = DEFAULT_CLMS_PRODUCT_NAME
 }

 if config.EntitlementRequestContext == `` {
  config.EntitlementRequestContext = DEFAULT_CLMS_ENTITLEMENT_REQ_CTX
 }

 if config.EntitlementRtmTag == `` {
  config.EntitlementRtmTag = DEFAULT_CLMS_ENTITLEMENT_TAG_RTM
 }
 if config.EntitlementRtmName == `` {
  config.EntitlementRtmName = DEFAULT_CLMS_ENTITLEMENT_TAG_RTM_NAME
 }
 if config.EntitlementRtmVersion
 == `` {
  config.EntitlementRtmVersion = DEFAULT_CLMS_ENTITLEMENT_TAG_RTM_VER
 }
```

```
 if config.EntitlementRtuTag == `` {
  config.EntitlementRtuTag = DEFAULT_CLMS_ENTITLEMENT_TAG_RTU
 }
 if config.EntitlementRtuName == `` {
  config.EntitlementRtuName = DEFAULT_CLMS_ENTITLEMENT_TAG_RTU_NAME
 }
 if config.EntitlementRtuVersion == `` {
  config.EntitlementRtuVersion = DEFAULT_CLMS_ENTITLEMENT_TAG_RTU_VER
 }
 instanceId, err := util.GetInstanceID()
 if err != nil {
  log.ErrorFmt(log.Fields{"error": err}, "error in getting instance id.")
 }
 clmsConsumerGroup := fmt.Sprintf("%v_%v", DEFAULT_CLMS_KFAFKA_CONSUMER_GROUP_PREFIX,
instanceId)

 client := LicenseClient{
  Configuration:     config,
  NatsConn:          natsConn,
  ClientID:          appName,
  licenseAuthStatus: cw_clms.SentryLicenseAuthStatus_UN_IDENTIFIED,
  clmsKafkaTopic:    DEFAULT_CLMS_KAFKA_TOPIC,
  consumerGroup:     clmsConsumerGroup,
  updateError:       atomic.NewBool(false),
  isLabLicensing:    atomic.NewBool(false),
 }
 //Save
 a reference in the module for reference later
 clmsCtx = &client
 return &client, err
}

//func (licenseClient *LicenseClient) HandleMessage(msg *sarama.ConsumerMessage) {
// licenseClient.kafkaLicenseData <- msg
//}

func handleCNCLicenseNotif(ctx context.Context,
 notification *cw_clms.SentryLicenseState) {
 if notification != nil {
  if clmsCtx == nil {
   log.Error("CLMS client is not created.Not processing clms license state change notification.")
   return
  } else {
   clmsCtx.setRTUStatus(cw_clms.EntitlementStatus_IN_COMPLIANCE)
   clmsCtx.setRTMStatus(cw_clms.EntitlementStatus_IN_COMPLIANCE)
  }
 } else {
```

```
 log.ErrorFmt(log.Fields{"notification": notification}, "received empty notification from CLMS")
 }
}

// Handle CLMS License State notification
func handleCLMSLicenseStateChange(ctx context.Context, notification *cw_clms.SentryLicenseState) {
 log.InfoFmt(log.Fields{"notification": notification}, "CLMS: handle license state change")
 if notification != nil {
  if
 clmsCtx == nil {
   log.Error("CLMS client is not created.Not processing clms license state change notification.")
   return
  } else if notification.RegistrationStatus == cw_clms.SentryLicenseState_REGISTERED {
   entitlementCount := 0
   for _, entitlement := range notification.GetEntitlements() {
    if entitlement.GetTag() == clmsCtx.Configuration.EntitlementRtuTag {
     clmsCtx.setRTUStatus(entitlement.GetStatus())
     entitlementCount++
    } else if entitlement.GetTag() == clmsCtx.Configuration.EntitlementRtmTag {
     clmsCtx.setRTMStatus(entitlement.GetStatus())
     entitlementCount++
    }
    if entitlementCount == 2 {
     break
    }
   }
   clmsCtx.updateLabLicenseState()
  } else {
   //fetching the license state from clms upon receiving the update since we are not sure if
   // CNC is enabled or individual app ( CAHISW ) is enabled
   UpdateLicenseState()
  }

  reconcileRTUAndRTM()
  handleAlarmOnLicenseState()
 } else {
  log.ErrorFmt(log.Fields{"notification":
 notification}, "received empty notification from CLMS")
  alarms.WarningSystemEvent(
   true,
   alarms.InfoLicenseMgr,
   "LicenseMgr", alarms.ObjDscLicenseMgr,
   "Received empty notification from CLMS",
  )
 }
}

func (client *LicenseClient) StartClmsStateConsumer() (sub robotnats.RobotNatsSubscription, err error) {
```

```
 var kafka_topic string
 var subscription robotnats.RobotNatsSubscription

 natsC := client.NatsConn
 offsetCfg := *natsC.KafkaCfg.ConsumerCfg
 instId := util.GetManagerInstID()

 // topic will be from
 if client.clmsKafkaTopic == "" {
  kafka_topic = DEFAULT_CLMS_KAFKA_TOPIC
 } else {
  kafka_topic = client.clmsKafkaTopic
 }

 var KAFKA_CLMS_HANDLERS []messaging.MessageContextIdHandler =
[]messaging.MessageContextIdHandler{
  {
   Type:          messaging.MESSAGE_CONTEXTID_HANDLER_TYPE_SUBSCRIBE,
   ContextIDPrefix: client.Configuration.ClmsSoftwareId,
   GetArgumentContainer: func() interface{} {
    return &cw_clms.SentryLicenseState{}
   },
   Handle: handleCLMSLicenseStateChange,
  },
  //
 ROBOT-23784 CNC license 7.0
  {
   Type:          messaging.MESSAGE_CONTEXTID_HANDLER_TYPE_SUBSCRIBE,
   ContextIDPrefix: client.Configuration.CncSoftwareID,
   GetArgumentContainer: func() interface{} {
    return &cw_clms.SentryLicenseState{}
   },
   Handle: handleCNCLicenseNotif,
  },
 }

 instanceId, err := util.GetInstanceID()
 if err != nil {
  log.ErrorFmt(log.Fields{"error": err}, "error in getting instance id.")
 }
 clmsConsumerGroup := fmt.Sprintf("%v_%v", DEFAULT_CLMS_KFAFKA_CONSUMER_GROUP_PREFIX,
instanceId)

 subscription, err = natsC.Serve(instId,
  kafka_topic,
  clmsConsumerGroup,
  KAFKA_CLMS_HANDLERS,
  robotnats.RobotNatsServeWithKafkaConsumerConfig(&offsetCfg))
```

```
if err != nil {
 client.clmsKafkaSubscription = subscription
}
return subscription, err
}

func (client *LicenseClient) RequestRTM(count uint32, softwareId string) (err error) {

natC := client.NatsConn
log.InfoFmt(log.Fields{"RTM": count, "softwareId": softwareId}, "Starting
Entitlement RTM update to CLMS")

params := client.Configuration

if err != nil {
 log.ErrorFmt(log.Fields{"error: ": ErrClmsConfigFail}, "CLMS Entitlement RTM update failed")
 return err
}

request := &cw_clms.SentryEntitlement{}
request.SoftwareIdTag = softwareId
request.EntitlementTag = params.EntitlementRtmTag
request.Version = params.EntitlementRtmVersion
request.Count = count

clientID := util.GetManagerInstID()
clmsTopic := params.ClmsTopic
context := params.EntitlementRequestContext

retries := 3
for i := 0; i < retries; i++ {

 response := &cw_clms.SentryNatsReply{} //nolint:all

 err = natC.RequestSync(
  clientID,
  clmsTopic,
  context,
  request,
  response,
  20*1000*time.Millisecond,
 )
 if err != nil {
  log.ErrorFmt(log.Fields{"error: ": err},
   "CLMS send entitlement HI RTM update Failed - NATS error")
  continue
 }
```

```
 if response == nil { //nolint:all
  log.ErrorFmt(log.Fields{"error: ": ErrEmptyResponse},
   "CLMS Entitlement HI
RTM update failed retrying...")
  continue
 }

 //capture license status and topic info in response
 if response.GetResult() == cw_clms.Result_ERROR || response.GetResult() == cw_clms.Result_REJECTED {
  log.ErrorFmt(log.Fields{"error": err},
   "CLMS send entitlement HI RTM update Failed CLMS: result not accepted")
  err = errors.New(response.GetMessage())
 } else {

  if response.GetLicenseStatus() == cw_clms.SentryLicenseAuthStatus_UN_CONFIGURED {
   err = errors.New("Error: license state unexpected")
   continue
  }
clmsCtx.setRTMStatus(cw_clms.EntitlementStatus_SentryEntitlementEnforceMode(response.GetEntitlementStatus
()))
 }
 break
 }

 if err != nil {
  log.ErrorFmt(log.Fields{"Error": err},
   fmt.Sprintf("Failed to update entitlement HI RTM to CLMS after %d retries", retries))
  alarms.MajorSystemEvent(
   false,
   alarms.InfoLicenseMgr,
   "LicenseMgr", alarms.ObjDscLicenseMgr,
   fmt.Sprintf("Failed to update entitlement HI RTM to CLMS after %d retries", retries),
  )
  client.updateError.Store(true)
 }
 else if client.updateError.Load() {
  log.Info("update entitlement HI RTM to CLMS successful")
  client.updateError.Store(false)
 }

 return err
}

func (client *LicenseClient) RequestRTU(count uint32, softwareId string) (err error) {

 natC := client.NatsConn
 log.InfoFmt(log.Fields{"RTU": count, "SoftwareId": softwareId}, "Starting Entitlement RTU update to CLMS")
```

```
params := client.Configuration

request := &cw_clms.SentryEntitlement{}
request.SoftwareIdTag = softwareId
request.EntitlementTag = params.EntitlementRtuTag
request.Version = params.EntitlementRtuVersion
request.Count = count

clientID := util.GetManagerInstID()
clmsTopic := params.ClmsTopic
context := params.EntitlementRequestContext

retries := 3
for i := 0; i < retries; i++ {

 response := &cw_clms.SentryNatsReply{} //nolint:all

 err = natC.RequestSync(
  clientID,
  clmsTopic,
  context,
  request,
  response,
  20*1000*time.Millisecond,
 )
 if err
!= nil {
  log.ErrorFmt(log.Fields{"error: ": err}, "CLMS send entitlement HI RTU update Failed - NATS error")
  continue
 }

 if response == nil { //nolint:all
  log.ErrorFmt(log.Fields{"error: ": ErrEmptyResponse},
   "CLMS Entitlement HI RTU update failed retrying...")
  continue
 }

 //capture license status and topic info in response
 if response.GetResult() == cw_clms.Result_ERROR || response.GetResult() == cw_clms.Result_REJECTED {
  log.ErrorFmt(log.Fields{"error": err},
   "CLMS send entitlement HI RTU update Failed CLMS: result not accepted")
  err = errors.New(response.GetMessage())
 } else {
  if response.GetLicenseStatus() == cw_clms.SentryLicenseAuthStatus_UN_CONFIGURED {
   err = errors.New("Error: license state unexpected")
   continue
  }
 }
```

```
 break
 }

 if err != nil {
  log.ErrorFmt(log.Fields{"Error": err},
   fmt.Sprintf("Failed to update entitlement HI RTU to CLMS after %d retries", retries))
  alarms.MajorSystemEvent(
   false,
   alarms.InfoLicenseMgr,
   "LicenseMgr",
  alarms.ObjDscLicenseMgr,
   fmt.Sprintf("Failed to update entitlement HI RTU to CLMS after %d retries", retries),
  )
  client.updateError.Store(true)
 } else if client.updateError.Load() {
  log.Info("update entitlement HI RTU to CLMS successful")
  client.updateError.Store(false)
 }

 return err
}

// Check RTM and RTU entitlement states and returns over all license state .
func IsLicenseExpired() (expired bool, licenseAuthStatus string) {
 rtuExpired := false
 var licenseStatus string
 if clmsCtx != nil {
  if _, ok := unacceptableRTUStatuses[clmsCtx.getRTUStatus()]; ok {
   rtuExpired = true
   licenseStatus = clmsCtx.getRTUStatus().String()
  }
 } else {
  log.InfoFmt(log.Fields{"CLMS Client": nil},
   "CLMS: Client not setup assuming licnese expired")
 }
 if rtuExpired {
  log.InfoFmt(log.Fields{"rtmLicenseStatus": clmsCtx.getRTMStatus(),
   "rtuLicenseStatus": clmsCtx.getRTUStatus()}, "In License check")
  // If lab licensing is enabled, any state should
 be compliant
  return !clmsCtx.isLabLicensing.Load(), licenseStatus
 }
 return false, licenseStatus
}

// Gets the RTM and RTU entitlement status from CLMS and updates inmemory variables
func UpdateLicenseState() {
 //fetching the license state with product id as CAHISW
```

```
//if CNC is enabled, then CLMS will return CNC info, otherwise CAHI info
//Irrespective of that we can set the state
response, err := getLicenseState()
if err != nil || response == nil {
 return
}
entitlementCount := 0
productId := response.ProductId
for _, entitlement := range response.GetEntitlements() {
 if entitlement.GetTag() == clmsCtx.Configuration.EntitlementRtuTag {
  // ROBOT-23784 CNC license
  // RTU applicable only for CNC
  if productId == CNC_PRODUCT_ID {
   clmsCtx.setRTUStatus(entitlement.GetStatus())
  }
  clmsCtx.setRTUStatus(entitlement.GetStatus())
  entitlementCount++
 } else if entitlement.GetTag() == clmsCtx.Configuration.EntitlementRtmTag {
  clmsCtx.setRTMStatus(entitlement.GetStatus())
  entitlementCount++
 }
 if
entitlementCount == 2 {
  break
 }
}
clmsCtx.updateLabLicenseState()
}

// Calls CLMS get License status API and fetches the RTU and RTM entitlement status.
func getLicenseState() (*cw_clms.LicenseStatusResponse, error) {
 natsC := clmsCtx.NatsConn
 if natsC == nil {
  log.Error("NATs connection null, unable to fetch license state from CLMS")
  return nil, errors.New("no nats connection, unable to fetch license state from clms")
 }
 params := clmsCtx.Configuration
 request := &cw_clms.ProductID{}
 request.ProductId = params.ClmsProductId

 response := &cw_clms.LicenseStatusResponse{} //nolint:all
 clientID := util.GetManagerInstID()
 retries := 3
 var err error
 for i := 0; i < retries; i++ {
  err = natsC.RequestSync(
   clientID,
   params.ClmsTopic,
```

```
  "get./v1/license-status",
  request,
  response,
  30*1000*time.Millisecond,
 )

 if err != nil {
  log.ErrorFmt(log.Fields{"error": err}, "Error occured during get license status
call to CLMS")
  continue
 }
 if response == nil { //nolint:all
  log.ErrorFmt(log.Fields{"error: ": ErrEmptyResponse}, "Get license state call to CLMS  failed. Retrying.")
  continue
 }
 if response.GetResult() == cw_clms.Result_ACCEPTED {
  log.InfoFmt(log.Fields{"response": response, "message": response.GetMessage()},
   "Successfully fetched license state from CLMS")
  return response, nil
 }
 return nil, fmt.Errorf(fmt.Sprintf("Error response received from CLMS during for get license call after %d retries",
retries))
 }
 if err != nil {
  return nil, fmt.Errorf(fmt.Sprintf("Failed to get license state from CLMS after %d retries", retries))

 }
 return nil, fmt.Errorf(fmt.Sprintf("Failed to get response from CLMS for get license state after %d retries", retries))
}

// Calls CLMS get lab-License status API and fetch whether user using lab licensing or not.
func getLabLicensingState() (bool, error) {
 natC := clmsCtx.NatsConn
 if natC == nil {
  log.Error("NATs connection
 null, unable to fetch lab-license state from CLMS")
  return false, errors.New("no nats connection, unable to fetch license state from clms")
 }
 params := clmsCtx.Configuration
 request := &cw_clms.ProductID{}
 request.ProductId = params.ClmsProductId

 response := &cw_clms.IsLabEnabledResponse{} //nolint:all
 clientID := util.GetManagerInstID()
 retries := 3
 var err error
 for i := 0; i < retries; i++ {
  err = natC.RequestSync(
```

```
 clientID,
 params.ClmsTopic,
 "get./v1/lab-licensing",
 request,
 response,
 30*1000*time.Millisecond,
)

if err != nil {
 log.ErrorFmt(log.Fields{"error": err}, "Error occurred during get lab-licensing status call to CLMS")
 continue
}
if response == nil { //nolint:all
 log.ErrorFmt(log.Fields{"error: ": ErrEmptyResponse},
  "Get lab-licensing state call to CLMS  failed. Retrying.")
 continue
}
if response.GetResult() == cw_clms.Result_ACCEPTED {
 log.InfoFmt(log.Fields{
  "response": response,
 }, "Successfully
fetched lab-license state from CLMS")

 return response.GetStatus(), nil
}
return false, fmt.Errorf(
 fmt.Sprintf("Error response received from CLMS during for get lab-license call after %d retries", retries))
}
if err != nil {
 return false, fmt.Errorf(
  fmt.Sprintf("Failed to get lab-license state from CLMS after %d retries", retries))
}
return false, fmt.Errorf(
 fmt.Sprintf("Failed to get response from CLMS for get lab-license state after %d retries", retries))
}
func (client *LicenseClient) setRTUStatus(rtuStatus cw_clms.EntitlementStatus_SentryEntitlementEnforceMode) {
 client.mu.Lock()
 log.DebugFmt(log.Fields{"RTU Entitlement status:": rtuStatus}, "Updating RTU entitlement status")
 client.rtuLicenseStatus = rtuStatus
 client.mu.Unlock()
}
func (client *LicenseClient) setRTMStatus(rtmStatus cw_clms.EntitlementStatus_SentryEntitlementEnforceMode)
{
 client.mu.Lock()
 log.DebugFmt(log.Fields{"RTM Entitlement status:": rtmStatus}, "Updating RTU entitlement status")
 client.rtmLicenseStatus
 = rtmStatus
 client.mu.Unlock()
```

```
}
func (client *LicenseClient) getRTUStatus() cw_clms.EntitlementStatus_SentryEntitlementEnforceMode {
 client.mu.RLock()
 defer client.mu.RUnlock()
 return client.rtuLicenseStatus
}
func (client *LicenseClient) getRTMStatus() cw_clms.EntitlementStatus_SentryEntitlementEnforceMode {
 client.mu.RLock()
 defer client.mu.RUnlock()
 return client.rtmLicenseStatus
}

// In case of RTU license expired ,fetches lab licensing state from CLMS and update inmemory variable.
func (client *LicenseClient) updateLabLicenseState() {
 var rtuExpired bool
 if _, ok := unacceptableRTUStatuses[clmsCtx.getRTUStatus()]; ok {
  rtuExpired = true
 }
 if rtuExpired {
  isLabLicensing, err := getLabLicensingState()
  if err == nil {
   clmsCtx.isLabLicensing.Store(isLabLicensing)
  }
 }
}

func (client *LicenseClient) updateRtmCounter() {
 var rtm_count uint32
 var err error
 // retry loop for 3 times, 10 seconds apart
 for i := 1; i <= 3; i++ {
  rtm_count,
 err = util.GetDistinctDeviceUsage()
  if err == nil {
   break
  }
  time.Sleep(time.Duration(i) * 10 * time.Second)
 }
 if err != nil {
  log.ErrorFmt(log.Fields{"error": err}, "Failed to get distinct device usage count for RTM")
  return
 }
 /* CSCwn56583 - Removal of Component-based licensing 7.1
 err = clmsCtx.RequestRTM(rtm_count, clmsCtx.Configuration.ClmsSoftwareId)
 if err != nil {
  log.ErrorFmt(log.Fields{"error": err},
   "Send CLMS entitilement RTM failed for CAHI license.")
 } else {
```

```
  log.InfoFmt(log.Fields{"rtm_count": rtm_count, "SoftwareId": clmsCtx.Configuration.ClmsSoftwareId}, "rtm count
sent to CLMS")
 }
 */
 //  ROBOT-23784 CNC Smart license
 err = clmsCtx.RequestRTM(rtm_count, clmsCtx.Configuration.CncSoftwareID)
 if err != nil {
  log.ErrorFmt(log.Fields{"error": err},
   "Send CLMS entitilement RTM failed for CNC license.")
 } else {
  log.InfoFmt(log.Fields{"rtm_count": rtm_count, "SoftwareId": clmsCtx.Configuration.CncSoftwareID}, "rtm count
sent to CLMS")
 }

}

func
 (client *LicenseClient) StartPeriodicSync(ctx context.Context) {
 // send the rtm count to clms at the start up
 client.updateRtmCounter()
 // addd a 2 hour timer to sync the license state or done by the user

 ticker := time.NewTicker(DEFAULT_CLMS_SEND_INTERVAL)
 defer ticker.Stop()
 for {
  select {
  case <-ticker.C:
   client.updateRtmCounter()

  case <-ctx.Done():
   return
  }
 }
}

// Raise alarms in case either of  RTU and RTM are in invalid state.
func handleAlarmOnLicenseState() {
 var err error
 if clmsCtx != nil {
  instanceID := os.Getenv("HOSTNAME")
  if instanceID == "" {
   instanceID = "HI"
  }
  if _, ok := rtuAlarmStatuses[clmsCtx.getRTUStatus()]; ok {
   _err := alarmUtil.Alarms.RaiseEvent(
    true, alarmsPb.Category_System, alarmsPb.Severity_Critical,
    hiAlarms.ErrLicenseMgr.Value(),
    "ErrLicenseMgr", hiAlarms.HIAlaramStartup.Value(),
```

```
   "RTU entitlement state",
   util.APPNAME, instanceID, "Invalid RTU entitlement state:"+clmsCtx.getRTUStatus().String(),
  )
  if
 _err != nil {
   log.ErrorFmt(log.Fields{"err": err, "send_error": _err}, "failed to send alarms event")
  }
 } else {
  alarmUtil.Alarms.Clear(
   alarmsPb.Category_System, hiAlarms.ErrLicenseMgr.Value(),
   "ErrLicenseMgr", hiAlarms.HIAlaramStartup.Value(),
   "RTU entitlement state",
   util.APPNAME, instanceID, "Valid RTU entitlement state:"+clmsCtx.getRTUStatus().String(),
  )
 }
 if _, ok := rtmAlarmStatuses[clmsCtx.getRTMStatus()]; ok {
  _err := alarmUtil.Alarms.RaiseEvent(
   true, alarmsPb.Category_System, alarmsPb.Severity_Critical,
   hiAlarms.ErrLicenseMgr.Value(),
   "ErrLicenseMgr", hiAlarms.HIAlaramStartup.Value(),
   "RTM entitlement state",
   util.APPNAME, instanceID, "Invalid RTM entitlement state:"+clmsCtx.getRTMStatus().String(),
  )
  if _err != nil {
   log.ErrorFmt(log.Fields{"err": err, "send_error": _err}, "failed to send alarms event")
  }
 } else {
  alarmUtil.Alarms.Clear(
   alarmsPb.Category_System, hiAlarms.ErrLicenseMgr.Value(),
   "ErrLicenseMgr",
 hiAlarms.HIAlaramStartup.Value(),
   "RTM entitlement state",
   util.APPNAME, instanceID, "Valid RTM entitlement state:"+clmsCtx.getRTMStatus().String(),
  )
 }
 }
}

// Reconcilation of RTU and RTM count  in case of CLMS went down and came up.
func reconcileRTUAndRTM() {
 reportRTMCountToClms()
 if clmsCtx != nil {
  // ROBOT-23784 Smart CNC license
  err := clmsCtx.RequestRTU(1, clmsCtx.Configuration.CncSoftwareID)
  if err != nil {
   log.ErrorFmt(log.Fields{"err": err}, "failed to send RTU count to CLMS.")
  }
  // CSCwn56583 - Removal of Component-based licensing 7.1
```

```
  /*
   err = clmsCtx.RequestRTU(1, clmsCtx.Configuration.ClmsSoftwareId)
   if err != nil {
    log.ErrorFmt(log.Fields{"err": err}, "failed to send RTU count to CLMS.")
   }
  */
 }
}

// Sends RTM count to CLMS.
func reportRTMCountToClms() {
 var rtm_count uint32
 rtm_count, err := util.GetDistinctDeviceUsage()
 if err != nil {
  log.ErrorFmt(log.Fields{"error":
 err},
   "report RTM count to Clms failed to read RTM")
  return
 }
 if clmsCtx != nil {
  // CSCwn56583 - Removal of Component-based licensing 7.1
  /*
   err = clmsCtx.RequestRTM(rtm_count, clmsCtx.Configuration.ClmsSoftwareId)
   if err != nil {
    log.ErrorFmt(log.Fields{"error": err},
     "Send CLMS entitilement RTM failed for CAHI license.")
   } */
  //  ROBOT-23784 CNC Smart license
  err = clmsCtx.RequestRTM(rtm_count, clmsCtx.Configuration.CncSoftwareID)
  if err != nil {
   log.ErrorFmt(log.Fields{"error": err},
    "Send CLMS entitilement RTM failed for CNC license.")
  }
  log.DebugFmt(log.Fields{"rtm_count": rtm_count}, "Send CLMS entitlements RTM, Success")
 } else {
  log.Error("report RTM count to Clms failed since clms client not ready")
 }
}
package license

import (
 "errors"
 "github.com/IBM/sarama"
 "github.com/agiledragon/gomonkey/v2"
 "github.com/dlintw/goconf"
 "github3.cisco.com/ROBOT/infra-utils/golang/kafka"
 "github3.cisco.com/ROBOT/infra-utils/golang/messaging"
 "github3.cisco.com/ROBOT/infra-utils/golang/robotnats"
```

```
 "github3.cisco.com/ROBOT/pulse/config"
 "github3.cisco.com/ROBOT/pulse/log"
 "github3.cisco.com/ROBOT/pulse/util"
 "github3.cisco.com/ROBOT/robot-api/golang/cw_clms"
 "golang.org/x/net/context"
 "os"
 "reflect"
 "testing"
 "time"
)

var testNatsConn *robotnats.NatsStreamConn
var cfg config.ConfigCLMS

func initTest() {
 dir := os.Getenv("PULSE_TEST_DATA")
 c, err := goconf.ReadConfigFile(dir + "/pulse_local.conf")
 if err != nil {
  log.Error("error in config read.")
 }

 //Client connection
 testNatsConn, err = robotnats.NewNatsStreamConn("pulsetest", c, "nats_stream")
 if err != nil {
  log.Error("NATS streaming connection failed, error is: ", err)
 }
 retryCount := 0
 for !testNatsConn.IsConnected()
 && retryCount < 10 {
  log.Info(log.Fields{
   "connection_status": testNatsConn.IsConnected(),
  }, "Waiting for Nats Connection to be up, Retrying in 2 sec")
  <-time.After(2 * time.Second)
  retryCount++
 }
 if !testNatsConn.IsConnected() {
  log.Error("Nats Streaming connection failed")
 }
 os.Setenv("HOSTNAME", "ut")
 cfg, _ = config.ConfCLMS()
}
func TestCreateClient(t *testing.T) {
 initTest()
 type args struct {
  config   config.ConfigCLMS
  natsConn *robotnats.NatsStreamConn
  appName  string
 }
```

```
 tests := []struct {
  name    string
  args    args
  want    *LicenseClient
  wantErr bool
 }{
  {"TestCreateClient-negative-1", args{cfg, nil, "pulse"}, nil, true},
  {"TestCreateClient-negative-2", args{cfg, testNatsConn, ""}, nil, true},
  {"TestCreateClient-positive", args{cfg, testNatsConn, "pulse"}, &LicenseClient{}, false},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   _, err := CreateClient(tt.args.config, tt.args.natsConn, tt.args.appName)
   if
 (err != nil) != tt.wantErr {
    t.Errorf("CreateClient() error = %v, wantErr %v", err, tt.wantErr)
    return
   }

  })
 }
}

func TestGetClient(t *testing.T) {
 initTest()
 tests := []struct {
  name    string
  want    *LicenseClient
  wantErr bool
 }{
  {"TestGetClient-positive", &LicenseClient{}, false},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   CreateClient(cfg, testNatsConn, "appName")
   got, err := GetClient()
   t.Log(got, "neeraj")
   if (err != nil) != tt.wantErr {
    t.Errorf("GetClient() error = %v, wantErr %v", err, tt.wantErr)
    return
   }

  })
 }
}

func TestIsLicenseExpired(t *testing.T) {
 initTest()
```

```
 tests := []struct {
  name                string
  wantExpired         bool
  wantLicenseAuthStatus string
 }{
  {"TestIsLicenseExpired-positive", false, ""},
  {"TestIsLicenseExpired-negative", true, "EVALUATION_EXPIRED"},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   CreateClient(cfg, testNatsConn, "appName")
   patch1
 := gomonkey.NewPatches()
   patch1.ApplyPrivateMethod(reflect.TypeOf(clmsCtx), "getRTUStatus", func(_ *LicenseClient, _ string)
cw_clms.EntitlementStatus_SentryEntitlementEnforceMode {
    if tt.name == "TestIsLicenseExpired-negative" {
     return cw_clms.EntitlementStatus_EVALUATION_EXPIRED
    }
    return cw_clms.EntitlementStatus_EVALUATION

   })
   defer patch1.Reset()
   gotExpired, got := IsLicenseExpired()
   if gotExpired != tt.wantExpired || got != tt.wantLicenseAuthStatus {
    t.Errorf("IsLicenseExpired() gotExpired = %v, want %v", gotExpired, tt.wantExpired)
    t.Errorf("IsLicenseExpired() got = %v, want %v", got, tt.wantLicenseAuthStatus)
   }
  })
 }
}

func TestLicenseClient_StartPeriodicSync(t *testing.T) {
 initTest()
 ctxvar := context.Background()

 tests := []struct {
  name string
  ctx  context.Context
 }{
  {"TestLicenseClient_StartPeriodicSync-positive", ctxvar},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   client,
 _ := CreateClient(cfg, testNatsConn, "appName")
   patch1 := gomonkey.NewPatches()
   patch1.ApplyPrivateMethod(reflect.TypeOf(clmsCtx), "updateRtmCounter", func(_ *LicenseClient) {
    return
```

```
  })
  defer patch1.Reset()
  go func() {
   patch2 := gomonkey.NewPatches()
   patch2.ApplyPrivateMethod(reflect.TypeOf(clmsCtx), "updateRtmCounter", func(_ *LicenseClient) {
    return

   })
   defer patch2.Reset()
   client.StartPeriodicSync(ctxvar)
  }()
  time.Sleep(2 * time.Second)
  ctxvar.Done()
  time.Sleep(2 * time.Second)
 })
 }
}

func TestLicenseClient_updateRtmCounter(t *testing.T) {
 initTest()

 tests := []struct {
  name string
 }{
  {"TestLicenseClient_updateRtmCounter-positive"},
  {"TestLicenseClient_updateRtmCounter-negative"},
  {"TestLicenseClient_updateRtmCounter-negative-2"},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   patch1 := gomonkey.NewPatches()
   patch1.ApplyMethod(reflect.TypeOf(clmsCtx), "RequestRTM", func(_ *LicenseClient,
 count uint32, softwareId string) error {
    if tt.name == "TestLicenseClient_updateRtmCounter-negative" {
     return errors.New("error")
    }
    return nil

   })
   defer patch1.Reset()

   patch2 := gomonkey.NewPatches()
   patch2.ApplyFunc(util.GetDistinctDeviceUsage, func() (uint32, error) {
    if tt.name == "TestLicenseClient_updateRtmCounter-negative-2" {
     return 0, errors.New("error")
    }
    return 0, nil
```

```
  })
  defer patch2.Reset()

  client, _ := CreateClient(cfg, testNatsConn, "appName")
  client.updateRtmCounter()
 })
 }
}

func Test_reportRTMCountToClms(t *testing.T) {
 initTest()
 tests := []struct {
  name string
 }{
  {"Test_reportRTMCountToClms-positive"},
  {"Test_reportRTMCountToClms-negative"},
  {"Test_reportRTMCountToClms-negative-2"},
  {"Test_reportRTMCountToClms-negative-3"},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   patch1 := gomonkey.NewPatches()
   patch1.ApplyMethod(reflect.TypeOf(clmsCtx), "RequestRTM",
  func(_ *LicenseClient, count uint32, softwareId string) error {
    if tt.name == "Test_reportRTMCountToClms-negative" {
     return errors.New("error")
    }
    return nil

   })
   defer patch1.Reset()

   patch2 := gomonkey.NewPatches()
   patch2.ApplyFunc(util.GetDistinctDeviceUsage, func() (uint32, error) {
    if tt.name == "Test_reportRTMCountToClms-negative-2" {
     return 0, errors.New("error")
    }
    return 0, nil

   })
   defer patch2.Reset()

   CreateClient(cfg, testNatsConn, "appName")
   if tt.name == "Test_reportRTMCountToClms-negative-3" {
    clmsCtx = nil
   }
   reportRTMCountToClms()
```

```
 })
 }
}

func Test_reconcileRTUAndRTM(t *testing.T) {
 initTest()
 tests := []struct {
  name string
 }{
  {"Test_reconcileRTUAndRTM-positive"},
  {"Test_reconcileRTUAndRTM-negative"},
  {"Test_reconcileRTUAndRTM-negative-2"},
  {"Test_reconcileRTUAndRTM-negative-3"},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   patch1 := gomonkey.NewPatches()
   patch1.ApplyMethod(reflect.TypeOf(clmsCtx),
 "RequestRTM", func(_ *LicenseClient, count uint32, softwareId string) error {
    if tt.name == "Test_reconcileRTUAndRTM-negative" {
     return errors.New("error")
    }
    return nil

   })
   defer patch1.Reset()

   patch2 := gomonkey.NewPatches()
   patch2.ApplyMethod(reflect.TypeOf(clmsCtx), "RequestRTU", func(_ *LicenseClient, count uint32, softwareId
string) error {
    if tt.name == "Test_reconcileRTUAndRTM-negative" {
     return errors.New("error")
    }
    return nil

   })
   defer patch2.Reset()

   patch3 := gomonkey.NewPatches()
   patch3.ApplyFunc(util.GetDistinctDeviceUsage, func() (uint32, error) {
    if tt.name == "Test_reconcileRTUAndRTM-negative-2" {
     return 0, errors.New("error")
    }
    return 0, nil

   })
   defer patch3.Reset()
```

```
  CreateClient(cfg, testNatsConn, "appName")
  if tt.name == "Test_reconcileRTUAndRTM-negative-3" {
   clmsCtx = nil
  }
  reconcileRTUAndRTM()
 })
 }
}

func Test_handleAlarmOnLicenseState(t
 *testing.T) {
 initTest()
 tests := []struct {
  name string
 }{
  {"Test_handleAlarmOnLicenseState-positive"},
  {"Test_handleAlarmOnLicenseState-negative"},
  {"Test_handleAlarmOnLicenseState-negative-2"},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   CreateClient(cfg, testNatsConn, "appName")
   patch1 := gomonkey.NewPatches()
   patch1.ApplyPrivateMethod(reflect.TypeOf(clmsCtx), "getRTUStatus", func(_ *LicenseClient)
cw_clms.EntitlementStatus_SentryEntitlementEnforceMode {
    if tt.name == "Test_handleAlarmOnLicenseState-negative" {
     return cw_clms.EntitlementStatus_AUTHORIZED_PERIOD_EXPIRED
    }
    return 0

   })
   defer patch1.Reset()

   patch2 := gomonkey.NewPatches()
   patch2.ApplyPrivateMethod(reflect.TypeOf(clmsCtx), "getRTMStatus", func(_ *LicenseClient)
cw_clms.EntitlementStatus_SentryEntitlementEnforceMode {
    if tt.name == "Test_handleAlarmOnLicenseState-negative-2" {
     return cw_clms.EntitlementStatus_AUTHORIZED_PERIOD_EXPIRED
    }
    return
 0

   })
   defer patch2.Reset()

   handleAlarmOnLicenseState()
  })
 }
```

```
}

func TestLicenseClient_updateLabLicenseState(t *testing.T) {
 initTest()

 tests := []struct {
  name string
 }{
  {"Test_updateLabLicenseState-positive"},
  {"Test_updateLabLicenseState-negative"},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   patch1 := gomonkey.NewPatches()
   patch1.ApplyPrivateMethod(reflect.TypeOf(clmsCtx), "getRTUStatus", func(_ *LicenseClient, _ string)
cw_clms.EntitlementStatus_SentryEntitlementEnforceMode {
    if tt.name == "Test_updateLabLicenseState-negative" {
     return cw_clms.EntitlementStatus_EVALUATION_EXPIRED
    }
    return cw_clms.EntitlementStatus_EVALUATION

   })
   defer patch1.Reset()
   CreateClient(cfg, testNatsConn, "appName")
   clmsCtx.updateLabLicenseState()
  })
 }
}

func TestLicenseClient_getterSetter(t *testing.T) {
 initTest()

 type args struct {
  rtuStatus cw_clms.EntitlementStatus_SentryEntitlementEnforceMode
  rtmStatus
 cw_clms.EntitlementStatus_SentryEntitlementEnforceMode
 }
 type want struct {
  rtuStatus cw_clms.EntitlementStatus_SentryEntitlementEnforceMode
  rtmStatus cw_clms.EntitlementStatus_SentryEntitlementEnforceMode
 }
 tests := []struct {
  name string
  args args
  want want
 }{
  {"Test_getterSetter-positive", args{1, 1}, want{1, 1}},
 }
```

```
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   CreateClient(cfg, testNatsConn, "appName")
   clmsCtx.setRTMStatus(tt.args.rtmStatus)
   clmsCtx.setRTUStatus(tt.args.rtuStatus)
   if got := clmsCtx.getRTMStatus(); got != tt.want.rtmStatus {
    t.Errorf("getRTMStatus() = %v, want %v", got, tt.want.rtmStatus)
   }
   if got := clmsCtx.getRTUStatus(); got != tt.want.rtuStatus {
    t.Errorf("getRTUStatus() = %v, want %v", got, tt.want.rtuStatus)
   }
  })
 }
}

func Test_handleCLMSLicenseStateChange(t *testing.T) {
 initTest()
 ctx := context.Background()
 type args struct {
  notification *cw_clms.SentryLicenseState
 }
 tests
 := []struct {
  name string
  args args
 }{
  {"Test_handleCLMSLicenseStateChange-positive", args{&cw_clms.SentryLicenseState{RegistrationStatus:
cw_clms.SentryLicenseState_REGISTERED,
   Entitlements: []*cw_clms.EntitlementStatus{&cw_clms.EntitlementStatus{Tag: "1"},
&cw_clms.EntitlementStatus{Tag: "2"}}}}},
  {"Test_handleCLMSLicenseStateChange-positive-2", args{&cw_clms.SentryLicenseState{RegistrationStatus:
cw_clms.SentryLicenseState_UN_REGISTERED}}},
  {"Test_handleCLMSLicenseStateChange-negative", args{nil}},
  {"Test_handleCLMSLicenseStateChange-negative-2", args{&cw_clms.SentryLicenseState{}}},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   CreateClient(cfg, testNatsConn, "appName")
   patch1 := gomonkey.NewPatches()
   patch1.ApplyPrivateMethod(reflect.TypeOf(clmsCtx), "updateLabLicenseState", func(_ *LicenseClient) {
    return
   })
   defer patch1.Reset()

   patch0 := gomonkey.NewPatches()
   patch0.ApplyMethod(reflect.TypeOf(clmsCtx),
 "RequestRTM", func(_ *LicenseClient, count uint32, softwareId string) error {
```

```
    return nil

   })
   defer patch0.Reset()

   patch2 := gomonkey.NewPatches()
   patch2.ApplyMethod(reflect.TypeOf(clmsCtx), "RequestRTU", func(_ *LicenseClient, count uint32, softwareId
string) error {

    return nil

   })
   defer patch2.Reset()

   patch3 := gomonkey.NewPatches()
   patch3.ApplyFunc(util.GetDistinctDeviceUsage, func() (uint32, error) {
    return 0, nil

   })
   defer patch3.Reset()

   if tt.name == "Test_handleCLMSLicenseStateChange-negative-2" {
    clmsCtx = nil
   }
   handleCLMSLicenseStateChange(ctx, tt.args.notification)
  })
 }
}

func Test_getLabLicensingState(t *testing.T) {
 initTest()
 tests := []struct {
  name    string
  want    bool
  wantErr bool
 }{
  {"Test_getLabLicensingState-positive", true, true},
  {"Test_getLabLicensingState-negative", false, true},
  {"Test_getLabLicensingState-negative-2", false, true},
 }
 for _, tt := range tests {
  t.Run(tt.name,
 func(t *testing.T) {
   patches := gomonkey.ApplyMethod(testNatsConn, "RequestSync", func(_ *robotnats.NatsStreamConn, _ string, _
string, _ string, _ interface{}, _ interface{}, _ time.Duration) error {
    if tt.name == "Test_getLabLicensingState-negative" {
     return errors.New("error")
    }
```

```
    return nil

   })
   defer patches.Reset()

   CreateClient(cfg, testNatsConn, "appName")
   if tt.name == "Test_getLabLicensingState-negative-2" {
    testNatsConn = nil
   }
   got, err := getLabLicensingState()
   if (err != nil) != tt.wantErr {
    t.Errorf("getLabLicensingState() error = %v, wantErr %v", err, tt.wantErr)
    return
   }
   if got != tt.want {
    t.Errorf("getLabLicensingState() got = %v, want %v", got, tt.want)
   }
  })
 }
}

func Test_getLicenseState(t *testing.T) {
 initTest()
 tests := []struct {
  name    string
  want    *cw_clms.LicenseStatusResponse
  wantErr bool
 }{
  {"Test_getLicenseState-positive", nil, true},
  {"Test_getLicenseState-negative", nil,
 true},
  {"Test_getLicenseState-negative-2", nil, true},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   patches := gomonkey.ApplyMethod(testNatsConn, "RequestSync", func(_ *robotnats.NatsStreamConn, _ string, _
string, _ string, _ interface{}, _ interface{}, _ time.Duration) error {
    if tt.name == "Test_getLabLicensingState-negative" {
     return errors.New("error")
    }
    return nil

   })
   defer patches.Reset()

   CreateClient(cfg, testNatsConn, "appName")
   if tt.name == "Test_getLicenseState-negative-2" {
    testNatsConn = nil
```

```
  }
  got, err := getLicenseState()
  if (err != nil) != tt.wantErr {
   t.Errorf("getLicenseState() error = %v, wantErr %v", err, tt.wantErr)
   return
  }
  if !reflect.DeepEqual(got, tt.want) {
   t.Errorf("getLicenseState() got = %v, want %v", got, tt.want)
  }
 })
 }
}

func TestUpdateLicenseState(t *testing.T) {
 initTest()
 tests := []struct {
  name string
 }{
  {"Test_getLabLicensingState-positive"},
  {"Test_getLabLicensingState-negative"},
 }
 for
 _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   CreateClient(cfg, testNatsConn, "appName")
   patches2 := gomonkey.ApplyFunc(getLicenseState, func() (*cw_clms.LicenseStatusResponse, error) {
    if tt.name == "Test_getLabLicensingState-negative" {
     return nil, errors.New("error")
    }
    return &cw_clms.LicenseStatusResponse{Entitlements:
[]*cw_clms.EntitlementStatus{&cw_clms.EntitlementStatus{Tag: "1"}, &cw_clms.EntitlementStatus{Tag: "2"}}},
nil

   })
   defer patches2.Reset()
   UpdateLicenseState()
  })
 }
}

func TestLicenseClient_StartClmsStateConsumer(t *testing.T) {
 initTest()
 tests := []struct {
  name    string
  wantSub robotnats.RobotNatsSubscription
  wantErr bool
 }{
  {"Test_getLabLicensingState-positive", nil, false},
```

```
 {"Test_getLabLicensingState-negative", nil, true},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   CreateClient(cfg, testNatsConn, "appName")
   clmsCtx.NatsConn.KafkaCfg
 = &kafka.RobotKafka{ConsumerCfg: &sarama.Config{}}
   patch1 := gomonkey.ApplyMethod(reflect.TypeOf(testNatsConn), "Serve", func(_ *robotnats.NatsStreamConn,
_string,
    _ string, _ string, _ []messaging.MessageContextIdHandler) (robotnats.RobotNatsSubscription, error) {
    if tt.name == "Test_getLabLicensingState-negative" {
     return nil, errors.New("error")
    }
    return &robotnats.RobotNatsSubscriptionContainer{}, nil

   })

   defer patch1.Reset()
   gotSub, err := clmsCtx.StartClmsStateConsumer()
   if (err != nil) != tt.wantErr {
    t.Errorf("StartClmsStateConsumer() error = %v, wantErr %v", err, tt.wantErr)
    return
   }
   if !reflect.DeepEqual(gotSub, tt.wantSub) {
    t.Errorf("StartClmsStateConsumer() gotSub = %v, want %v", gotSub, tt.wantSub)
   }
  })
 }
}

func TestLicenseClient_RequestRTM(t *testing.T) {
 initTest()
 type args struct {
  count      uint32
  softwareId string
 }
 tests := []struct {
  name    string
  args    args
  wantErr bool
 }{
  {"TestLicenseClient_RequestRTU-positive",
 args{count: 1, softwareId: "1"}, true},
  {"TestLicenseClient_RequestRTU-negative", args{count: 1, softwareId: "1"}, true},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   CreateClient(cfg, testNatsConn, "appName")
```

```
  patches := gomonkey.ApplyMethod(clmsCtx.NatsConn, "RequestSync", func(_ *robotnats.NatsStreamConn, _
string, _ string, _ string, _ interface{}, _ interface{}, _ time.Duration) error {
   if tt.name == "TestLicenseClient_RequestRTU-positive" {
    return nil
   }
   return errors.New("error")

  })
  defer patches.Reset()
  if err := clmsCtx.RequestRTM(tt.args.count, tt.args.softwareId); (err != nil) != tt.wantErr {
   t.Errorf("RequestRTM() error = %v, wantErr %v", err, tt.wantErr)
  }
 })
 }
}

func TestLicenseClient_RequestRTU(t *testing.T) {
 initTest()
 type args struct {
  count      uint32
  softwareId string
 }
 tests := []struct {
  name string

  args    args
  wantErr bool
 }{
  {"TestLicenseClient_RequestRTU-positive",
 args{count: 1, softwareId: "1"}, false},
  {"TestLicenseClient_RequestRTU-negative", args{count: 1, softwareId: "1"}, true},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   CreateClient(cfg, testNatsConn, "appName")
   patches := gomonkey.ApplyMethod(clmsCtx.NatsConn, "RequestSync", func(_ *robotnats.NatsStreamConn, _
string, _ string, _ string, _ interface{}, _ interface{}, _ time.Duration) error {
   if tt.name == "TestLicenseClient_RequestRTU-positive" {
    return nil
   }
   return errors.New("error")

  })
  defer patches.Reset()
  if err := clmsCtx.RequestRTU(tt.args.count, tt.args.softwareId); (err != nil) != tt.wantErr {
   t.Errorf("RequestRTU() error = %v, wantErr %v", err, tt.wantErr)
  }
 })
```

```
 }
}

func Test_handleCNCLicenseNotif(t *testing.T) {
 initTest()
 type args struct {
  ctx          context.Context
  notification *cw_clms.SentryLicenseState
 }
 tests := []struct {
  name string
  args args
 }{
  {"Test_handleCNCLicenseNotif-positive",
 args{ctx: context.Background(), notification: &cw_clms.SentryLicenseState{LicenseStatus: 1}}},
  {"Test_handleCNCLicenseNotif-Negative-1", args{ctx: context.Background(), notification: nil}},
  {"Test_handleCNCLicenseNotif-Negative-2", args{ctx: context.Background(), notification:
&cw_clms.SentryLicenseState{LicenseStatus: 1}}},
 }
 for _, tt := range tests {
  t.Run(tt.name, func(t *testing.T) {
   CreateClient(cfg, testNatsConn, "appName")
   if tt.name == "Test_handleCNCLicenseNotif-Negative-2" {
    clmsCtx = nil
   }
   patch0 := gomonkey.NewPatches()
   patch0.ApplyMethod(reflect.TypeOf(clmsCtx), "RequestRTM", func(_ *LicenseClient, count uint32, softwareId
string) error {
    return nil
   })
   defer patch0.Reset()

   patch2 := gomonkey.NewPatches()
   patch2.ApplyMethod(reflect.TypeOf(clmsCtx), "RequestRTU", func(_ *LicenseClient, count uint32, softwareId
string) error {
    return nil
   })
   defer patch2.Reset()
   handleCNCLicenseNotif(tt.args.ctx,
 tt.args.notification)
  })
 }
}
```

# 1.198 distlib 0.3.8

## 1.198.1 Available under license :

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 |
| 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 |

Footnotes:

(1) GPL-compatible doesn't mean that we're distributing Python under the GPL. All Python licenses, unlike the GPL, let you distribute a modified version without making your changes open source. The GPL-compatible licenses make it possible to combine Python with 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.

B. TERMS AND CONDITIONS FOR ACCESSING OR OTHERWISE USING PYTHON
==========

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==========
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The Distutils2 project was started by Tarek Ziad and is currently maintained by ric Araujo. Many people have contributed to the project.

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!

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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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```
/* Extract the last component (base name) of a file name.

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#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H

#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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# 1.208 russellhaering-goxmldsig 1.4.0

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# 1.210 pgpassfile 1.0.0

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# 1.211 codegangsta-cli 1.20.0

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# 1.212 google-cloud-go-longrunning 0.5.11

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package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
```

```
 "google.golang.org/api/iterator"
)

func ExampleNewLicensesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will
 require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicensesClient_Delete() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.DeleteLicenseRequest{
  //
 TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#DeleteLicenseRequest.
 }
 op, err := c.Delete(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }

 err = op.Wait(ctx)
 if err != nil {
  // TODO: Handle error.
 }
```

```
}

func ExampleLicensesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseRequest.
 }
 resp,
 err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetIamPolicyLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetIamPolicyLicenseRequest.
 }
 resp, err := c.GetIamPolicy(ctx, req)
 if err != nil {
  // TODO: Handle error.
```

```
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_Insert()
 {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.InsertLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#InsertLicenseRequest.
 }
 op, err := c.Insert(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }

 err = op.Wait(ctx)
 if err != nil {
  // TODO: Handle error.
 }
}

func ExampleLicensesClient_List() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template
 only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()
```

```
 req := &computepb.ListLicensesRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
 }
 it := c.List(ctx, req)
 for {
  resp, err := it.Next()
  if err == iterator.Done {
   break
  }
  if err != nil {
   // TODO: Handle error.
  }
  // TODO: Use resp.
  _ = resp

  // If you need to access the underlying RPC response,
  // you can do so by casting the `Response` as below.
  // Otherwise, remove this line. Only populated after
  // first call to Next(). Not safe for concurrent access.
  _ = it.Response.(*computepb.LicensesListResponse)
 }
}

func
 ExampleLicensesClient_SetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.SetIamPolicyLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#SetIamPolicyLicenseRequest.
 }
 resp, err := c.SetIamPolicy(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
```

```
}

func ExampleLicensesClient_TestIamPermissions() {
 ctx := context.Background()
 // This snippet has been automatically
 generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.TestIamPermissionsLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseRequest.
 }
 resp, err := c.TestIamPermissions(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
 "context"
```

```
 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleNewLicenseCodesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 //
 - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicenseCodesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseCodeRequest{
  // TODO: Fill request
 struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseCodeRequest.
 }
 resp, err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}
```

```
func ExampleLicenseCodesClient_TestIamPermissions() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.TestIamPermissionsLicenseCodeRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseCodeRequest.
 }
 resp,
 err := c.TestIamPermissions(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}
```

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// versions:
//  protoc-gen-go v1.34.2
//  protoc        v4.25.3
// source: google/ai/generativelanguage/v1beta/permission.proto

package generativelanguagepb

import (

```
 reflect "reflect"
 sync "sync"

 _ "google.golang.org/genproto/googleapis/api/annotations"
 protoreflect "google.golang.org/protobuf/reflect/protoreflect"
 protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const
 (
 // Verify that this generated code is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
 // Verify that runtime/protoimpl is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Defines types of the grantee of this permission.
type Permission_GranteeType int32

const (
 // The default value. This value is unused.
 Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GranteeType = 0
 // Represents a user. When set, you must provide email_address for the user.
 Permission_USER Permission_GranteeType = 1
 // Represents a group. When set, you must provide email_address for the
 // group.
 Permission_GROUP Permission_GranteeType = 2
 // Represents access to everyone. No extra information is required.
 Permission_EVERYONE Permission_GranteeType = 3
)

// Enum value maps for Permission_GranteeType.
var (
 Permission_GranteeType_name = map[int32]string{
  0: "GRANTEE_TYPE_UNSPECIFIED",
  1: "USER",
  2:
 "GROUP",
  3: "EVERYONE",
 }
 Permission_GranteeType_value = map[string]int32{
  "GRANTEE_TYPE_UNSPECIFIED": 0,
  "USER":                     1,
  "GROUP":                    2,
  "EVERYONE":                 3,
 }
)
```

```
func (x Permission_GranteeType) Enum() *Permission_GranteeType {
 p := new(Permission_GranteeType)
 *p = x
 return p
}

func (x Permission_GranteeType) String() string {
 return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_GranteeType) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GranteeType) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0]
}

func (x Permission_GranteeType) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_GranteeType.Descriptor instead.
func (Permission_GranteeType) EnumDescriptor() ([]byte,
 []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

const (
 // The default value. This value is unused.
 Permission_ROLE_UNSPECIFIED Permission_Role = 0
 // Owner can use, update, share and delete the resource.
 Permission_OWNER Permission_Role = 1
 // Writer can use, update and share the resource.
 Permission_WRITER Permission_Role = 2
 // Reader can use the resource.
 Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
 Permission_Role_name = map[int32]string{
  0: "ROLE_UNSPECIFIED",
  1: "OWNER",
  2: "WRITER",
```

```
 3: "READER",
 }
 Permission_Role_value = map[string]int32{
  "ROLE_UNSPECIFIED": 0,
  "OWNER":            1,
  "WRITER":           2,
  "READER":           3,
 }
)

func (x Permission_Role) Enum() *Permission_Role {
 p := new(Permission_Role)
 *p = x
 return p
}

func (x Permission_Role) String() string {
 return
 protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service accounts,
 you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
```

```
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Output only. Identifier. The permission name. A unique name will be
 // generated on create. Examples:
 //
 // tunedModels/{tuned_model}/permissions/{permission}
 // corpora/{corpus}/permissions/{permission}
 //
 // Output only.
 Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
 // Optional. Immutable. The type of the grantee.
 GranteeType *Permission_GranteeType
`protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1beta.Pe
rmission_GranteeType,oneof"
 json:"grantee_type,omitempty"`
 // Optional. Immutable. The email address of the user of group which this
 // permission refers. Field is not set when permission's grantee type is
 // EVERYONE.
 EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
json:"email_address,omitempty"`
 // Required. The role granted by this permission.
 Role *Permission_Role
`protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1beta.Permission_Role,oneof"
json:"role,omitempty"`
}

func (x *Permission) Reset() {
 *x = Permission{}
 if protoimpl.UnsafeEnabled {
  mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  ms.StoreMessageInfo(mi)
 }
}

func (x *Permission) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}
```

```
func (x *Permission)
 ProtoReflect() protoreflect.Message {
 mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
 if protoimpl.UnsafeEnabled && x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0}
}

func (x *Permission) GetName() string {
 if x != nil {
  return x.Name
 }
 return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
 if x != nil && x.GranteeType != nil {
  return *x.GranteeType
 }
 return Permission_GRANTEE_TYPE_UNSPECIFIED
}

func (x *Permission) GetEmailAddress() string {
 if x != nil && x.EmailAddress != nil {
  return *x.EmailAddress
 }
 return ""
}

func (x *Permission) GetRole() Permission_Role {
 if x != nil && x.Role
 != nil {
  return *x.Role
 }
 return Permission_ROLE_UNSPECIFIED
}
```

```
var File_google_ai_generativelanguage_v1beta_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = []byte{
 0x0a, 0x34, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
 0x31, 0x62, 0x65, 0x74, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x23, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x1a, 0x1f, 0x67, 0x6f, 0x6f,
 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65,
 0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a,
 0x19, 0x67, 0x6f,
 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63,
 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x85, 0x05, 0x0a, 0x0a, 0x50, 0x65, 0x72, 0x6d,
 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65, 0x18, 0x01,
 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04, 0x6e, 0x61,
 0x6d, 0x65, 0x12, 0x6b, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f, 0x74, 0x79,
 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3b, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c,
 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50,
 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65,
 0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x00, 0x52,
 0x0b, 0x67,
 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x88, 0x01, 0x01, 0x12,
 0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73,
 0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x01,
 0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x88, 0x01,
 0x01, 0x12, 0x52, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01, 0x28, 0x0e, 0x32,
 0x34, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65,
 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76,
 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
 0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02, 0x52, 0x04, 0x72, 0x6f,
 0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65,
 0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a,
 0x18, 0x47, 0x52, 0x41, 0x4e, 0x54, 0x45, 0x45, 0x5f,
 0x54, 0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45, 0x44,
 0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01, 0x12, 0x09, 0x0a, 0x05,
 0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45, 0x56, 0x45, 0x52, 0x59,
 0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c, 0x65, 0x12, 0x14, 0x0a,
 0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45,
 0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52, 0x10, 0x01, 0x12, 0x0a,
 0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a, 0x0a, 0x06, 0x52, 0x45,
 0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6, 0x01, 0x0a, 0x2c, 0x67,
 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
 0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73,
 0x2e, 0x63, 0x6f, 0x6d,
 0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x32, 0x74, 0x75, 0x6e,
 0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x5f,
```

```
 0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
 0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x12,
 0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f, 0x72, 0x70, 0x75, 0x73,
 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70,
 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b, 0x70, 0x65, 0x72, 0x6d,
 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73,
 0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
 0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61,
 0x64,
 0x64, 0x72, 0x65, 0x73, 0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f, 0x72, 0x6f, 0x6c, 0x65, 0x42,
 0x9b, 0x01, 0x0a, 0x27, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x42, 0x0f, 0x50, 0x65, 0x72,
 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x50, 0x01, 0x5a, 0x5d,
 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6f, 0x6d,
 0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x76, 0x31, 0x62,
 0x65, 0x74, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61,
 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74,
 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,
 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x62, 0x06, 0x70,
 0x72, 0x6f, 0x74, 0x6f, 0x33,
}

var (
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce sync.Once
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP() []byte {
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce.Do(func() {
  file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData)
 })
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData
}

var file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1beta_permission_proto_goTypes
 = []any{
 (Permission_GranteeType)(0), // 0: google.ai.generativelanguage.v1beta.Permission.GranteeType
 (Permission_Role)(0),        // 1: google.ai.generativelanguage.v1beta.Permission.Role
 (*Permission)(nil),          // 2: google.ai.generativelanguage.v1beta.Permission
}
var file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = []int32{
 0, // 0: google.ai.generativelanguage.v1beta.Permission.grantee_type:type_name ->
```

```
google.ai.generativelanguage.v1beta.Permission.GranteeType
 1, // 1: google.ai.generativelanguage.v1beta.Permission.role:type_name ->
google.ai.generativelanguage.v1beta.Permission.Role
 2, // [2:2] is the sub-list for method output_type
 2, // [2:2] is the sub-list for method input_type
 2, // [2:2] is the sub-list for extension type_name
 2, // [2:2] is the sub-list for extension extendee
 0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1beta_permission_proto_init() }
func
 file_google_ai_generativelanguage_v1beta_permission_proto_init() {
 if File_google_ai_generativelanguage_v1beta_permission_proto != nil {
  return
 }
 if !protoimpl.UnsafeEnabled {
  file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].Exporter = func(v any, i int) any {
   switch v := v.(*Permission); i {
   case 0:
    return &v.state
   case 1:
    return &v.sizeCache
   case 2:
    return &v.unknownFields
   default:
    return nil
   }
  }
 }
 file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].OneofWrappers = []any{}
 type x struct{}
 out := protoimpl.TypeBuilder{
  File: protoimpl.DescBuilder{
   GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
   RawDescriptor: file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc,
   NumEnums:      2,
   NumMessages:   1,
   NumExtensions: 0,
   NumServices:   0,
  },
  GoTypes:           file_google_ai_generativelanguage_v1beta_permission_proto_goTypes,
  DependencyIndexes: file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs,
  EnumInfos:
        file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes,
  MessageInfos:      file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes,
 }.Build()
 File_google_ai_generativelanguage_v1beta_permission_proto = out.File
```

```
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = nil
 file_google_ai_generativelanguage_v1beta_permission_proto_goTypes = nil
 file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = nil
}
// Copyright 2024 Google LLC
//
// Licensed under the Apache License, Version 2.0 (the "License");
// you may not use this file except in compliance with the License.
// You may obtain a copy of the License at
//
//     https://www.apache.org/licenses/LICENSE-2.0
//
// Unless required by applicable law or agreed to in writing, software
// distributed under the License is distributed on an "AS IS" BASIS,
// WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
// See the License for the specific language governing permissions and
// limitations under the License.

// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (
 "bytes"
 "context"
 "fmt"
 "io"
 "net/http"
 "net/url"
 "time"

 computepb "cloud.google.com/go/compute/apiv1/computepb"
 gax "github.com/googleapis/gax-go/v2"
 "google.golang.org/api/googleapi"
 "google.golang.org/api/option"
 "google.golang.org/api/option/internaloption"
 httptransport "google.golang.org/api/transport/http"
 "google.golang.org/grpc"
 "google.golang.org/protobuf/encoding/protojson"
)

var
 newLicenseCodesClientHook clientHook

// LicenseCodesCallOptions contains the retry settings for each method of LicenseCodesClient.
type LicenseCodesCallOptions struct {
 Get               []gax.CallOption
 TestIamPermissions []gax.CallOption
```

```
}

func defaultLicenseCodesRESTCallOptions() *LicenseCodesCallOptions {
 return &LicenseCodesCallOptions{
  Get: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
   }),
  },
  TestIamPermissions: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
 }
}

// internalLicenseCodesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicenseCodesClient
 interface {
 Close() error
 setGoogleClientInfo(...string)
 Connection() *grpc.ClientConn
 Get(context.Context, *computepb.GetLicenseCodeRequest, ...gax.CallOption) (*computepb.LicenseCode, error)
 TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseCodeRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse, error)
}

// LicenseCodesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The LicenseCodes API.
type LicenseCodesClient struct {
 // The internal transport-dependent client.
 internalClient internalLicenseCodesClient

 // The call options for this service.
 CallOptions *LicenseCodesCallOptions
}

// Wrapper methods routed to the internal client.
```

```
// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicenseCodesClient)
 Close() error {
 return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicenseCodesClient) setGoogleClientInfo(keyval ...string) {
 c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection to the API service.
//
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicenseCodesClient) Connection() *grpc.ClientConn {
 return c.internalClient.Connection()
}

// Get return a specified license code. License codes are mirrored across all projects that have permissions to read the License Code. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicenseCodesClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts
...gax.CallOption) (*computepb.LicenseCode,
 error) {
 return c.internalClient.Get(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicenseCodesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption)
(*computepb.TestPermissionsResponse, error) {
 return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with method calls.
type licenseCodesRESTClient struct {
 // The http endpoint to connect to.
 endpoint string

 // The http client.
 httpClient *http.Client
```

```
 // The x-goog-* headers to be sent with each request.
 xGoogHeaders []string

 // Points back to the CallOptions field of the containing LicenseCodesClient
 CallOptions **LicenseCodesCallOptions
}

// NewLicenseCodesRESTClient
 creates a new license codes rest client.
//
// The LicenseCodes API.
func NewLicenseCodesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicenseCodesClient, error) {
 clientOpts := append(defaultLicenseCodesRESTClientOptions(), opts...)
 httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
 if err != nil {
  return nil, err
 }

 callOpts := defaultLicenseCodesRESTCallOptions()
 c := &licenseCodesRESTClient{
  endpoint:    endpoint,
  httpClient:  httpClient,
  CallOptions: &callOpts,
 }
 c.setGoogleClientInfo()

 return &LicenseCodesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicenseCodesRESTClientOptions() []option.ClientOption {
 return []option.ClientOption{
  internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
  internaloption.WithDefaultEndpointTemplate("https://compute.UNIVERSE_DOMAIN"),
  internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
  internaloption.WithDefaultUniverseDomain("googleapis.com"),
  internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
  internaloption.WithDefaultScopes(DefaultAuthScopes()...),
  internaloption.EnableNewAuthLibrary(),
 }
}

//
 setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licenseCodesRESTClient) setGoogleClientInfo(keyval ...string) {
 kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
 kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
```

```
 c.xGoogHeaders = []string{
  "x-goog-api-client", gax.XGoogHeader(kv...),
 }
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licenseCodesRESTClient) Close() error {
 // Replace httpClient with nil to force cleanup.
 c.httpClient = nil
 return nil
}

// Connection returns a connection to the API service.
//
//
 Deprecated: This method always returns nil.
func (c *licenseCodesRESTClient) Connection() *grpc.ClientConn {
 return nil
}

// Get return a specified license code. License codes are mirrored across all projects that have permissions to read the
License Code. Caution This resource is intended for use only by third-party partners who are creating Cloud
Marketplace images.
func (c *licenseCodesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts
...gax.CallOption) (*computepb.LicenseCode, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenseCodes/%v", req.GetProject(),
req.GetLicenseCode())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "license_code", url.QueryEscape(req.GetLicenseCode()))}

 hds = append(c.xGoogHeaders, hds...)
 hds
 = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.LicenseCode{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
```

```
 httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return
 nil, e
 }
 return resp, nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licenseCodesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption)
(*computepb.TestPermissionsResponse, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetTestPermissionsRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
```

```
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenseCodes/%v/testIamPermissions",
req.GetProject(), req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds
 = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).Tes
tIamPermissions)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.TestPermissionsResponse{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if
 err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
```

```
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}
// Copyright 2024 Google LLC
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//     https://www.apache.org/licenses/LICENSE-2.0
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// distributed under the License is distributed on an "AS IS" BASIS,
// WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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// limitations under the License.

// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (
 "bytes"
 "context"
 "fmt"
 "io"
 "math"
 "net/http"
 "net/url"
 "time"

 computepb "cloud.google.com/go/compute/apiv1/computepb"
 gax "github.com/googleapis/gax-go/v2"
 "google.golang.org/api/googleapi"
 "google.golang.org/api/iterator"
 "google.golang.org/api/option"
 "google.golang.org/api/option/internaloption"
 httptransport
 "google.golang.org/api/transport/http"
 "google.golang.org/grpc"
 "google.golang.org/protobuf/encoding/protojson"
 "google.golang.org/protobuf/proto"
```

```
)

var newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
 Delete             []gax.CallOption
 Get                []gax.CallOption
 GetIamPolicy       []gax.CallOption
 Insert             []gax.CallOption
 List               []gax.CallOption
 SetIamPolicy       []gax.CallOption
 TestIamPermissions []gax.CallOption
}

func defaultLicensesRESTCallOptions() *LicensesCallOptions {
 return &LicensesCallOptions{
  Delete: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
  Get: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
   }),
  },
  GetIamPolicy:
 []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
   }),
  },
  Insert: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
```

```
 List: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
  gax.WithRetry(func() gax.Retryer {
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
   },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 SetIamPolicy: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 TestIamPermissions: []gax.CallOption{
  gax.WithTimeout(600000
* time.Millisecond),
 },
}
}

// internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
 Close() error
 setGoogleClientInfo(...string)
 Connection() *grpc.ClientConn
 Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
 Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
 GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
 List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
 SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse,
 error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The Licenses API.
type LicensesClient struct {
 // The internal transport-dependent client.
 internalClient internalLicensesClient
```

```
 // The call options for this service.
 CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
 return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
 c.internalClient.setGoogleClientInfo(keyval...)
}

//
 Connection returns a connection to the API service.
//
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicensesClient) Connection() *grpc.ClientConn {
 return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
 return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption) (*computepb.License, error) {
 return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy
 for a resource. May be empty if no such policy or resource exists. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
```

```
 return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
 return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
 list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-
cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating
Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption)
*LicenseIterator {
 return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use
 only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
 return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
type licensesRESTClient struct {
 // The http endpoint to connect to.
 endpoint string

 // The http client.
 httpClient *http.Client

 // operationClient is used to call the operation-specific management service.
 operationClient *GlobalOperationsClient
```

```
 // The x-goog-* headers to be sent with each request.
 xGoogHeaders []string

 // Points back to the CallOptions field of the containing LicensesClient
 CallOptions **LicensesCallOptions
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx
 context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
 clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
 httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
 if err != nil {
  return nil, err
 }

 callOpts := defaultLicensesRESTCallOptions()
 c := &licensesRESTClient{
  endpoint:    endpoint,
  httpClient:  httpClient,
  CallOptions: &callOpts,
 }
 c.setGoogleClientInfo()

 o := []option.ClientOption{
  option.WithHTTPClient(httpClient),
  option.WithEndpoint(endpoint),
 }
 opC, err := NewGlobalOperationsRESTClient(ctx, o...)
 if err != nil {
  return nil, err
 }
 c.operationClient = opC

 return &LicensesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
 return []option.ClientOption{
  internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
  internaloption.WithDefaultEndpointTemplate("https://compute.UNIVERSE_DOMAIN"),
  internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
  internaloption.WithDefaultUniverseDomain("googleapis.com"),
  internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
  internaloption.WithDefaultScopes(DefaultAuthScopes()...),
  internaloption.EnableNewAuthLibrary(),
```

```
 }
}

//
 setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
 kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
 kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
 c.xGoogHeaders = []string{
  "x-goog-api-client", gax.XGoogHeader(kv...),
 }
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
 // Replace httpClient with nil to force cleanup.
 c.httpClient
 = nil
 if err := c.operationClient.Close(); err != nil {
  return err
 }
 return nil
}

// Connection returns a connection to the API service.
//
// Deprecated: This method always returns nil.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
 return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
 }
```

```
 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params",
 fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "license",
url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Delete[0:len((*c.CallOptions).Delete):len((*c.CallOptions).Delete)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf,
 err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
```

```
 return nil, e
 }
 op := &Operation{
  &globalOperationsHandle{
   c:       c.operationClient,
   proto:   resp,
   project: req.GetProject(),
  },
 }
 return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()),
 "license", url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.License{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
```

```
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err
 := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
req.GetResource())

 params := url.Values{}
 if req != nil && req.OptionsRequestedPolicyVersion != nil {
  params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and
 context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
```

```
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).GetIamPolicy[0:len((*c.CallOptions).GetIamPolicy):len((*c.CallOptions).GetIamPolicy)],
opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp);
 err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
```

```
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetLicenseResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId",
 fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v", "project", url.QueryEscape(req.GetProject()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Insert[0:len((*c.CallOptions).Insert):len((*c.CallOptions).Insert)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err !=
 nil {
   return err
  }
```

```
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
}, opts...)
if e != nil {
 return nil, e
}
op := &Operation{
 &globalOperationsHandle{
  c:       c.operationClient,
  proto:   resp,
  project: req.GetProject(),
 },
}
return op, nil
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient)
 List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption) *LicenseIterator {
 it := &LicenseIterator{}
 req = proto.Clone(req).(*computepb.ListLicensesRequest)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
  resp := &computepb.LicensesListResponse{}
  if pageToken != "" {
   req.PageToken = proto.String(pageToken)
  }
  if pageSize > math.MaxInt32 {
   req.MaxResults = proto.Uint32(math.MaxInt32)
  } else if pageSize != 0 {
```

```
 req.MaxResults = proto.Uint32(uint32(pageSize))
 }
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, "", err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

 params := url.Values{}
 if req != nil && req.Filter != nil {
  params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
 }
 if req != nil && req.MaxResults != nil {
  params.Add("maxResults",
fmt.Sprintf("%v", req.GetMaxResults()))
 }
 if req != nil && req.OrderBy != nil {
  params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
 }
 if req != nil && req.PageToken != nil {
  params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
 }
 if req != nil && req.ReturnPartialSuccess != nil {
  params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := append(c.xGoogHeaders, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return
err
  }
  defer httpRsp.Body.Close()
```

```
  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, "", e
 }
 it.Response = resp
 return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
 items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
 if err != nil {
  return "", err
 }
 it.items = append(it.items, items...)
 return nextPageToken, nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()

return it
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only
 by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetGlobalSetPolicyRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
```

```
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).SetIamPolicy[0:len((*c.CallOptions).SetIamPolicy):len((*c.CallOptions).SetIamPolicy)],
 opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
```

```
  return err
  }

  return nil
  }, opts...)
  if e != nil {
  return nil, e
  }
  return resp, nil
}

// TestIamPermissions returns permissions that a caller has on
 the specified resource. Caution This resource is intended for use only by third-party partners who are creating Cloud
Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetTestPermissionsRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type",
 "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).Tes
tIamPermissions)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.TestPermissionsResponse{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
```

```
httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
if err != nil {
 return err
}
httpReq = httpReq.WithContext(ctx)
httpReq.Header = headers

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
 return err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
 return err
}

buf, err := io.ReadAll(httpRsp.Body)
if err != nil {
 return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
 return err
}

 return
nil
}, opts...)
if e != nil {
 return nil, e
}
return resp, nil
}
```

# 1.213 m3db-prometheus_remote_client_golang 0.4.4

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# 1.214 benbjohnson-clock 1.3.5

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# 1.215 go-units 0.5.0

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# 1.219 prometheus-client-model 0.5.0

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Metadata-Version: 1.1
Name: prometheus_client
Version: 0.5.0
Summary: Python client for the Prometheus monitoring system.
Home-page: https://github.com/prometheus/client_python
Author: Brian Brazil
Author-email: brian.brazil@robustperception.io
License: Apache Software License 2.0
Description: See https://github.com/prometheus/client_python/blob/master/README.md for documentation.
Keywords: prometheus monitoring instrumentation client
Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
Classifier: Intended Audience :: Developers
Classifier: Intended Audience :: Information Technology
Classifier: Intended Audience :: System Administrators
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
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Python :: 3.4
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Metadata-Version: 1.1
Name: prometheus-client
Version: 0.5.0
Summary: Python client for the Prometheus monitoring system.
Home-page: https://github.com/prometheus/client_python
Author: Brian Brazil
Author-email: brian.brazil@robustperception.io
License: Apache Software License 2.0
Description: See https://github.com/prometheus/client_python/blob/master/README.md for documentation.
Keywords: prometheus monitoring instrumentation client
Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
Classifier: Intended Audience :: Developers
Classifier: Intended Audience :: Information Technology
Classifier: Intended Audience :: System Administrators
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.6
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# 1.220 musl 1.2.5-r21

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
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="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# 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=11
#_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
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
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="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
```

```
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# 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
"
```

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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
/* $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
"
```

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```
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/* $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_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
```

```
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$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="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
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SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
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="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

# 1.221 sentry-go 0.12.0

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# 1.222 golang-protobuf-extensions 2.0.0

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# 1.225 oapi-codegen 1.12.4

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## 1.234 dennwc-varint 1.0.0

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lib/libgss/g_utils.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
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lib/gssapi/mechglue/g_compare_name.c
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lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c

lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
kprop/kproplog.c

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# 1.245 go-restful 3.11.0

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# 1.248 wheel 0.45.1

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# 1.264 otel-exporters-zipkin 1.35.0

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# 1.270 my-test-package 1.0

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# 1.271 semver 4.0.0

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# 1.273 gjson 1.11.0

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# 1.274 centrifuge 0.30.2

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# 1.282 component-base 0.29.0

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```
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package pq

import (
 "context"
 "database/sql/driver"
)

// NoticeHandler returns the notice handler on the given connection, if any. A
// runtime panic occurs if c is not a pq connection. This is rarely used
```

```
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.
func NoticeHandler(c driver.Conn) func(*Error) {
 return c.(*conn).noticeHandler
}

// SetNoticeHandler sets the given notice handler on the given connection. A
// runtime panic occurs if c is not a pq connection. A nil handler may be used
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and
// ConnectorWithNoticeHandler instead.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {
 c.(*conn).noticeHandler = handler
}

// NoticeHandlerConnector wraps a regular connector and sets a notice handler
//
 on it.
type NoticeHandlerConnector struct {
 driver.Connector
 noticeHandler func(*Error)
}

// Connect calls the underlying connector's connect method and then sets the
// notice handler.
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
 c, err := n.Connector.Connect(ctx)
 if err == nil {
  SetNoticeHandler(c, n.noticeHandler)
 }
 return c, err
}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  return c.noticeHandler
 }
 return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and
```

```
 setting the notice
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  c.noticeHandler = handler
  return c
 }
 return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}
```

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# 1.287 proto-otlp 1.5.0

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

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https://github.com/dotnet/coreclr/blob/a9074bce5e3814db67dbec1c56f477202164d162/tests/src/sizeondisk/sodbench/SoDBench.cs#L738

```
<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
```

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Julian Seward, jseward@acm.org
bzip2/libbzip2 version 1.0.8 of 13 July 2019

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# 1.297 logr 1.4.2

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# 1.298 pyproject-hooks 1.2.0

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# 1.299 opentelemetry-collector-pdata 1.0.1

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limitations under the License.
procfs provides functions to retrieve system, kernel and process
metrics from the pseudo-filesystem proc.

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# 1.301 cobra 1.9.1

## 1.301.1 Available under license :

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

// Awesomplete - Lea Verou - MIT license

Found in path(s):
* /cobra-1-9-1-tar-gz/cobra-1.9.1/app/assets/javascripts/awesomplete.js

# 1.302 google-apis 1.4.1

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# 1.303 azure-sdk-for-go-sdk-azcore 1.11.1

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//go:build go1.18
// +build go1.18

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package fake

import (
 "context"
 "errors"
 "fmt"
 azfake "github.com/Azure/azure-sdk-for-go/sdk/azcore/fake"
 "github.com/Azure/azure-sdk-for-go/sdk/azcore/fake/server"
 "github.com/Azure/azure-sdk-for-go/sdk/azcore/runtime"
 "github.com/Azure/azure-sdk-for-go/sdk/azcore/to"
 "github.com/Azure/azure-sdk-for-go/sdk/resourcemanager/hybridcompute/armhybridcompute/v2"
 "net/http"
 "net/url"
 "regexp"
)

```
// LicensesServer is a fake server for instances of the armhybridcompute.LicensesClient type.
type LicensesServer struct {
 // BeginCreateOrUpdate is the fake for method LicensesClient.BeginCreateOrUpdate
 // HTTP status codes to indicate success:
 http.StatusOK
 BeginCreateOrUpdate func(ctx context.Context, resourceGroupName string, licenseName string, parameters
armhybridcompute.License, options *armhybridcompute.LicensesClientBeginCreateOrUpdateOptions) (resp
azfake.PollerResponder[armhybridcompute.LicensesClientCreateOrUpdateResponse], errResp
azfake.ErrorResponder)

 // BeginDelete is the fake for method LicensesClient.BeginDelete
 // HTTP status codes to indicate success: http.StatusOK, http.StatusNoContent
 BeginDelete func(ctx context.Context, resourceGroupName string, licenseName string, options
*armhybridcompute.LicensesClientBeginDeleteOptions) (resp
azfake.PollerResponder[armhybridcompute.LicensesClientDeleteResponse], errResp azfake.ErrorResponder)

 // Get is the fake for method LicensesClient.Get
 // HTTP status codes to indicate success: http.StatusOK
 Get func(ctx context.Context, resourceGroupName string, licenseName string, options
*armhybridcompute.LicensesClientGetOptions) (resp
azfake.Responder[armhybridcompute.LicensesClientGetResponse],
 errResp azfake.ErrorResponder)

 // NewListByResourceGroupPager is the fake for method LicensesClient.NewListByResourceGroupPager
 // HTTP status codes to indicate success: http.StatusOK
 NewListByResourceGroupPager func(resourceGroupName string, options
*armhybridcompute.LicensesClientListByResourceGroupOptions) (resp
azfake.PagerResponder[armhybridcompute.LicensesClientListByResourceGroupResponse])

 // NewListBySubscriptionPager is the fake for method LicensesClient.NewListBySubscriptionPager
 // HTTP status codes to indicate success: http.StatusOK
 NewListBySubscriptionPager func(options *armhybridcompute.LicensesClientListBySubscriptionOptions) (resp
azfake.PagerResponder[armhybridcompute.LicensesClientListBySubscriptionResponse])

 // BeginUpdate is the fake for method LicensesClient.BeginUpdate
 // HTTP status codes to indicate success: http.StatusOK
 BeginUpdate func(ctx context.Context, resourceGroupName string, licenseName string, parameters
 armhybridcompute.LicenseUpdate, options *armhybridcompute.LicensesClientBeginUpdateOptions) (resp
azfake.PollerResponder[armhybridcompute.LicensesClientUpdateResponse], errResp azfake.ErrorResponder)

 // BeginValidateLicense is the fake for method LicensesClient.BeginValidateLicense
 // HTTP status codes to indicate success: http.StatusOK
 BeginValidateLicense func(ctx context.Context, parameters armhybridcompute.License, options
*armhybridcompute.LicensesClientBeginValidateLicenseOptions) (resp
azfake.PollerResponder[armhybridcompute.LicensesClientValidateLicenseResponse], errResp
azfake.ErrorResponder)
}
```

```
// NewLicensesServerTransport creates a new instance of LicensesServerTransport with the provided
implementation.
// The returned LicensesServerTransport instance is connected to an instance of armhybridcompute.LicensesClient
via the
// azcore.ClientOptions.Transporter field in the client's constructor parameters.
func NewLicensesServerTransport(srv *LicensesServer) *LicensesServerTransport
 {
 return &LicensesServerTransport{
  srv:                      srv,
  beginCreateOrUpdate:
newTracker[azfake.PollerResponder[armhybridcompute.LicensesClientCreateOrUpdateResponse]](),
  beginDelete:              newTracker[azfake.PollerResponder[armhybridcompute.LicensesClientDeleteResponse]](),
  newListByResourceGroupPager:
newTracker[azfake.PagerResponder[armhybridcompute.LicensesClientListByResourceGroupResponse]](),
  newListBySubscriptionPager:
newTracker[azfake.PagerResponder[armhybridcompute.LicensesClientListBySubscriptionResponse]](),
  beginUpdate:              newTracker[azfake.PollerResponder[armhybridcompute.LicensesClientUpdateResponse]](),
  beginValidateLicense:
newTracker[azfake.PollerResponder[armhybridcompute.LicensesClientValidateLicenseResponse]](),
 }
}

// LicensesServerTransport connects instances of armhybridcompute.LicensesClient to instances of LicensesServer.
// Don't use this type directly, use NewLicensesServerTransport
 instead.
type LicensesServerTransport struct {
 srv                      *LicensesServer
 beginCreateOrUpdate
*tracker[azfake.PollerResponder[armhybridcompute.LicensesClientCreateOrUpdateResponse]]
 beginDelete              *tracker[azfake.PollerResponder[armhybridcompute.LicensesClientDeleteResponse]]
 newListByResourceGroupPager
*tracker[azfake.PagerResponder[armhybridcompute.LicensesClientListByResourceGroupResponse]]
 newListBySubscriptionPager
*tracker[azfake.PagerResponder[armhybridcompute.LicensesClientListBySubscriptionResponse]]
 beginUpdate              *tracker[azfake.PollerResponder[armhybridcompute.LicensesClientUpdateResponse]]
 beginValidateLicense
*tracker[azfake.PollerResponder[armhybridcompute.LicensesClientValidateLicenseResponse]]
}

// Do implements the policy.Transporter interface for LicensesServerTransport.
func (l *LicensesServerTransport) Do(req *http.Request) (*http.Response, error) {
 rawMethod := req.Context().Value(runtime.CtxAPINameKey{})
 method,
 ok := rawMethod.(string)
 if !ok {
  return nil, nonRetriableError{errors.New("unable to dispatch request, missing value for CtxAPINameKey")}
 }
```

```
 var resp *http.Response
 var err error

 switch method {
 case "LicensesClient.BeginCreateOrUpdate":
  resp, err = l.dispatchBeginCreateOrUpdate(req)
 case "LicensesClient.BeginDelete":
  resp, err = l.dispatchBeginDelete(req)
 case "LicensesClient.Get":
  resp, err = l.dispatchGet(req)
 case "LicensesClient.NewListByResourceGroupPager":
  resp, err = l.dispatchNewListByResourceGroupPager(req)
 case "LicensesClient.NewListBySubscriptionPager":
  resp, err = l.dispatchNewListBySubscriptionPager(req)
 case "LicensesClient.BeginUpdate":
  resp, err = l.dispatchBeginUpdate(req)
 case "LicensesClient.BeginValidateLicense":
  resp, err = l.dispatchBeginValidateLicense(req)
 default:
  err = fmt.Errorf("unhandled API %s", method)
 }

 if err != nil {
  return nil, err
 }

 return resp, nil
}

func (l *LicensesServerTransport) dispatchBeginCreateOrUpdate(req
 *http.Request) (*http.Response, error) {
 if l.srv.BeginCreateOrUpdate == nil {
  return nil, &nonRetriableError{errors.New("fake for method BeginCreateOrUpdate not implemented")}
 }
 beginCreateOrUpdate := l.beginCreateOrUpdate.get(req)
 if beginCreateOrUpdate == nil {
  const regexStr = `/subscriptions/(?P<subscriptionId>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/resourceGroups/(?P<resourceGroupName>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/providers/Microsoft\.HybridCompute/licenses/(?P<licenseName>[!#&$-;=?-\[\]_a-zA-Z0-9~%@]+)`
  regex := regexp.MustCompile(regexStr)
  matches := regex.FindStringSubmatch(req.URL.EscapedPath())
  if matches == nil || len(matches) < 3 {
   return nil, fmt.Errorf("failed to parse path %s", req.URL.Path)
  }
  body, err := server.UnmarshalRequestAsJSON[armhybridcompute.License](req)
  if err != nil {
   return nil, err
```

```
 }
 resourceGroupNameParam, err := url.PathUnescape(matches[regex.SubexpIndex("resourceGroupName")])
 if err != nil {
  return
nil, err
 }
 licenseNameParam, err := url.PathUnescape(matches[regex.SubexpIndex("licenseName")])
 if err != nil {
  return nil, err
 }
 respr, errRespr := l.srv.BeginCreateOrUpdate(req.Context(), resourceGroupNameParam, licenseNameParam, body,
nil)
 if respErr := server.GetError(errRespr, req); respErr != nil {
  return nil, respErr
 }
 beginCreateOrUpdate = &respr
 l.beginCreateOrUpdate.add(req, beginCreateOrUpdate)
 }

 resp, err := server.PollerResponderNext(beginCreateOrUpdate, req)
 if err != nil {
 return nil, err
 }

 if !contains([]int{http.StatusOK}, resp.StatusCode) {
 l.beginCreateOrUpdate.remove(req)
 return nil, &nonRetriableError{fmt.Errorf("unexpected status code %d. acceptable values are http.StatusOK",
resp.StatusCode)}
 }
 if !server.PollerResponderMore(beginCreateOrUpdate) {
 l.beginCreateOrUpdate.remove(req)
 }

 return resp, nil
}

func (l *LicensesServerTransport) dispatchBeginDelete(req *http.Request) (*http.Response, error) {
 if l.srv.BeginDelete
 == nil {
 return nil, &nonRetriableError{errors.New("fake for method BeginDelete not implemented")}
 }
 beginDelete := l.beginDelete.get(req)
 if beginDelete == nil {
 const regexStr = `/subscriptions/(?P<subscriptionId>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/resourceGroups/(?P<resourceGroupName>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/providers/Microsoft\.HybridCompute/licenses/(?P<licenseName>[!#&$-;=?-\[\]_a-zA-Z0-9~%@]+)`
 regex := regexp.MustCompile(regexStr)
 matches := regex.FindStringSubmatch(req.URL.EscapedPath())
```

```
 if matches == nil || len(matches) < 3 {
  return nil, fmt.Errorf("failed to parse path %s", req.URL.Path)
 }
 resourceGroupNameParam, err := url.PathUnescape(matches[regex.SubexpIndex("resourceGroupName")])
 if err != nil {
  return nil, err
 }
 licenseNameParam, err := url.PathUnescape(matches[regex.SubexpIndex("licenseName")])
 if err != nil {
  return nil, err
 }
 respr, errRespr := l.srv.BeginDelete(req.Context(), resourceGroupNameParam, licenseNameParam, nil)
 if
respErr := server.GetError(errRespr, req); respErr != nil {
  return nil, respErr
 }
 beginDelete = &respr
 l.beginDelete.add(req, beginDelete)
}

 resp, err := server.PollerResponderNext(beginDelete, req)
 if err != nil {
  return nil, err
 }

 if !contains([]int{http.StatusOK, http.StatusNoContent}, resp.StatusCode) {
  l.beginDelete.remove(req)
  return nil, &nonRetriableError{fmt.Errorf("unexpected status code %d. acceptable values are http.StatusOK,
http.StatusNoContent", resp.StatusCode)}
 }
 if !server.PollerResponderMore(beginDelete) {
  l.beginDelete.remove(req)
 }

 return resp, nil
}

func (l *LicensesServerTransport) dispatchGet(req *http.Request) (*http.Response, error) {
 if l.srv.Get == nil {
  return nil, &nonRetriableError{errors.New("fake for method Get not implemented")}
 }
 const regexStr = `/subscriptions/(?P<subscriptionId>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/resourceGroups/(?P<resourceGroupName>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/providers/Microsoft\.HybridCompute/licenses/(?P<licenseName>[!#&$-;=?-\[\]_a-zA-Z0-9~%@]+)`
 regex
 := regexp.MustCompile(regexStr)
 matches := regex.FindStringSubmatch(req.URL.EscapedPath())
 if matches == nil || len(matches) < 3 {
```

```
 return nil, fmt.Errorf("failed to parse path %s", req.URL.Path)
 }
 resourceGroupNameParam, err := url.PathUnescape(matches[regex.SubexpIndex("resourceGroupName")])
 if err != nil {
  return nil, err
 }
 licenseNameParam, err := url.PathUnescape(matches[regex.SubexpIndex("licenseName")])
 if err != nil {
  return nil, err
 }
 respr, errRespr := l.srv.Get(req.Context(), resourceGroupNameParam, licenseNameParam, nil)
 if respErr := server.GetError(errRespr, req); respErr != nil {
  return nil, respErr
 }
 respContent := server.GetResponseContent(respr)
 if !contains([]int{http.StatusOK}, respContent.HTTPStatus) {
  return nil, &nonRetriableError{fmt.Errorf("unexpected status code %d. acceptable values are http.StatusOK",
respContent.HTTPStatus)}
 }
 resp, err := server.MarshalResponseAsJSON(respContent,
 server.GetResponse(respr).License, req)
 if err != nil {
  return nil, err
 }
 return resp, nil
}

func (l *LicensesServerTransport) dispatchNewListByResourceGroupPager(req *http.Request) (*http.Response,
error) {
 if l.srv.NewListByResourceGroupPager == nil {
  return nil, &nonRetriableError{errors.New("fake for method NewListByResourceGroupPager not implemented")}
 }
 newListByResourceGroupPager := l.newListByResourceGroupPager.get(req)
 if newListByResourceGroupPager == nil {
  const regexStr = `/subscriptions/(?P<subscriptionId>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/resourceGroups/(?P<resourceGroupName>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/providers/Microsoft\.HybridCompute/licenses`
  regex := regexp.MustCompile(regexStr)
  matches := regex.FindStringSubmatch(req.URL.EscapedPath())
  if matches == nil || len(matches) < 2 {
   return nil, fmt.Errorf("failed to parse path %s", req.URL.Path)
  }
  resourceGroupNameParam, err := url.PathUnescape(matches[regex.SubexpIndex("resourceGroupName")])
  if
 err != nil {
   return nil, err
  }
  resp := l.srv.NewListByResourceGroupPager(resourceGroupNameParam, nil)
```

```
 newListByResourceGroupPager = &resp
 l.newListByResourceGroupPager.add(req, newListByResourceGroupPager)
 server.PagerResponderInjectNextLinks(newListByResourceGroupPager, req, func(page
*armhybridcompute.LicensesClientListByResourceGroupResponse, createLink func() string) {
  page.NextLink = to.Ptr(createLink())
 })
 }
 resp, err := server.PagerResponderNext(newListByResourceGroupPager, req)
 if err != nil {
 return nil, err
 }
 if !contains([]int{http.StatusOK}, resp.StatusCode) {
 l.newListByResourceGroupPager.remove(req)
 return nil, &nonRetriableError{fmt.Errorf("unexpected status code %d. acceptable values are http.StatusOK",
resp.StatusCode)}
 }
 if !server.PagerResponderMore(newListByResourceGroupPager) {
 l.newListByResourceGroupPager.remove(req)
 }
 return resp, nil
}

func (l *LicensesServerTransport) dispatchNewListBySubscriptionPager(req *http.Request)
 (*http.Response, error) {
 if l.srv.NewListBySubscriptionPager == nil {
 return nil, &nonRetriableError{errors.New("fake for method NewListBySubscriptionPager not implemented")}
 }
 newListBySubscriptionPager := l.newListBySubscriptionPager.get(req)
 if newListBySubscriptionPager == nil {
 const regexStr = `/subscriptions/(?P<subscriptionId>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/providers/Microsoft\.HybridCompute/licenses`
 regex := regexp.MustCompile(regexStr)
 matches := regex.FindStringSubmatch(req.URL.EscapedPath())
 if matches == nil || len(matches) < 1 {
  return nil, fmt.Errorf("failed to parse path %s", req.URL.Path)
 }
 resp := l.srv.NewListBySubscriptionPager(nil)
 newListBySubscriptionPager = &resp
 l.newListBySubscriptionPager.add(req, newListBySubscriptionPager)
 server.PagerResponderInjectNextLinks(newListBySubscriptionPager, req, func(page
*armhybridcompute.LicensesClientListBySubscriptionResponse, createLink func() string) {
  page.NextLink = to.Ptr(createLink())
 })
 }
 resp,
 err := server.PagerResponderNext(newListBySubscriptionPager, req)
 if err != nil {
 return nil, err
```

```
 }
 if !contains([]int{http.StatusOK}, resp.StatusCode) {
  l.newListBySubscriptionPager.remove(req)
  return nil, &nonRetriableError{fmt.Errorf("unexpected status code %d. acceptable values are http.StatusOK",
resp.StatusCode)}
 }
 if !server.PagerResponderMore(newListBySubscriptionPager) {
  l.newListBySubscriptionPager.remove(req)
 }
 return resp, nil
}

func (l *LicensesServerTransport) dispatchBeginUpdate(req *http.Request) (*http.Response, error) {
 if l.srv.BeginUpdate == nil {
  return nil, &nonRetriableError{errors.New("fake for method BeginUpdate not implemented")}
 }
 beginUpdate := l.beginUpdate.get(req)
 if beginUpdate == nil {
  const regexStr = `/subscriptions/(?P<subscriptionId>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/resourceGroups/(?P<resourceGroupName>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/providers/Microsoft\.HybridCompute/licenses/(?P<licenseName>[!#&$-;=?-\[\]_a-zA-Z0-9~%@]+)`
  regex
 := regexp.MustCompile(regexStr)
  matches := regex.FindStringSubmatch(req.URL.EscapedPath())
  if matches == nil || len(matches) < 3 {
   return nil, fmt.Errorf("failed to parse path %s", req.URL.Path)
  }
  body, err := server.UnmarshalRequestAsJSON[armhybridcompute.LicenseUpdate](req)
  if err != nil {
   return nil, err
  }
  resourceGroupNameParam, err := url.PathUnescape(matches[regex.SubexpIndex("resourceGroupName")])
  if err != nil {
   return nil, err
  }
  licenseNameParam, err := url.PathUnescape(matches[regex.SubexpIndex("licenseName")])
  if err != nil {
   return nil, err
  }
  respr, errRespr := l.srv.BeginUpdate(req.Context(), resourceGroupNameParam, licenseNameParam, body, nil)
  if respErr := server.GetError(errRespr, req); respErr != nil {
   return nil, respErr
  }
  beginUpdate = &respr
  l.beginUpdate.add(req, beginUpdate)
 }

 resp, err := server.PollerResponderNext(beginUpdate, req)
```

```
 if err != nil {
  return nil, err
 }

 if !contains([]int{http.StatusOK},
 resp.StatusCode) {
  l.beginUpdate.remove(req)
  return nil, &nonRetriableError{fmt.Errorf("unexpected status code %d. acceptable values are http.StatusOK",
resp.StatusCode)}
 }
 if !server.PollerResponderMore(beginUpdate) {
  l.beginUpdate.remove(req)
 }

 return resp, nil
}

func (l *LicensesServerTransport) dispatchBeginValidateLicense(req *http.Request) (*http.Response, error) {
 if l.srv.BeginValidateLicense == nil {
  return nil, &nonRetriableError{errors.New("fake for method BeginValidateLicense not implemented")}
 }
 beginValidateLicense := l.beginValidateLicense.get(req)
 if beginValidateLicense == nil {
  const regexStr = `/subscriptions/(?P<subscriptionId>[!#&$-;=?-\[\]_a-zA-Z0-
9~%@]+)/providers/Microsoft\.HybridCompute/validateLicense`
  regex := regexp.MustCompile(regexStr)
  matches := regex.FindStringSubmatch(req.URL.EscapedPath())
  if matches == nil || len(matches) < 1 {
   return nil, fmt.Errorf("failed to parse path %s", req.URL.Path)
  }
  body,
 err := server.UnmarshalRequestAsJSON[armhybridcompute.License](req)
  if err != nil {
   return nil, err
  }
  respr, errRespr := l.srv.BeginValidateLicense(req.Context(), body, nil)
  if respErr := server.GetError(errRespr, req); respErr != nil {
   return nil, respErr
  }
  beginValidateLicense = &respr
  l.beginValidateLicense.add(req, beginValidateLicense)
 }

 resp, err := server.PollerResponderNext(beginValidateLicense, req)
 if err != nil {
  return nil, err
 }
```

```
 if !contains([]int{http.StatusOK}, resp.StatusCode) {
  l.beginValidateLicense.remove(req)
  return nil, &nonRetriableError{fmt.Errorf("unexpected status code %d. acceptable values are http.StatusOK",
resp.StatusCode)}
 }
 if !server.PollerResponderMore(beginValidateLicense) {
  l.beginValidateLicense.remove(req)
 }

 return resp, nil
}
//go:build go1.18
// +build go1.18

// Copyright (c) Microsoft Corporation. All rights reserved.
// Licensed under the MIT License. See License.txt in the project root for license information.
// Code generated by Microsoft (R) AutoRest Code Generator. DO NOT EDIT.
// Changes may cause incorrect behavior and will be lost if the code is regenerated.

package armhybridcompute

import (
 "context"
 "errors"
 "github.com/Azure/azure-sdk-for-go/sdk/azcore"
 "github.com/Azure/azure-sdk-for-go/sdk/azcore/arm"
 "github.com/Azure/azure-sdk-for-go/sdk/azcore/policy"
 "github.com/Azure/azure-sdk-for-go/sdk/azcore/runtime"
 "net/http"
 "net/url"
 "strings"
)

// LicensesClient contains the methods for the Licenses group.
// Don't use this type directly, use NewLicensesClient() instead.
type LicensesClient struct {
 internal       *arm.Client
 subscriptionID string
}

// NewLicensesClient creates a new instance of LicensesClient with the specified values.
//   - subscriptionID - The ID of the target
 subscription.
//   - credential - used to authorize requests. Usually a credential from azidentity.
//   - options - pass nil to accept the default values.
func NewLicensesClient(subscriptionID string, credential azcore.TokenCredential, options *arm.ClientOptions)
(*LicensesClient, error) {
 cl, err := arm.NewClient(moduleName, moduleVersion, credential, options)
```

```
 if err != nil {
  return nil, err
 }
 client := &LicensesClient{
  subscriptionID: subscriptionID,
  internal:       cl,
 }
 return client, nil
}

// BeginCreateOrUpdate - The operation to create or update a license.
// If the operation fails it returns an *azcore.ResponseError type.
//
// Generated from API version 2023-06-20-preview
//   - resourceGroupName - The name of the resource group. The name is case insensitive.
//   - licenseName - The name of the license.
//   - parameters - Parameters supplied to the Create license operation.
//   - options - LicensesClientBeginCreateOrUpdateOptions contains the optional parameters
 for the LicensesClient.BeginCreateOrUpdate
//     method.
func (client *LicensesClient) BeginCreateOrUpdate(ctx context.Context, resourceGroupName string, licenseName
string, parameters License, options *LicensesClientBeginCreateOrUpdateOptions)
(*runtime.Poller[LicensesClientCreateOrUpdateResponse], error) {
 if options == nil || options.ResumeToken == "" {
  resp, err := client.createOrUpdate(ctx, resourceGroupName, licenseName, parameters, options)
  if err != nil {
   return nil, err
  }
  poller, err := runtime.NewPoller(resp, client.internal.Pipeline(),
&runtime.NewPollerOptions[LicensesClientCreateOrUpdateResponse]{
   Tracer: client.internal.Tracer(),
  })
  return poller, err
 } else {
  return runtime.NewPollerFromResumeToken(options.ResumeToken, client.internal.Pipeline(),
&runtime.NewPollerFromResumeTokenOptions[LicensesClientCreateOrUpdateResponse]{
   Tracer: client.internal.Tracer(),
  })
 }
}

// CreateOrUpdate - The operation to create or update a license.
// If the
 operation fails it returns an *azcore.ResponseError type.
//
// Generated from API version 2023-06-20-preview
func (client *LicensesClient) createOrUpdate(ctx context.Context, resourceGroupName string, licenseName string,
parameters License, options *LicensesClientBeginCreateOrUpdateOptions) (*http.Response, error) {
```

```
 var err error
 const operationName = "LicensesClient.BeginCreateOrUpdate"
 ctx = context.WithValue(ctx, runtime.CtxAPINameKey{}, operationName)
 ctx, endSpan := runtime.StartSpan(ctx, operationName, client.internal.Tracer(), nil)
 defer func() { endSpan(err) }()
 req, err := client.createOrUpdateCreateRequest(ctx, resourceGroupName, licenseName, parameters, options)
 if err != nil {
  return nil, err
 }
 httpResp, err := client.internal.Pipeline().Do(req)
 if err != nil {
  return nil, err
 }
 if !runtime.HasStatusCode(httpResp, http.StatusOK) {
  err = runtime.NewResponseError(httpResp)
  return nil, err
 }
 return httpResp, nil
}

// createOrUpdateCreateRequest creates
 the CreateOrUpdate request.
func (client *LicensesClient) createOrUpdateCreateRequest(ctx context.Context, resourceGroupName string,
licenseName string, parameters License, options *LicensesClientBeginCreateOrUpdateOptions) (*policy.Request,
error) {
 urlPath :=
"/subscriptions/{subscriptionId}/resourceGroups/{resourceGroupName}/providers/Microsoft.HybridCompute/licens
es/{licenseName}"
 if client.subscriptionID == "" {
  return nil, errors.New("parameter client.subscriptionID cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{subscriptionId}", url.PathEscape(client.subscriptionID))
 if resourceGroupName == "" {
  return nil, errors.New("parameter resourceGroupName cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{resourceGroupName}", url.PathEscape(resourceGroupName))
 if licenseName == "" {
  return nil, errors.New("parameter licenseName cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{licenseName}", url.PathEscape(licenseName))
 req, err := runtime.NewRequest(ctx,
 http.MethodPut, runtime.JoinPaths(client.internal.Endpoint(), urlPath))
 if err != nil {
  return nil, err
 }
 reqQP := req.Raw().URL.Query()
 reqQP.Set("api-version", "2023-06-20-preview")
 req.Raw().URL.RawQuery = reqQP.Encode()
```

```
 req.Raw().Header["Accept"] = []string{"application/json"}
 if err := runtime.MarshalAsJSON(req, parameters); err != nil {
  return nil, err
 }
 return req, nil
}

// BeginDelete - The operation to delete a license.
// If the operation fails it returns an *azcore.ResponseError type.
//
// Generated from API version 2023-06-20-preview
//   - resourceGroupName - The name of the resource group. The name is case insensitive.
//   - licenseName - The name of the license.
//   - options - LicensesClientBeginDeleteOptions contains the optional parameters for the
LicensesClient.BeginDelete method.
func (client *LicensesClient) BeginDelete(ctx context.Context, resourceGroupName string, licenseName string,
options *LicensesClientBeginDeleteOptions) (*runtime.Poller[LicensesClientDeleteResponse],
 error) {
 if options == nil || options.ResumeToken == "" {
  resp, err := client.deleteOperation(ctx, resourceGroupName, licenseName, options)
  if err != nil {
   return nil, err
  }
  poller, err := runtime.NewPoller(resp, client.internal.Pipeline(),
&runtime.NewPollerOptions[LicensesClientDeleteResponse]{
   Tracer: client.internal.Tracer(),
  })
  return poller, err
 } else {
  return runtime.NewPollerFromResumeToken(options.ResumeToken, client.internal.Pipeline(),
&runtime.NewPollerFromResumeTokenOptions[LicensesClientDeleteResponse]{
   Tracer: client.internal.Tracer(),
  })
 }
}

// Delete - The operation to delete a license.
// If the operation fails it returns an *azcore.ResponseError type.
//
// Generated from API version 2023-06-20-preview
func (client *LicensesClient) deleteOperation(ctx context.Context, resourceGroupName string, licenseName string,
options *LicensesClientBeginDeleteOptions) (*http.Response, error) {
 var err error
 const
 operationName = "LicensesClient.BeginDelete"
 ctx = context.WithValue(ctx, runtime.CtxAPINameKey{}, operationName)
 ctx, endSpan := runtime.StartSpan(ctx, operationName, client.internal.Tracer(), nil)
 defer func() { endSpan(err) }()
```

```
 req, err := client.deleteCreateRequest(ctx, resourceGroupName, licenseName, options)
 if err != nil {
  return nil, err
 }
 httpResp, err := client.internal.Pipeline().Do(req)
 if err != nil {
  return nil, err
 }
 if !runtime.HasStatusCode(httpResp, http.StatusOK, http.StatusNoContent) {
  err = runtime.NewResponseError(httpResp)
  return nil, err
 }
 return httpResp, nil
}

// deleteCreateRequest creates the Delete request.
func (client *LicensesClient) deleteCreateRequest(ctx context.Context, resourceGroupName string, licenseName
string, options *LicensesClientBeginDeleteOptions) (*policy.Request, error) {
 urlPath :=
"/subscriptions/{subscriptionId}/resourceGroups/{resourceGroupName}/providers/Microsoft.HybridCompute/licens
es/{licenseName}"
 if
 client.subscriptionID == "" {
  return nil, errors.New("parameter client.subscriptionID cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{subscriptionId}", url.PathEscape(client.subscriptionID))
 if resourceGroupName == "" {
  return nil, errors.New("parameter resourceGroupName cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{resourceGroupName}", url.PathEscape(resourceGroupName))
 if licenseName == "" {
  return nil, errors.New("parameter licenseName cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{licenseName}", url.PathEscape(licenseName))
 req, err := runtime.NewRequest(ctx, http.MethodDelete, runtime.JoinPaths(client.internal.Endpoint(), urlPath))
 if err != nil {
  return nil, err
 }
 reqQP := req.Raw().URL.Query()
 reqQP.Set("api-version", "2023-06-20-preview")
 req.Raw().URL.RawQuery = reqQP.Encode()
 req.Raw().Header["Accept"] = []string{"application/json"}
 return req, nil
}

// Get - Retrieves information about the view of a license.
//
```

```
 If the operation fails it returns an *azcore.ResponseError type.
//
// Generated from API version 2023-06-20-preview
//   - resourceGroupName - The name of the resource group. The name is case insensitive.
//   - licenseName - The name of the license.
//   - options - LicensesClientGetOptions contains the optional parameters for the LicensesClient.Get method.
func (client *LicensesClient) Get(ctx context.Context, resourceGroupName string, licenseName string, options
*LicensesClientGetOptions) (LicensesClientGetResponse, error) {
 var err error
 const operationName = "LicensesClient.Get"
 ctx = context.WithValue(ctx, runtime.CtxAPINameKey{}, operationName)
 ctx, endSpan := runtime.StartSpan(ctx, operationName, client.internal.Tracer(), nil)
 defer func() { endSpan(err) }()
 req, err := client.getCreateRequest(ctx, resourceGroupName, licenseName, options)
 if err != nil {
  return LicensesClientGetResponse{}, err
 }
 httpResp, err := client.internal.Pipeline().Do(req)
 if err != nil
 {
  return LicensesClientGetResponse{}, err
 }
 if !runtime.HasStatusCode(httpResp, http.StatusOK) {
  err = runtime.NewResponseError(httpResp)
  return LicensesClientGetResponse{}, err
 }
 resp, err := client.getHandleResponse(httpResp)
 return resp, err
}

// getCreateRequest creates the Get request.
func (client *LicensesClient) getCreateRequest(ctx context.Context, resourceGroupName string, licenseName
string, options *LicensesClientGetOptions) (*policy.Request, error) {
 urlPath :=
"/subscriptions/{subscriptionId}/resourceGroups/{resourceGroupName}/providers/Microsoft.HybridCompute/licens
es/{licenseName}"
 if client.subscriptionID == "" {
  return nil, errors.New("parameter client.subscriptionID cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{subscriptionId}", url.PathEscape(client.subscriptionID))
 if resourceGroupName == "" {
  return nil, errors.New("parameter resourceGroupName cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{resourceGroupName}", url.PathEscape(resourceGroupName))
 if
 licenseName == "" {
  return nil, errors.New("parameter licenseName cannot be empty")
 }
```

```
 urlPath = strings.ReplaceAll(urlPath, "{licenseName}", url.PathEscape(licenseName))
 req, err := runtime.NewRequest(ctx, http.MethodGet, runtime.JoinPaths(client.internal.Endpoint(), urlPath))
 if err != nil {
  return nil, err
 }
 reqQP := req.Raw().URL.Query()
 reqQP.Set("api-version", "2023-06-20-preview")
 req.Raw().URL.RawQuery = reqQP.Encode()
 req.Raw().Header["Accept"] = []string{"application/json"}
 return req, nil
}

// getHandleResponse handles the Get response.
func (client *LicensesClient) getHandleResponse(resp *http.Response) (LicensesClientGetResponse, error) {
 result := LicensesClientGetResponse{}
 if err := runtime.UnmarshalAsJSON(resp, &result.License); err != nil {
  return LicensesClientGetResponse{}, err
 }
 return result, nil
}

// NewListByResourceGroupPager - The operation to get all licenses of a non-Azure machine
//
// Generated from
 API version 2023-06-20-preview
//   - resourceGroupName - The name of the resource group. The name is case insensitive.
//   - options - LicensesClientListByResourceGroupOptions contains the optional parameters for the
LicensesClient.NewListByResourceGroupPager
//     method.
func (client *LicensesClient) NewListByResourceGroupPager(resourceGroupName string, options
*LicensesClientListByResourceGroupOptions) *runtime.Pager[LicensesClientListByResourceGroupResponse] {
 return runtime.NewPager(runtime.PagingHandler[LicensesClientListByResourceGroupResponse]{
  More: func(page LicensesClientListByResourceGroupResponse) bool {
   return page.NextLink != nil && len(*page.NextLink) > 0
  },
  Fetcher: func(ctx context.Context, page *LicensesClientListByResourceGroupResponse)
(LicensesClientListByResourceGroupResponse, error) {
   ctx = context.WithValue(ctx, runtime.CtxAPINameKey{}, "LicensesClient.NewListByResourceGroupPager")
   nextLink := ""
   if page != nil {
    nextLink = *page.NextLink
   }
   resp,
 err := runtime.FetcherForNextLink(ctx, client.internal.Pipeline(), nextLink, func(ctx context.Context)
(*policy.Request, error) {
    return client.listByResourceGroupCreateRequest(ctx, resourceGroupName, options)
   }, nil)
   if err != nil {
```

```
    return LicensesClientListByResourceGroupResponse{}, err
   }
   return client.listByResourceGroupHandleResponse(resp)
  },
  Tracer: client.internal.Tracer(),
 })
}

// listByResourceGroupCreateRequest creates the ListByResourceGroup request.
func (client *LicensesClient) listByResourceGroupCreateRequest(ctx context.Context, resourceGroupName string,
options *LicensesClientListByResourceGroupOptions) (*policy.Request, error) {
 urlPath :=
"/subscriptions/{subscriptionId}/resourceGroups/{resourceGroupName}/providers/Microsoft.HybridCompute/licens
es"
 if resourceGroupName == "" {
  return nil, errors.New("parameter resourceGroupName cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{resourceGroupName}", url.PathEscape(resourceGroupName))
 if
 client.subscriptionID == "" {
  return nil, errors.New("parameter client.subscriptionID cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{subscriptionId}", url.PathEscape(client.subscriptionID))
 req, err := runtime.NewRequest(ctx, http.MethodGet, runtime.JoinPaths(client.internal.Endpoint(), urlPath))
 if err != nil {
  return nil, err
 }
 reqQP := req.Raw().URL.Query()
 reqQP.Set("api-version", "2023-06-20-preview")
 req.Raw().URL.RawQuery = reqQP.Encode()
 req.Raw().Header["Accept"] = []string{"application/json"}
 return req, nil
}

// listByResourceGroupHandleResponse handles the ListByResourceGroup response.
func (client *LicensesClient) listByResourceGroupHandleResponse(resp *http.Response)
(LicensesClientListByResourceGroupResponse, error) {
 result := LicensesClientListByResourceGroupResponse{}
 if err := runtime.UnmarshalAsJSON(resp, &result.LicensesListResult); err != nil {
  return LicensesClientListByResourceGroupResponse{}, err
 }
 return
 result, nil
}

// NewListBySubscriptionPager - The operation to get all licenses of a non-Azure machine
//
// Generated from API version 2023-06-20-preview
```

```
//   - options - LicensesClientListBySubscriptionOptions contains the optional parameters for the
LicensesClient.NewListBySubscriptionPager
//     method.
func (client *LicensesClient) NewListBySubscriptionPager(options *LicensesClientListBySubscriptionOptions)
*runtime.Pager[LicensesClientListBySubscriptionResponse] {
 return runtime.NewPager(runtime.PagingHandler[LicensesClientListBySubscriptionResponse]{
  More: func(page LicensesClientListBySubscriptionResponse) bool {
   return page.NextLink != nil && len(*page.NextLink) > 0
  },
  Fetcher: func(ctx context.Context, page *LicensesClientListBySubscriptionResponse)
(LicensesClientListBySubscriptionResponse, error) {
   ctx = context.WithValue(ctx, runtime.CtxAPINameKey{}, "LicensesClient.NewListBySubscriptionPager")
   nextLink := ""
   if page != nil {
    nextLink = *page.NextLink
   }
   resp,
 err := runtime.FetcherForNextLink(ctx, client.internal.Pipeline(), nextLink, func(ctx context.Context)
(*policy.Request, error) {
    return client.listBySubscriptionCreateRequest(ctx, options)
   }, nil)
   if err != nil {
    return LicensesClientListBySubscriptionResponse{}, err
   }
   return client.listBySubscriptionHandleResponse(resp)
  },
  Tracer: client.internal.Tracer(),
 })
}

// listBySubscriptionCreateRequest creates the ListBySubscription request.
func (client *LicensesClient) listBySubscriptionCreateRequest(ctx context.Context, options
*LicensesClientListBySubscriptionOptions) (*policy.Request, error) {
 urlPath := "/subscriptions/{subscriptionId}/providers/Microsoft.HybridCompute/licenses"
 if client.subscriptionID == "" {
  return nil, errors.New("parameter client.subscriptionID cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{subscriptionId}", url.PathEscape(client.subscriptionID))
 req, err := runtime.NewRequest(ctx, http.MethodGet,
 runtime.JoinPaths(client.internal.Endpoint(), urlPath))
 if err != nil {
  return nil, err
 }
 reqQP := req.Raw().URL.Query()
 reqQP.Set("api-version", "2023-06-20-preview")
 req.Raw().URL.RawQuery = reqQP.Encode()
 req.Raw().Header["Accept"] = []string{"application/json"}
 return req, nil
```

```
}

// listBySubscriptionHandleResponse handles the ListBySubscription response.
func (client *LicensesClient) listBySubscriptionHandleResponse(resp *http.Response)
(LicensesClientListBySubscriptionResponse, error) {
 result := LicensesClientListBySubscriptionResponse{}
 if err := runtime.UnmarshalAsJSON(resp, &result.LicensesListResult); err != nil {
  return LicensesClientListBySubscriptionResponse{}, err
 }
 return result, nil
}

// BeginUpdate - The operation to update a license.
// If the operation fails it returns an *azcore.ResponseError type.
//
// Generated from API version 2023-06-20-preview
//   - resourceGroupName - The name of the resource group. The name is case insensitive.
//   - licenseName
 - The name of the license.
//   - parameters - Parameters supplied to the Update license operation.
//   - options - LicensesClientBeginUpdateOptions contains the optional parameters for the
LicensesClient.BeginUpdate method.
func (client *LicensesClient) BeginUpdate(ctx context.Context, resourceGroupName string, licenseName string,
parameters LicenseUpdate, options *LicensesClientBeginUpdateOptions)
(*runtime.Poller[LicensesClientUpdateResponse], error) {
 if options == nil || options.ResumeToken == "" {
  resp, err := client.update(ctx, resourceGroupName, licenseName, parameters, options)
  if err != nil {
   return nil, err
  }
  poller, err := runtime.NewPoller(resp, client.internal.Pipeline(),
&runtime.NewPollerOptions[LicensesClientUpdateResponse]{
   Tracer: client.internal.Tracer(),
  })
  return poller, err
 } else {
  return runtime.NewPollerFromResumeToken(options.ResumeToken, client.internal.Pipeline(),
&runtime.NewPollerFromResumeTokenOptions[LicensesClientUpdateResponse]{
   Tracer:
 client.internal.Tracer(),
  })
 }
}

// Update - The operation to update a license.
// If the operation fails it returns an *azcore.ResponseError type.
//
// Generated from API version 2023-06-20-preview
```

```
func (client *LicensesClient) update(ctx context.Context, resourceGroupName string, licenseName string,
parameters LicenseUpdate, options *LicensesClientBeginUpdateOptions) (*http.Response, error) {
 var err error
 const operationName = "LicensesClient.BeginUpdate"
 ctx = context.WithValue(ctx, runtime.CtxAPINameKey{}, operationName)
 ctx, endSpan := runtime.StartSpan(ctx, operationName, client.internal.Tracer(), nil)
 defer func() { endSpan(err) }()
 req, err := client.updateCreateRequest(ctx, resourceGroupName, licenseName, parameters, options)
 if err != nil {
  return nil, err
 }
 httpResp, err := client.internal.Pipeline().Do(req)
 if err != nil {
  return nil, err
 }
 if !runtime.HasStatusCode(httpResp, http.StatusOK) {
  err = runtime.NewResponseError(httpResp)
  return
 nil, err
 }
 return httpResp, nil
}

// updateCreateRequest creates the Update request.
func (client *LicensesClient) updateCreateRequest(ctx context.Context, resourceGroupName string, licenseName
string, parameters LicenseUpdate, options *LicensesClientBeginUpdateOptions) (*policy.Request, error) {
 urlPath :=
"/subscriptions/{subscriptionId}/resourceGroups/{resourceGroupName}/providers/Microsoft.HybridCompute/licens
es/{licenseName}"
 if client.subscriptionID == "" {
  return nil, errors.New("parameter client.subscriptionID cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{subscriptionId}", url.PathEscape(client.subscriptionID))
 if resourceGroupName == "" {
  return nil, errors.New("parameter resourceGroupName cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{resourceGroupName}", url.PathEscape(resourceGroupName))
 if licenseName == "" {
  return nil, errors.New("parameter licenseName cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{licenseName}",
 url.PathEscape(licenseName))
 req, err := runtime.NewRequest(ctx, http.MethodPatch, runtime.JoinPaths(client.internal.Endpoint(), urlPath))
 if err != nil {
  return nil, err
 }
 reqQP := req.Raw().URL.Query()
 reqQP.Set("api-version", "2023-06-20-preview")
```

```
 req.Raw().URL.RawQuery = reqQP.Encode()
 req.Raw().Header["Accept"] = []string{"application/json"}
 if err := runtime.MarshalAsJSON(req, parameters); err != nil {
  return nil, err
 }
 return req, nil
}

// BeginValidateLicense - The operation to validate a license.
// If the operation fails it returns an *azcore.ResponseError type.
//
// Generated from API version 2023-06-20-preview
//   - parameters - Parameters supplied to the license validation operation.
//   - options - LicensesClientBeginValidateLicenseOptions contains the optional parameters for the
LicensesClient.BeginValidateLicense
//     method.
func (client *LicensesClient) BeginValidateLicense(ctx context.Context, parameters License, options
*LicensesClientBeginValidateLicenseOptions)
 (*runtime.Poller[LicensesClientValidateLicenseResponse], error) {
 if options == nil || options.ResumeToken == "" {
  resp, err := client.validateLicense(ctx, parameters, options)
  if err != nil {
   return nil, err
  }
  poller, err := runtime.NewPoller(resp, client.internal.Pipeline(),
&runtime.NewPollerOptions[LicensesClientValidateLicenseResponse]{
   Tracer: client.internal.Tracer(),
  })
  return poller, err
 } else {
  return runtime.NewPollerFromResumeToken(options.ResumeToken, client.internal.Pipeline(),
&runtime.NewPollerFromResumeTokenOptions[LicensesClientValidateLicenseResponse]{
   Tracer: client.internal.Tracer(),
  })
 }
}

// ValidateLicense - The operation to validate a license.
// If the operation fails it returns an *azcore.ResponseError type.
//
// Generated from API version 2023-06-20-preview
func (client *LicensesClient) validateLicense(ctx context.Context, parameters License, options
*LicensesClientBeginValidateLicenseOptions)
 (*http.Response, error) {
 var err error
 const operationName = "LicensesClient.BeginValidateLicense"
 ctx = context.WithValue(ctx, runtime.CtxAPINameKey{}, operationName)
 ctx, endSpan := runtime.StartSpan(ctx, operationName, client.internal.Tracer(), nil)
```

```
 defer func() { endSpan(err) }()
 req, err := client.validateLicenseCreateRequest(ctx, parameters, options)
 if err != nil {
  return nil, err
 }
 httpResp, err := client.internal.Pipeline().Do(req)
 if err != nil {
  return nil, err
 }
 if !runtime.HasStatusCode(httpResp, http.StatusOK) {
  err = runtime.NewResponseError(httpResp)
  return nil, err
 }
 return httpResp, nil
}

// validateLicenseCreateRequest creates the ValidateLicense request.
func (client *LicensesClient) validateLicenseCreateRequest(ctx context.Context, parameters License, options
*LicensesClientBeginValidateLicenseOptions) (*policy.Request, error) {
 urlPath := "/subscriptions/{subscriptionId}/providers/Microsoft.HybridCompute/validateLicense"
 if client.subscriptionID
 == "" {
  return nil, errors.New("parameter client.subscriptionID cannot be empty")
 }
 urlPath = strings.ReplaceAll(urlPath, "{subscriptionId}", url.PathEscape(client.subscriptionID))
 req, err := runtime.NewRequest(ctx, http.MethodPost, runtime.JoinPaths(client.internal.Endpoint(), urlPath))
 if err != nil {
  return nil, err
 }
 reqQP := req.Raw().URL.Query()
 reqQP.Set("api-version", "2023-06-20-preview")
 req.Raw().URL.RawQuery = reqQP.Encode()
 req.Raw().Header["Accept"] = []string{"application/json"}
 if err := runtime.MarshalAsJSON(req, parameters); err != nil {
  return nil, err
 }
 return req, nil
}
azwebpubsub
```

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aztemplate

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//go:build go1.18
// +build go1.18

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package armhybridcompute_test

import (
 "context"
 "log"

 "github.com/Azure/azure-sdk-for-go/sdk/azcore/to"
 "github.com/Azure/azure-sdk-for-go/sdk/azidentity"
 "github.com/Azure/azure-sdk-for-go/sdk/resourcemanager/hybridcompute/armhybridcompute/v2"
)

// Generated from example definition: https://github.com/Azure/azure-rest-api-
specs/blob/bf204aab860f2eb58a9d346b00d44760f2a9b0a2/specification/hybridcompute/resource-
manager/Microsoft.HybridCompute/preview/2023-06-20-preview/examples/license/License_ValidateLicense.json
func ExampleLicensesClient_BeginValidateLicense() {
 cred, err := azidentity.NewDefaultAzureCredential(nil)
 if err !=
 nil {
  log.Fatalf("failed to obtain a credential: %v", err)
 }
 ctx := context.Background()
 clientFactory, err := armhybridcompute.NewClientFactory("<subscription-id>", cred, nil)
 if err != nil {
  log.Fatalf("failed to create client: %v", err)
 }
 poller, err := clientFactory.NewLicensesClient().BeginValidateLicense(ctx, armhybridcompute.License{
  Location: to.Ptr("eastus2euap"),
  Properties: &armhybridcompute.LicenseProperties{
   LicenseDetails: &armhybridcompute.LicenseDetails{
    Type:       to.Ptr(armhybridcompute.LicenseCoreTypePCore),
```

```
   Edition:    to.Ptr(armhybridcompute.LicenseEditionDatacenter),
   Processors: to.Ptr[int32](6),
   State:      to.Ptr(armhybridcompute.LicenseStateActivated),
   Target:     to.Ptr(armhybridcompute.LicenseTargetWindowsServer2012),
  },
  LicenseType: to.Ptr(armhybridcompute.LicenseTypeESU),
 },
}, nil)
if err != nil {
 log.Fatalf("failed to finish the request: %v", err)
}
res, err := poller.PollUntilDone(ctx, nil)
if err !=
nil {
 log.Fatalf("failed to pull the result: %v", err)
}
// You could use response here. We use blank identifier for just demo purposes.
_ = res
// If the HTTP response code is 200 as defined in example definition, your response structure would look as follows.
Please pay attention that all the values in the output are fake values for just demo purposes.
// res.License = armhybridcompute.License{
//  Name: to.Ptr("{licenseName}"),
//  Type: to.Ptr("Microsoft.HybridCompute/licenses"),
//  ID: to.Ptr("/subscriptions/{subscriptionId}/providers/Microsoft.HybridCompute/Licenses/{licenseName}"),
//  Location: to.Ptr("eastus2euap"),
//  Properties: &armhybridcompute.LicenseProperties{
//   LicenseDetails: &armhybridcompute.LicenseDetails{
//    Type: to.Ptr(armhybridcompute.LicenseCoreTypePCore),
//    AssignedLicenses: to.Ptr[int32](2),
//    Edition: to.Ptr(armhybridcompute.LicenseEditionDatacenter),
//    ImmutableID: to.Ptr("<generated Guid>"),
//    Processors: to.Ptr[int32](6),
//
   State: to.Ptr(armhybridcompute.LicenseStateActivated),
//    Target: to.Ptr(armhybridcompute.LicenseTargetWindowsServer2012),
//   },
//   LicenseType: to.Ptr(armhybridcompute.LicenseTypeESU),
//   TenantID: to.Ptr("{tenandId}"),
//  },
// }
}

// Generated from example definition: https://github.com/Azure/azure-rest-api-
specs/blob/bf204aab860f2eb58a9d346b00d44760f2a9b0a2/specification/hybridcompute/resource-
manager/Microsoft.HybridCompute/preview/2023-06-20-preview/examples/license/License_CreateOrUpdate.json
func ExampleLicensesClient_BeginCreateOrUpdate() {
 cred, err := azidentity.NewDefaultAzureCredential(nil)
 if err != nil {
```

```
 log.Fatalf("failed to obtain a credential: %v", err)
}
ctx := context.Background()
clientFactory, err := armhybridcompute.NewClientFactory("<subscription-id>", cred, nil)
if err != nil {
 log.Fatalf("failed to create client: %v", err)
}
poller, err := clientFactory.NewLicensesClient().BeginCreateOrUpdate(ctx, "myResourceGroup",
"{licenseName}", armhybridcompute.License{
 Location: to.Ptr("eastus2euap"),
 Properties: &armhybridcompute.LicenseProperties{
  LicenseDetails: &armhybridcompute.LicenseDetails{
   Type:       to.Ptr(armhybridcompute.LicenseCoreTypePCore),
   Edition:    to.Ptr(armhybridcompute.LicenseEditionDatacenter),
   Processors: to.Ptr[int32](6),
   State:      to.Ptr(armhybridcompute.LicenseStateActivated),
   Target:     to.Ptr(armhybridcompute.LicenseTargetWindowsServer2012),
  },
  LicenseType: to.Ptr(armhybridcompute.LicenseTypeESU),
 },
}, nil)
if err != nil {
 log.Fatalf("failed to finish the request: %v", err)
}
res, err := poller.PollUntilDone(ctx, nil)
if err != nil {
 log.Fatalf("failed to pull the result: %v", err)
}
// You could use response here. We use blank identifier for just demo purposes.
_ = res
// If the HTTP response code is 200 as defined in example definition, your response structure would look as follows.
Please pay attention that all the values
 in the output are fake values for just demo purposes.
// res.License = armhybridcompute.License{
//  Name: to.Ptr("{licenseName}"),
//  Type: to.Ptr("Microsoft.HybridCompute/licenses"),
//  ID:
to.Ptr("/subscriptions/{subscriptionId}/resourceGroups/myResourceGroup/providers/Microsoft.HybridCompute/Lic
enses/{licenseName}"),
//  Location: to.Ptr("eastus2euap"),
//  Properties: &armhybridcompute.LicenseProperties{
//   LicenseDetails: &armhybridcompute.LicenseDetails{
//    Type: to.Ptr(armhybridcompute.LicenseCoreTypePCore),
//    AssignedLicenses: to.Ptr[int32](2),
//    Edition: to.Ptr(armhybridcompute.LicenseEditionDatacenter),
//    ImmutableID: to.Ptr("<generated Guid>"),
//    Processors: to.Ptr[int32](6),
//    State: to.Ptr(armhybridcompute.LicenseStateActivated),
```

```
//    Target: to.Ptr(armhybridcompute.LicenseTargetWindowsServer2012),
//   },
//   LicenseType: to.Ptr(armhybridcompute.LicenseTypeESU),
//   TenantID: to.Ptr("{tenandId}"),
//  },
// }
}

// Generated
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specs/blob/bf204aab860f2eb58a9d346b00d44760f2a9b0a2/specification/hybridcompute/resource-
manager/Microsoft.HybridCompute/preview/2023-06-20-preview/examples/license/License_Update.json
func ExampleLicensesClient_BeginUpdate() {
 cred, err := azidentity.NewDefaultAzureCredential(nil)
 if err != nil {
  log.Fatalf("failed to obtain a credential: %v", err)
 }
 ctx := context.Background()
 clientFactory, err := armhybridcompute.NewClientFactory("<subscription-id>", cred, nil)
 if err != nil {
  log.Fatalf("failed to create client: %v", err)
 }
 poller, err := clientFactory.NewLicensesClient().BeginUpdate(ctx, "myResourceGroup", "{licenseName}",
armhybridcompute.LicenseUpdate{
  Properties: &armhybridcompute.LicenseUpdateProperties{
   LicenseDetails: &armhybridcompute.LicenseUpdatePropertiesLicenseDetails{
    Type:       to.Ptr(armhybridcompute.LicenseCoreTypePCore),
    Edition:    to.Ptr(armhybridcompute.LicenseEditionDatacenter),
    Processors:
 to.Ptr[int32](6),
    State:      to.Ptr(armhybridcompute.LicenseStateActivated),
    Target:     to.Ptr(armhybridcompute.LicenseTargetWindowsServer2012),
   },
   LicenseType: to.Ptr(armhybridcompute.LicenseTypeESU),
  },
 }, nil)
 if err != nil {
  log.Fatalf("failed to finish the request: %v", err)
 }
 res, err := poller.PollUntilDone(ctx, nil)
 if err != nil {
  log.Fatalf("failed to pull the result: %v", err)
 }
 // You could use response here. We use blank identifier for just demo purposes.
 _ = res
 // If the HTTP response code is 200 as defined in example definition, your response structure would look as follows.
Please pay attention that all the values in the output are fake values for just demo purposes.
 // res.License = armhybridcompute.License{
```

```
 //  Name: to.Ptr("{licenseName}"),
 //  Type: to.Ptr("Microsoft.HybridCompute/licenses"),
 //  ID:
to.Ptr("/subscriptions/{subscriptionId}/resourceGroups/myResourceGroup/providers/Microsoft.HybridCompute/lice
nses/{licenseName}"),
 //
  Location: to.Ptr("eastus2euap"),
 //  Properties: &armhybridcompute.LicenseProperties{
 //   LicenseDetails: &armhybridcompute.LicenseDetails{
 //    Type: to.Ptr(armhybridcompute.LicenseCoreTypePCore),
 //    AssignedLicenses: to.Ptr[int32](8),
 //    Edition: to.Ptr(armhybridcompute.LicenseEditionDatacenter),
 //    ImmutableID: to.Ptr("<generated Guid>"),
 //    Processors: to.Ptr[int32](6),
 //    State: to.Ptr(armhybridcompute.LicenseStateActivated),
 //    Target: to.Ptr(armhybridcompute.LicenseTargetWindowsServer2012),
 //   },
 //   LicenseType: to.Ptr(armhybridcompute.LicenseTypeESU),
 //   TenantID: to.Ptr("{tenandId}"),
 //  },
 // }
}

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manager/Microsoft.HybridCompute/preview/2023-06-20-preview/examples/license/License_Get.json
func ExampleLicensesClient_Get() {
 cred, err := azidentity.NewDefaultAzureCredential(nil)
 if
 err != nil {
  log.Fatalf("failed to obtain a credential: %v", err)
 }
 ctx := context.Background()
 clientFactory, err := armhybridcompute.NewClientFactory("<subscription-id>", cred, nil)
 if err != nil {
  log.Fatalf("failed to create client: %v", err)
 }
 res, err := clientFactory.NewLicensesClient().Get(ctx, "myResourceGroup", "{licenseName}", nil)
 if err != nil {
  log.Fatalf("failed to finish the request: %v", err)
 }
 // You could use response here. We use blank identifier for just demo purposes.
 _ = res
 // If the HTTP response code is 200 as defined in example definition, your response structure would look as follows.
Please pay attention that all the values in the output are fake values for just demo purposes.
 // res.License = armhybridcompute.License{
 //  Name: to.Ptr("{licenseName}"),
 //  Type: to.Ptr("Microsoft.HybridCompute/licenses"),
```

```
 //  ID:
to.Ptr("/subscriptions/{subscriptionId}/resourceGroups/myResourceGroup/providers/Microsoft.HybridCompute/Lic
enses/{licenseName}"),
 //
  Location: to.Ptr("eastus2euap"),
 //  Properties: &armhybridcompute.LicenseProperties{
 //   LicenseDetails: &armhybridcompute.LicenseDetails{
 //    Type: to.Ptr(armhybridcompute.LicenseCoreTypePCore),
 //    AssignedLicenses: to.Ptr[int32](8),
 //    Edition: to.Ptr(armhybridcompute.LicenseEditionDatacenter),
 //    ImmutableID: to.Ptr("<generated Guid>"),
 //    Processors: to.Ptr[int32](6),
 //    State: to.Ptr(armhybridcompute.LicenseStateActivated),
 //    Target: to.Ptr(armhybridcompute.LicenseTargetWindowsServer2012),
 //   },
 //   LicenseType: to.Ptr(armhybridcompute.LicenseTypeESU),
 //   TenantID: to.Ptr("{tenandId}"),
 //  },
 // }
}

// Generated from example definition: https://github.com/Azure/azure-rest-api-
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manager/Microsoft.HybridCompute/preview/2023-06-20-preview/examples/license/License_Delete.json
func ExampleLicensesClient_BeginDelete()
 {
 cred, err := azidentity.NewDefaultAzureCredential(nil)
 if err != nil {
  log.Fatalf("failed to obtain a credential: %v", err)
 }
 ctx := context.Background()
 clientFactory, err := armhybridcompute.NewClientFactory("<subscription-id>", cred, nil)
 if err != nil {
  log.Fatalf("failed to create client: %v", err)
 }
 poller, err := clientFactory.NewLicensesClient().BeginDelete(ctx, "myResourceGroup", "{licenseName}", nil)
 if err != nil {
  log.Fatalf("failed to finish the request: %v", err)
 }
 _, err = poller.PollUntilDone(ctx, nil)
 if err != nil {
  log.Fatalf("failed to pull the result: %v", err)
 }
}

// Generated from example definition: https://github.com/Azure/azure-rest-api-
specs/blob/bf204aab860f2eb58a9d346b00d44760f2a9b0a2/specification/hybridcompute/resource-
manager/Microsoft.HybridCompute/preview/2023-06-20-
```

```
preview/examples/license/License_ListByResourceGroup.json
func ExampleLicensesClient_NewListByResourceGroupPager() {
 cred, err := azidentity.NewDefaultAzureCredential(nil)
 if
 err != nil {
  log.Fatalf("failed to obtain a credential: %v", err)
 }
 ctx := context.Background()
 clientFactory, err := armhybridcompute.NewClientFactory("<subscription-id>", cred, nil)
 if err != nil {
  log.Fatalf("failed to create client: %v", err)
 }
 pager := clientFactory.NewLicensesClient().NewListByResourceGroupPager("myResourceGroup", nil)
 for pager.More() {
  page, err := pager.NextPage(ctx)
  if err != nil {
   log.Fatalf("failed to advance page: %v", err)
  }
  for _, v := range page.Value {
   // You could use page here. We use blank identifier for just demo purposes.
   _ = v
  }
  // If the HTTP response code is 200 as defined in example definition, your page structure would look as follows.
Please pay attention that all the values in the output are fake values for just demo purposes.
  // page.LicensesListResult = armhybridcompute.LicensesListResult{
  //  Value: []*armhybridcompute.License{
  //   {
  //    Name: to.Ptr("{licenseName}"),
  //
    Type: to.Ptr("Microsoft.HybridCompute/licenses"),
  //    ID:
to.Ptr("/subscriptions/{subscriptionId}/resourceGroups/myResourceGroup/providers/Microsoft.HybridCompute/Lic
enses/{licenseName}"),
  //    Location: to.Ptr("eastus2euap"),
  //    Properties: &armhybridcompute.LicenseProperties{
  //     LicenseDetails: &armhybridcompute.LicenseDetails{
  //      Type: to.Ptr(armhybridcompute.LicenseCoreTypePCore),
  //      AssignedLicenses: to.Ptr[int32](8),
  //      Edition: to.Ptr(armhybridcompute.LicenseEditionDatacenter),
  //      ImmutableID: to.Ptr("<generated Guid>"),
  //      Processors: to.Ptr[int32](6),
  //      State: to.Ptr(armhybridcompute.LicenseStateActivated),
  //      Target: to.Ptr(armhybridcompute.LicenseTargetWindowsServer2012),
  //     },
  //     LicenseType: to.Ptr(armhybridcompute.LicenseTypeESU),
  //     TenantID: to.Ptr("{tenandId}"),
  //    },
  //  }},
```

```
 // }
 }
}

// Generated from example definition: https://github.com/Azure/azure-rest-api-
specs/blob/bf204aab860f2eb58a9d346b00d44760f2a9b0a2/specification/hybridcompute/resource-
manager/Microsoft.HybridCompute/preview/2023-06-20-
preview/examples/license/License_ListBySubscription.json
func
 ExampleLicensesClient_NewListBySubscriptionPager() {
 cred, err := azidentity.NewDefaultAzureCredential(nil)
 if err != nil {
  log.Fatalf("failed to obtain a credential: %v", err)
 }
 ctx := context.Background()
 clientFactory, err := armhybridcompute.NewClientFactory("<subscription-id>", cred, nil)
 if err != nil {
  log.Fatalf("failed to create client: %v", err)
 }
 pager := clientFactory.NewLicensesClient().NewListBySubscriptionPager(nil)
 for pager.More() {
  page, err := pager.NextPage(ctx)
  if err != nil {
   log.Fatalf("failed to advance page: %v", err)
  }
  for _, v := range page.Value {
   // You could use page here. We use blank identifier for just demo purposes.
   _ = v
  }
  // If the HTTP response code is 200 as defined in example definition, your page structure would look as
 follows. Please pay attention that all the values in the output are fake values for just demo purposes.
  // page.LicensesListResult = armhybridcompute.LicensesListResult{
  //  Value: []*armhybridcompute.License{
  //   {
  //    Name: to.Ptr("{licenseName}"),
  //    Type: to.Ptr("Microsoft.HybridCompute/licenses"),
  //    ID:
to.Ptr("/subscriptions/{subscriptionId}/resourceGroups/myResourceGroup/providers/Microsoft.HybridCompute/Lic
enses/{licenseName}"),
  //    Location: to.Ptr("eastus2euap"),
  //    Properties: &armhybridcompute.LicenseProperties{
  //     LicenseDetails: &armhybridcompute.LicenseDetails{
  //      Type: to.Ptr(armhybridcompute.LicenseCoreTypePCore),
  //      AssignedLicenses: to.Ptr[int32](8),
  //      Edition: to.Ptr(armhybridcompute.LicenseEditionDatacenter),
  //      ImmutableID: to.Ptr("<generated Guid>"),
  //      Processors: to.Ptr[int32](6),
  //      State: to.Ptr(armhybridcompute.LicenseStateActivated),
```

```
//      Target: to.Ptr(armhybridcompute.LicenseTargetWindowsServer2012),
//
    },
//     LicenseType: to.Ptr(armhybridcompute.LicenseTypeESU),
//     TenantID: to.Ptr("{tenandId}"),
//    },
//  }},
// }
}
}
```

# 1.304 python-pip 25.1.1

## 1.304.1 Available under license :

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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 of
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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 |
| 2.2 | 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 |
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| 2.2.3 | 2.2.2 | 2003 | PSF | yes |
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| 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 |
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| 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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year, the PythonLabs team moved to Digital Creations, which became
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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 |
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<http://www.gnu.org/philosophy/why-not-lgpl.html>.

# 1.314 spyzhov-ajson 0.9.0

## 1.314.1 Available under license :

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Found in path(s):
* /spyzhov-ajson-tar/spyzhov-ajson.txt

# 1.315 yamux 0.1.1

## 1.315.1 Available under license :

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lockfileVersion: 5.3

specifiers:
'@sveltejs/vite-plugin-svelte': ^1.0.0-next.30
'@tauri-apps/api': ^1.0.0-beta.8
'@tauri-apps/cli': ^1.0.0-beta.10
'@tsconfig/svelte': ^2.0.1
'@types/crypto-js': ^4.1.0
'@types/node': ^12.0.0
axios: ^0.24.0
crypto-js: ^4.1.1
svelte: ^3.44.0
svelte-check: ^2.2.7
svelte-preprocess: ^4.9.8
tslib: ^2.3.1
typescript: ^4.4.4
vite: ^2.7.2

dependencies:
'@tauri-apps/api': 1.0.0-beta.8
'@types/node': 12.20.42
axios: 0.24.0
crypto-js: 4.1.1

devDependencies:
'@sveltejs/vite-plugin-svelte': 1.0.0-next.36_svelte@3.46.3+vite@2.7.13

'@tauri-apps/cli': 1.0.0-beta.10
'@tsconfig/svelte': 2.0.1
'@types/crypto-js': 4.1.0
svelte: 3.46.3
svelte-check: 2.3.0_svelte@3.46.3
svelte-preprocess: 4.10.2_svelte@3.46.3+typescript@4.5.5
tslib: 2.3.1
typescript: 4.5.5
vite: 2.7.13

packages:

/@nodelib/fs.scandir/2.1.5:
resolution: {integrity: sha512-vq24Bq3ym5HEQm2NKCr3yXDwjc7vTsEThRDnkp2DK9p1uqLR+DHurm/NOTo0KG7HYHU7eppKZj3MyqYuMBf62g==}
engines: {node: '>= 8'}
dependencies:
'@nodelib/fs.stat': 2.0.5
run-parallel: 1.2.0
dev: true

/@nodelib/fs.stat/2.0.5:
resolution: {integrity: sha512-RkhPPp2zrqDAQA/2jNhnztcPAlv64XdhIp7a7454A5ovI7Bukxgt7MX7udwAu3zg1DcpPU0rz3VV1SeaqvY4+A==}
engines: {node: '>= 8'}
dev: true

/@nodelib/fs.walk/1.2.8:
resolution: {integrity: sha512-oGB+UxlgWcgQkgwo8GcEGwemoTFt3FIO9ababBmaGwXIoBKZ+GTy0pP185beGg7Llih/NSHSV2XAs1lnznocSg==}
engines: {node: '>= 8'}
dependencies:
'@nodelib/fs.scandir': 2.1.5
fastq: 1.13.0
dev: true

/@rollup/pluginutils/4.1.2:
resolution: {integrity: sha512-ROn4qvkxP9SyPeHaf7uQC/GPFY6L/OWy9+bd9AwcjOAWQwxRscoEyAUD8qCY5o5iL4jqQwoLk2kaTKJPb/HwzQ==}
engines: {node: '>= 8.0.0'}
dependencies:
estree-walker: 2.0.2
picomatch: 2.3.1
dev: true

```
 /@sindresorhus/is/0.14.0:
   resolution: {integrity: sha512-
9NET910DNaIPngYnLLPeg+Ogzqsi9uM4mSboU5y6p8S5DzMTVEsJZrawi+BoDNUVBa2DhJqQYUFvMDfgU0
62LQ==}
    engines: {node: '>=6'}
   dev: true

 /@sindresorhus/is/0.7.0:
   resolution: {integrity: sha512-
ONhaKPIufzzrlNbqtWFFd+jlnemX6lJAgq9ZeiZtS7I1PIf/la7CW4m83rTXRnVnsMbW2k56pGYu7AUFJD9Pow=
=}
   engines: {node: '>=4'}
   dev: true

 /@sindresorhus/is/4.4.0:
   resolution: {integrity: sha512-
QppPM/8l3Mawvh4rn9CNEYIU9bxpXUCRMaX9yUpvBk1nMKusLKpfXGDEKExKaPhLzcn3lzil7pR6rnJ11Hge
RQ==}
   engines: {node: '>=10'}
   dev: true

 /@sveltejs/vite-plugin-svelte/1.0.0-next.36_svelte@3.46.3+vite@2.7.13:
   resolution: {integrity: sha512-
X7lTiioTGC3ri5M299fxc2dimuKU7f22zTXcmD+NrF+fO9/b7YNfLeQQwWV7Tvv9REysMlR4G2HQF6+lY62p/
Q==}
   engines: {node: ^14.13.1 || >= 16}
   peerDependencies:
     diff-match-patch: ^1.0.5
     svelte: ^3.44.0
     vite: ^2.7.0
   peerDependenciesMeta:
     diff-match-patch:
       optional: true
   dependencies:
     '@rollup/pluginutils': 4.1.2
     debug: 4.3.3
      kleur: 4.1.4
     magic-string: 0.25.7
     svelte: 3.46.3
     svelte-hmr: 0.14.9_svelte@3.46.3
     vite: 2.7.13
   transitivePeerDependencies:
     - supports-color
   dev: true

 /@szmarczak/http-timer/1.1.2:
   resolution: {integrity: sha512-
```

XIB2XbzHTN6ieIjfIMV9hlVcfPU26s2vafYWQcZHWXHOxiaRZYEDKEwdl129Zyg50+foYV2jCgtrqSA6qNuNSA==}
  engines: {node: '>=6'}
  dependencies:
    defer-to-connect: 1.1.3
  dev: true

/@szmarczak/http-timer/4.0.6:
  resolution: {integrity: sha512-4BAffykYOgO+5nzBWYwE3W90sBgLJoUPRWWcL8wlyiM8IB8ipJz3UMJ9KXQd1RKQXpKp8Tutn80HZtWsu2u76w==}
  engines: {node: '>=10'}
  dependencies:
    defer-to-connect: 2.0.1
  dev: true

/@tauri-apps/api/1.0.0-beta.8:
  resolution: {integrity: sha512-a56lXB7XvQ4+fKtT0pxpkjTSKhyrQ1Vmjyvt2ox3mT9xw3l7s8IOKHJ1WuqW6TA6xdoy3Cyja3Z3prw8hflS7g==}
  engines: {node: '>= 12.13.0', npm: '>= 6.6.0', yarn: '>= 1.19.1'}
  dev: false

/@tauri-apps/cli/1.0.0-beta.10:
  resolution: {integrity: sha512-T0cvV5Y5vCeEw6tQ7DfuGhXxxe26AwW9i3oYT/AQZlwrLG9Xk02Pp0/lKqd/WeddE3X/IFfSm8YMRCz3VElIWQ==}
    engines: {node: '>= 12.20.0', npm: '>= 6.6.0', yarn: '>= 1.19.1'}
  hasBin: true
  dependencies:
    '@tauri-apps/toml': 2.2.4
    chalk: 4.1.2
    cross-env: 7.0.3
    cross-spawn: 7.0.3
    fs-extra: 10.0.0
    global-agent: 3.0.0
    got: 11.8.2
    imagemin: 8.0.1
    imagemin-optipng: 8.0.0
    imagemin-zopfli: 7.0.0
    inquirer: 8.1.2
    is-png: 3.0.0
    minimist: 1.2.5
    ms: 2.1.3
    png2icons: 2.0.1
    read-chunk: 3.2.0
    semver: 7.3.5
    sharp: 0.28.3

```
    update-notifier: 5.1.0
  dev: true

 /@tauri-apps/toml/2.2.4:
  resolution: {integrity: sha512-
NJV/pdgJObDlDWi5+MTHZ2qyNvdL0dlHqQ72nzQYXWbW1LHMPXgCJYl0pLqL1XxxLtxtInYbtVCGVAcwh
Gxdkw==}
  dev: true

 /@tokenizer/token/0.3.0:
  resolution: {integrity: sha512-
OvjF+z51L3ov0OyAU0duzsYuvO01PH7x4t6DJx+guahgTnBHkhJdG7soQeTSFLWN3efnHyibZ4Z8l2EuWwJN3
A==}
  dev: true

 /@tsconfig/svelte/2.0.1:
   resolution: {integrity: sha512-
aqkICXbM1oX5FfgZd2qSSAGdyo/NRxjWCamxoyi3T8iVQnzGge19HhDYzZ6NrVOW7bhcWNSq9XexWFtMzb
B24A==}
  dev: true

 /@types/cacheable-request/6.0.2:
  resolution: {integrity: sha512-
B3xVo+dlKM6nnKTcmm5ZtY/OL8bOAOd2Olee9M1zft65ox50OzjEHW91sDiU9j6cvW8Ejg1/Qkf4xd2kugApUA
==}
  dependencies:
    '@types/http-cache-semantics': 4.0.1
    '@types/keyv': 3.1.3
    '@types/node': 12.20.42
    '@types/responselike': 1.0.0
  dev: true

 /@types/crypto-js/4.1.0:
  resolution: {integrity: sha512-
DCFfy/vh2lG6qHSGezQ+Sn2Ulf/1Mx51dqOdmOKyW5nMK3maLlxeS3onC7r212OnBM2pBR95HkAmAjjF08Yk
xQ==}
  dev: true

 /@types/http-cache-semantics/4.0.1:
  resolution: {integrity: sha512-
SZs7ekbP8CN0txVG2xVRH6EgKmEm31BOxA07vkFaETzZz1xh+cbt8BcI0slpymvwhx5dlFnQG2rTlPVQn+iRPQ
==}
  dev: true

 /@types/keyv/3.1.3:
  resolution: {integrity: sha512-
FXCJgyyN3ivVgRoml4h94G/p3kY+u/B86La+QptcqJaWtBWtmc6TtkNfS40n9bIvyLteHh7zXOtgbobORKPbDg=
=}
```

```
  dependencies:

'@types/node': 12.20.42
  dev: true

/@types/node/12.20.42:
  resolution: {integrity: sha512-
aI3/oo5DzyiI5R/xAhxxRzfZlWlsbbqdgxfTPkqu/Zt+23GXiJvMCyPJT4+xKSXOnLqoL8jJYMLTwvK2M3a5hw==
}

/@types/pug/2.0.6:
  resolution: {integrity: sha512-
SnHmG9wN1UVmagJOnyo/qkk0Z7gejYxOYYmaAwr5u2yFYfsupN3sg10kyzN8Hep/2zbHxCnsumxOoRIRMBw
KCg==}
  dev: true

/@types/responselike/1.0.0:
  resolution: {integrity: sha512-
85Y2BjiufFzaMIlvJDvTTB8Fxl2xfLo4HgmHzVBz08w4wDePCTjYw66PdrolO0kzli3yam/YCgRufyo1DdQVTA=
=}
  dependencies:
    '@types/node': 12.20.42
  dev: true

/@types/sass/1.43.1:
  resolution: {integrity: sha512-
BPdoIt1lfJ6B7rw35ncdwBZrAssjcwzI5LByIrYs+tpXlj/CAkuVdRsgZDdP4lq5EjyWzwxZCqAoFyHKFwp32g==}
  dependencies:
    '@types/node': 12.20.42
  dev: true

/ansi-align/3.0.1:
  resolution: {integrity: sha512-
IOfwwBF5iczOjp/WeY4YxyjqAFMQoZufdQWDd19SEExbVLNXqvpzSJ/M7Za4/sCPmQ0+GRquoA7bGcINcxe
w6w==}
  dependencies:
    string-width: 4.2.3
  dev: true

/ansi-escapes/4.3.2:
   resolution: {integrity: sha512-
gKXj5ALrKWQLsYG9jlTRmR/xKluxHV+Z9QEwNIgCfM1/uwPMCuzVVnh5mwTd+OuBZcwSIMbqssNWRm1l
E51QaQ==}
  engines: {node: '>=8'}
  dependencies:
    type-fest: 0.21.3
  dev: true
```

```
 /ansi-regex/2.1.1:
   resolution: {integrity: sha1-w7M6te42DYbg5ijwRorn7yfWVN8=}
   engines: {node: '>=0.10.0'}
   dev: true

 /ansi-regex/5.0.1:
   resolution: {integrity: sha512-
quJQXlTSUGL2LH9SUXo8VwsY4soanhgo6LNSm84E1LBcE8s3O0wpdiRzyR9z/ZZJMlMWv37qOOb9pdJlMUE
KFQ==}
   engines: {node: '>=8'}
   dev: true

 /ansi-styles/2.2.1:
   resolution: {integrity: sha1-tDLdM1i2NM914eRmQ2gkBTPB3b4=}
   engines: {node: '>=0.10.0'}
   dev: true

 /ansi-styles/4.3.0:
   resolution: {integrity: sha512-
zbB9rCJAT1rbjiVDb2hqKFHNYLxgtk8NURxZ3IZwD3F6NtxbXZQCnnSi1Lkx+IDohdPlFp222wVALIheZJQSEg
==}
   engines: {node: '>=8'}
   dependencies:
     color-convert: 2.0.1
   dev: true

 /anymatch/3.1.2:
   resolution: {integrity: sha512-
P43ePfOAIupkguHUycrc4qJ9kz8ZiuOUijaETwX7THt0Y/GNK7v0aa8rY816xWjZ7rJdA5XdMcpVFTKMq+RvW
g==}
    engines: {node: '>= 8'}
   dependencies:
     normalize-path: 3.0.0
     picomatch: 2.3.1
   dev: true

 /aproba/1.2.0:
   resolution: {integrity: sha512-
Y9J6ZjXtoYh8RnXVCMOU/ttDmk1aBjunq9vO0ta5x85WDQiQfUF9sIPBITdbiiIVcBo03Hi3jMxigBtsddlXRw==
}
   dev: true

 /arch/2.2.0:
   resolution: {integrity: sha512-
Of/R0wqp83cgHozfIYLbBMnej79U/SVGOOyuB3VVFv1NRM/PSFMK12x9KVtiYzJqmnU5WR2qp0Z5rHb7sW
GnFQ==}
   dev: true
```

```
 /archive-type/4.0.0:
   resolution: {integrity: sha1-+S5yIzBW38aWlHJ0nCZ72wRrHXA=}
   engines: {node: '>=4'}
   dependencies:
     file-type: 4.4.0
   dev: true

 /are-we-there-yet/1.1.7:
   resolution: {integrity: sha512-
nxwy40TuMiUGqMyRHgCSWZ9FM4VAoRP4xUYSTv5ImRog+h9yISPbVH7H8fASCIzYn9wlEv4zvFL7uKDM
CFQm3g==}
   dependencies:
     delegates: 1.0.0
     readable-stream: 2.3.7
   dev: true

 /array-find-index/1.0.2:
   resolution: {integrity: sha1-3wEKoSh+Fku9pvlyOwqWoexBh6E=}
   engines: {node: '>=0.10.0'}

   dev: true

 /array-union/3.0.1:
   resolution: {integrity: sha512-
1OvF9IbWwaeiM9VhzYXVQacMibxpXOMYVNIvMtKRyX9SImBXpKcFr8XvFDeEslCyuH/t6KRt7HEO94AlP8
Iatw==}
   engines: {node: '>=12'}
   dev: true

 /axios/0.24.0:
   resolution: {integrity: sha512-
Q6cWsys88HoPgAaFAVUb0WpPk0O8iTeisR9IMqy9G8AbO4NlpVknrnQS03zzF9PGAWgO3cgletO3VjV/P7Vzt
A==}
   dependencies:
     follow-redirects: 1.14.7
   transitivePeerDependencies:
     - debug
   dev: false

 /balanced-match/1.0.2:
   resolution: {integrity: sha512-
3oSeUO0TMV67hN1AmbXsK4yaqU7tjiHlbxRDZOpH0KW9+CeX4bRAaX0Anxt0tx2MrpRpWwQaPwIlISEJhY
U5Pw==}
   dev: true

 /base64-js/1.5.1:
   resolution: {integrity: sha512-
AKpaYlHn8t4SVbOHCy+b5+KKgvR4vrsD8vbvrbiQJps7fKDTkjkDry6ji0rUJjC0kzbNePLwzxq8iypo41qeWA==}
```

```
  dev: true

 /bin-build/3.0.0:
  resolution: {integrity: sha512-
jcUOof71/TNAI2uM5uoUaDq2ePcVBQ3R/qhxAz1rX7UfvduAL/RXD3jXzvn8cVcDJdGVkiR1shal3OH0ImpuhA
==}
  engines: {node: '>=4'}
  dependencies:
    decompress: 4.2.1

 download: 6.2.5
    execa: 0.7.0
    p-map-series: 1.0.0
    tempfile: 2.0.0
  dev: true

 /bin-check/4.1.0:
  resolution: {integrity: sha512-
b6weQyEUKsDGFlACWSIOfveEnImkJyK/FGW6FAG42loyoquvjdtOIqO6yBFzHyqyVVhNgNkQxxx09SFLK28
YnA==}
  engines: {node: '>=4'}
  dependencies:
    execa: 0.7.0
    executable: 4.1.1
  dev: true

 /bin-version-check/4.0.0:
  resolution: {integrity: sha512-
sR631OrhC+1f8Cvs8WyVWOA33Y8tgwjETNPyyD/myRBXLkfS/vl74FmH/lFcRl9KY3zwGh7jFhvyk9vV3/3ilQ=
=}
  engines: {node: '>=6'}
  dependencies:
    bin-version: 3.1.0
    semver: 5.7.1
    semver-truncate: 1.1.2
  dev: true

 /bin-version/3.1.0:
  resolution: {integrity: sha512-
Mkfm4iE1VFt4xd4vH+gx+0/71esbfus2LsnCGe8Pi4mndSPyT+NGES/Eg99jx8/lUGWfu3z2yuB/bt5UB+iVbQ==}
  engines: {node: '>=6'}
  dependencies:
    execa: 1.0.0
    find-versions: 3.2.0
  dev: true

 /bin-wrapper/4.1.0:
  resolution: {integrity: sha512-
```

hfRmo7hWIXPkbpi0ZltboCMVrU+0ClXR/JgbCKKjlDjQf6igXa7OwdqNcFWQZPZTgiY7ZpzE3+LjjkLiTN2T7Q==}
    engines: {node: '>=6'}
  dependencies:
    bin-check: 4.1.0
    bin-version-check: 4.0.0
    download: 7.1.0
    import-lazy: 3.1.0
    os-filter-obj: 2.0.0
    pify: 4.0.1
  dev: true

 /binary-extensions/2.2.0:
  resolution: {integrity: sha512-jDctJ/IVQbZoJykoeHbhXpOlNBqGNcwXJKJog42E5HDPUwQTSdjCHdihjj0DlnheQ7blbT6dHOafNAiS8ooQKA==}
  engines: {node: '>=8'}
  dev: true

 /bl/1.2.3:
  resolution: {integrity: sha512-pvcNpa0UU69UT341rO6AYy4FVAIkUHuZXRIWbq+zHnsVcRzDDjIAhGuuYoi0d//cwIwtt4pkpKycWEfjdV+vww==}
  dependencies:
    readable-stream: 2.3.7
    safe-buffer: 5.2.1
  dev: true

 /bl/4.1.0:
  resolution: {integrity: sha512-1W07cM9gS6DcLperZfFSj+bWLtaPGSOHWhPiGzXmvVJbRLdG82sH/Kn8EtW1VqWVA54AKf2h5k5BbnIbwF3h6w==}
  dependencies:
    buffer: 5.7.1
    inherits: 2.0.4
    readable-stream: 3.6.0
  dev: true

 /boolean/3.1.4:
  resolution: {integrity: sha512-3hx0kwU3uzG6ReQ3pnaFQPSktpBw6RHN3/ivDKEuU8g1XSfafowyvDnadjv1xp8IZqhtSukxlwv9bF6FhX8m0w==}
    dev: true

 /boxen/5.1.2:
  resolution: {integrity: sha512-9gYgQKXx+1nP8mP7CzFyaUARhg7D3n1dF/FnErWmu9l6JvGpNUN278h0aSb+QjoiKSWG+iZ3uHrcqk0qrY9RQQ==}

```
  engines: {node: '>=10'}
  dependencies:
    ansi-align: 3.0.1
    camelcase: 6.3.0
    chalk: 4.1.2
    cli-boxes: 2.2.1
    string-width: 4.2.3
    type-fest: 0.20.2
    widest-line: 3.1.0
    wrap-ansi: 7.0.0
  dev: true

 /brace-expansion/1.1.11:
  resolution: {integrity: sha512-
iCuPHDFgrHX7H2vEI/5xpz07zSHB00TpugqhmYtVmMO6518mCuRMoOYFldEBl0g187ufozdaHgWKcYFb61q
GiA==}
  dependencies:
    balanced-match: 1.0.2
    concat-map: 0.0.1
  dev: true

 /braces/3.0.2:
  resolution: {integrity: sha512-
b8um+L1RzM3WDSzvhm6gIz1yfTbBt6YTlcEKAvsmqCZZFw46z626lVj9j1yEPW33H5H+lBQpZMP1k8l+78Ha
0A==}
  engines: {node: '>=8'}
  dependencies:
    fill-range: 7.0.1
  dev: true

 /buffer-alloc-unsafe/1.1.0:
  resolution: {integrity: sha512-
TEM2iMIEQdJ2yjPJoSIsldnleVaAk1oW3DBVUykyOLsEsFmEc9kn+SFFPz+gl54KQNxlDnAwCXosOS9Okx2xA
g==}
   dev: true

 /buffer-alloc/1.2.0:
  resolution: {integrity: sha512-
CFsHQgjtW1UChdXgbyJGtnm+O/uLQeZdtbDo8mfUgYXCHSM1wgrVxXm6bSyrUuErEb+4sYVGCzASBRot7z
yrow==}
  dependencies:
    buffer-alloc-unsafe: 1.1.0
    buffer-fill: 1.0.0
  dev: true

 /buffer-crc32/0.2.13:
  resolution: {integrity: sha1-DTM+PwDqxQqhRUq9MO+MKl2ackI=}
  dev: true
```

```
 /buffer-fill/1.0.0:
   resolution: {integrity: sha1-+PeLdniYiO858gXNY39o5wISKyw=}
   dev: true

 /buffer/5.7.1:
   resolution: {integrity: sha512-
EHcyIPBQ4BSGlvjB16k5KgAJ27CIsHY/2JBmCRReo48y9rQ3MaUzWX3KVlBa4U7MyX02HdVj0K7C3WaB3ju
7FQ==}
   dependencies:
     base64-js: 1.5.1
     ieee754: 1.2.1
   dev: true

 /cacheable-lookup/5.0.4:
   resolution: {integrity: sha512-
2/kNscPhpcxrOigMZzbiWF7dz8ilhb/nIHU3EyZiXWXpeq/au8qJ8VhdftMkty3n7Gj6HIGalQG8oiBNB3AJgA==}
   engines: {node: '>=10.6.0'}
   dev: true

 /cacheable-request/2.1.4:
   resolution: {integrity: sha1-DYCIAbY0KtM8kd+dC0TcCbkeXD0=}
    dependencies:
     clone-response: 1.0.2
     get-stream: 3.0.0
     http-cache-semantics: 3.8.1
     keyv: 3.0.0
     lowercase-keys: 1.0.0
     normalize-url: 2.0.1
     responselike: 1.0.2
   dev: true

 /cacheable-request/6.1.0:
   resolution: {integrity: sha512-
Oj3cAGPCqOZX7Rz64Uny2GYAZNliQSqfbePrgAQ1wKAihYmCUnraBtJtKcGR4xz7wF+LoJC+ssFZvv5BgF9Ig
g==}
   engines: {node: '>=8'}
   dependencies:
     clone-response: 1.0.2
     get-stream: 5.2.0
     http-cache-semantics: 4.1.0
     keyv: 3.1.0
     lowercase-keys: 2.0.0
     normalize-url: 4.5.1
     responselike: 1.0.2
   dev: true

 /cacheable-request/7.0.2:
```

```
  resolution: {integrity: sha512-
pouW8/FmiPQbuGpkXQ9BAPv/Mo5xDGANgSNXzTzJ8DrKGuXOssM4wIQRjfanNRh3Yu5cfYPvcorqbhg2KIJt
ew==}
  engines: {node: '>=8'}
  dependencies:
    clone-response: 1.0.2
    get-stream: 5.2.0
    http-cache-semantics: 4.1.0
    keyv: 4.0.5
    lowercase-keys: 2.0.0
    normalize-url: 6.1.0
     responselike: 2.0.0
  dev: true

 /callsites/3.1.0:
  resolution: {integrity: sha512-
P8BjAsXvZS+VIDUI11hHCQEv74YT67YUi5JJFNWIqL235sBmjX4+qx9Muvls5ivyNENctx46xQLQ3aTuE7ssaQ
==}
  engines: {node: '>=6'}
  dev: true

 /camelcase-keys/2.1.0:
  resolution: {integrity: sha1-MIvur/3ygRkFHvodkyITyRuPkuc=}
  engines: {node: '>=0.10.0'}
  dependencies:
    camelcase: 2.1.1
    map-obj: 1.0.1
  dev: true

 /camelcase/2.1.1:
  resolution: {integrity: sha1-fB0W1nmhu+WcoCys7PsBHiAfWh8=}
  engines: {node: '>=0.10.0'}
  dev: true

 /camelcase/6.3.0:
  resolution: {integrity: sha512-
Gmy6FhYlCY7uOElZUSbxo2UCDH8owEk996gkbrpsgGtrJLM3J7jGxl9Ic7Qwwj4ivOE5AWZWRMecDdF7hqGj
FA==}
  engines: {node: '>=10'}
  dev: true

 /caw/2.0.1:
  resolution: {integrity: sha512-
Cg8/ZSBEa8ZVY9HspcGUYaK63d/bN7rqS3CYCzEGUxuYv6UlmcjzDUz2fCFFHyTvUW5Pk0I+3hkA3iXlIj6gu
A==}
  engines: {node: '>=4'}
  dependencies:
    get-proxy: 2.1.0
```

```
    isurl: 1.0.0
    tunnel-agent: 0.6.0
     url-to-options: 1.0.1
  dev: true

 /chalk/1.1.3:
  resolution: {integrity: sha1-qBFcVeSnAv5NFQq9OHKCKn4J/Jg=}
  engines: {node: '>=0.10.0'}
  dependencies:
    ansi-styles: 2.2.1
    escape-string-regexp: 1.0.5
    has-ansi: 2.0.0
    strip-ansi: 3.0.1
    supports-color: 2.0.0
  dev: true

 /chalk/4.1.2:
  resolution: {integrity: sha512-
oKnbhFyRIXpUuez8iBMmyEa4nbj4IOQyuhc/wy9kY7/WVPcwIO9VA668Pu8RkO7+0G76SLROeyw9CpQ061i4
mA==}
  engines: {node: '>=10'}
  dependencies:
    ansi-styles: 4.3.0
    supports-color: 7.2.0
  dev: true

 /chardet/0.7.0:
  resolution: {integrity: sha512-
mT8iDcrh03qDGRRmoA2hmBJnxpllMR+0/0qlzjqZES6NdiWDcZkCNAk4rPFZ9Q85r27unkiNNg8ZOiwZXBHw
cA==}
  dev: true

 /chokidar/3.5.3:
  resolution: {integrity: sha512-
Dr3sfKRP6oTcjf2JmUmFJfeVMvXBdegxB0iVQ5eb2V10uFJUCAS8OByZdVAyVb8xXNz3GjjTgj9kLWsZTqE6
kw==}
  engines: {node: '>= 8.10.0'}
  dependencies:
    anymatch: 3.1.2
    braces: 3.0.2
    glob-parent: 5.1.2

  is-binary-path: 2.1.0
    is-glob: 4.0.3
    normalize-path: 3.0.0
    readdirp: 3.6.0
  optionalDependencies:
    fsevents: 2.3.2
```

```
  dev: true

 /chownr/1.1.4:
  resolution: {integrity: sha512-
jJ0bqzaylmJtVnNgzTeSOs8DPavpbYgEr/b0YL8/2GO3xJEhInFmhKMUnEJQjZumK7KXGFhUy89PrsJWlakBVg
==}
  dev: true

 /ci-info/2.0.0:
  resolution: {integrity: sha512-
5tK7EtrZ0N+OLFMthtqOj4fI2Jeb88C4CAZPu25LDVUgXJ0A3Js4PMGqrn0JU1W0Mh1/Z8wZzYPxqUrXeBboC
Q==}
  dev: true

 /cli-boxes/2.2.1:
  resolution: {integrity: sha512-
y4coMcylgSCdVinjiDBuR8PCC2bLjyGTwEmPb9NHR/QaNU6EUOXcTY/s6VjGMD6ENSEaeQYHCY0GNGS5j
fMwPw==}
  engines: {node: '>=6'}
  dev: true

 /cli-cursor/3.1.0:
  resolution: {integrity: sha512-
I/zHAwsKf9FqGoXM4WWRACob9+SNukZTd94DWF57E4toouRulbCxcUh6RKUEOQlYTHJnzkPMySvPNaaSL
NfLZw==}
  engines: {node: '>=8'}
  dependencies:
    restore-cursor: 3.1.0
  dev: true

 /cli-spinners/2.6.1:
  resolution: {integrity: sha512-
x/5fWmGMnbKQAaNwN+UZlV79qBLM9JFnJuJ03gIi5whrob0xV0ofNVHy9DhwGdsMJQc2OKv0oGmLzvaqvA
Vv+g==}
   engines: {node: '>=6'}
  dev: true

 /cli-width/3.0.0:
  resolution: {integrity: sha512-
FxqpkPPwu1HjuN93Omfm4h8uIanXofW0RxVEW3k5RKx+mJJYSthzNhp32Kzxxy3YAEZ/Dc/EWN1vZRY0+kO
hbw==}
  engines: {node: '>= 10'}
  dev: true

 /clone-response/1.0.2:
  resolution: {integrity: sha1-0dyXOSAxTfZ/vrlCI7TuNQI56Ws=}
  dependencies:
    mimic-response: 1.0.1
```

```
  dev: true

/clone/1.0.4:
  resolution: {integrity: sha1-2jCcwmPfFZlMaIypAheco8fNfH4=}
  engines: {node: '>=0.8'}
  dev: true

/code-point-at/1.1.0:
  resolution: {integrity: sha1-DQcLTQQ6W+ozovGkDi7bPZpMz3c=}
  engines: {node: '>=0.10.0'}
  dev: true

/color-convert/1.9.3:
  resolution: {integrity: sha512-
QfAUtd+vFdAtFQcC8CCyYt1fYWxSqAiK2cSD6zDB8N3cpsEBAvRxp9zOGg6G/SHHJYAT88/az/IuDGALsNV
bGg==}
  dependencies:
    color-name: 1.1.3
  dev: true

/color-convert/2.0.1:
  resolution: {integrity: sha512-
RRECPsj7iu/xb5oKYcsFHSppFNnsj/52OVTRKb4zP5onXwVF3zVmmToNcOfGC+CRDpfK/U584fMg38ZHCaEl
KQ==}
   engines: {node: '>=7.0.0'}
  dependencies:
    color-name: 1.1.4
  dev: true

/color-name/1.1.3:
  resolution: {integrity: sha1-p9BVi9icQveV3UIyj3QIMcpTvCU=}
  dev: true

/color-name/1.1.4:
  resolution: {integrity: sha512-
dOy+3AuW3a2wNbZHIuMZpTcgjGuLU/uBL/ubcZF9OXbDo8ff4O8yVp5Bf0efS8uEoYo5q4Fx7dY9OgQGXgAs
QA==}
  dev: true

/color-string/1.9.0:
  resolution: {integrity: sha512-
9Mrz2AQLefkH1UvASKj6v6hj/7eWgjnT/cVsR8CumieLoT+g900exWeNogqtweI8dxloXN9BDQTYro1oWu/5CQ
==}
  dependencies:
    color-name: 1.1.4
    simple-swizzle: 0.2.2
  dev: true
```

```
 /color/3.2.1:
   resolution: {integrity: sha512-
aBl7dZI9ENN6fUGC7mWpMTPNHmWUSNan9tuWN6ahh5ZLNk9baLJOnSMlrQkHcrfFgz2/RigjUVAjdx36VcemKA==}
   dependencies:
     color-convert: 1.9.3
     color-string: 1.9.0
   dev: true

 /commander/2.20.3:
   resolution: {integrity: sha512-
GpVkmM8vF2vQUkj2LvZmD35JxeJOLCwJ9cUkugyk2nuhbv3+mJvpLYYt+0+USMxE+oj+ey/lJEnhZw75x/OMcQ==}
   dev: true

  /concat-map/0.0.1:
   resolution: {integrity: sha1-2Klr13/Wjfd5OnMDajug1UBdR3s=}
   dev: true

 /config-chain/1.1.13:
   resolution: {integrity: sha512-
qj+f8APARXHrM0hraqXYb2/bOVSV4PvJQlNZ/DVj0QrmNM2q2euizkeuVckQ57J+W0mRH6Hvi+k50M4Jul2VRQ==}
   dependencies:
     ini: 1.3.8
     proto-list: 1.2.4
   dev: true

 /configstore/5.0.1:
   resolution: {integrity: sha512-
aMKprgk5YhBNyH25hj8wGt2+D52Sw1DRRIzqBwLp2Ya9mFmY8KPvvtvmna8SxVR9JMZ4kzMD68N22vlaRpkeFA==}
   engines: {node: '>=8'}
   dependencies:
     dot-prop: 5.3.0
     graceful-fs: 4.2.9
     make-dir: 3.1.0
     unique-string: 2.0.0
     write-file-atomic: 3.0.3
     xdg-basedir: 4.0.0
   dev: true

 /console-control-strings/1.1.0:
   resolution: {integrity: sha1-PXz0Rk22RG6mRL9LOVB/mFEAjo4=}
   dev: true

 /console-stream/0.1.1:
   resolution: {integrity: sha1-oJX+B7IEZZVfL6/Si11yvM2UnUQ=}
```

```
  dev: true

 /content-disposition/0.5.4:
  resolution: {integrity: sha512-
FveZTNuGw04cxlAiWbzi6zTAL/lhehaWbTtgluJh4/E95DqMwTmha3KZN1aAWA8cFIhHzMZUvLevkw5Rqk+tS
Q==}
   engines: {node: '>= 0.6'}
  dependencies:
    safe-buffer: 5.2.1
  dev: true

 /core-util-is/1.0.3:
  resolution: {integrity: sha512-
ZQBvi1DcpJ4GDqanjucZ2Hj3wEO5pZDS89BWbkcrvdxksJorwUDDZamX9ldFkp9aw2lmBDLgkObEA4DWNJ9
FYQ==}
  dev: true

 /cross-env/7.0.3:
  resolution: {integrity: sha512-
+/HKd6EgcQCJGh2PSjZuUitQBQynKor4wrFbRg4DtAgS1aWO+gU52xpH7M9ScGgXSYmAVS9bIJ8EzuaGw0o
NAw==}
  engines: {node: '>=10.14', npm: '>=6', yarn: '>=1'}
  hasBin: true
  dependencies:
    cross-spawn: 7.0.3
  dev: true

 /cross-spawn/5.1.0:
  resolution: {integrity: sha1-6L0O/uWPz/b4+UUQoKVUu/ojVEk=}
  dependencies:
    lru-cache: 4.1.5
    shebang-command: 1.2.0
    which: 1.3.1
  dev: true

 /cross-spawn/6.0.5:
  resolution: {integrity: sha512-
eTVLrBSt7fjbDygz805pMnstIs2VTBNkRm0qxZd+M7A5XDdxVRWO5MxGBXZhjY4cqLYLdtrGqRf8mBPmzw
SpWQ==}
  engines: {node: '>=4.8'}
  dependencies:
    nice-try: 1.0.5
    path-key:
 2.0.1
    semver: 5.7.1
    shebang-command: 1.2.0
    which: 1.3.1
  dev: true
```

```
 /cross-spawn/7.0.3:
   resolution: {integrity: sha512-
iRDPJKUPVEND7dHPO8rkbOnPpyDygcDFtWjpeWNCgy8WP2rXcxXL8TskReQl6OrB2G7+UJrags1q15Fudc7G
6w==}
   engines: {node: '>= 8'}
   dependencies:
     path-key: 3.1.1
     shebang-command: 2.0.0
     which: 2.0.2
   dev: true

 /crypto-js/4.1.1:
   resolution: {integrity: sha512-
o2JlM7ydqd3Qk9CA0L4NL6mTzU2sdx96a+oOfPu8Mkl/PK51vSyoi8/rQ8NknZtk44vq15lmhAj9CIAGwgeWKw=
=}
   dev: false

 /crypto-random-string/2.0.0:
   resolution: {integrity: sha512-
v1plID3y9r/lPhviJ1wrXpLeyUIGAZ2SHNYTEapm7/8A9nLPoyvVp3RK/EPFqn5kEznyWgYZNsRtYYIWbuG8K
A==}
   engines: {node: '>=8'}
   dev: true

 /currently-unhandled/0.4.1:
   resolution: {integrity: sha1-mI3zP+qxke95mmE2nddsF635V+o=}
   engines: {node: '>=0.10.0'}
   dependencies:
     array-find-index: 1.0.2
   dev: true

 /debug/4.3.3:
   resolution: {integrity: sha512-
/zxw5+vh1Tfv+4Qn7a5nsbcJKPaSvCDhojn6FEl9vupwK2VCSDtEiEtqr8DFtzYFOdz63LBkxec7DYuc2jon6Q==}
    engines: {node: '>=6.0'}
   peerDependencies:
     supports-color: '*'
   peerDependenciesMeta:
     supports-color:
       optional: true
   dependencies:
     ms: 2.1.2
   dev: true

 /decamelize/1.2.0:
   resolution: {integrity: sha1-9lNNFRSCabIDUue+4m9QH5oZEpA=}
   engines: {node: '>=0.10.0'}
```

```
  dev: true

/decode-uri-component/0.2.0:
  resolution: {integrity: sha1-6zkTMzRYd1y4TNGh+uBiEGu4dUU=}
  engines: {node: '>=0.10'}
  dev: true

/decompress-response/3.3.0:
  resolution: {integrity: sha1-gKTdMjdIOEv6JICDYirt7Jgq3/M=}
  engines: {node: '>=4'}
  dependencies:
    mimic-response: 1.0.1
  dev: true

/decompress-response/4.2.1:
  resolution: {integrity: sha512-
jOSne2qbyE+/r8G1VU+G/82LBs2Fs4LAsTiLSHOCOMZQl2OKZ6i8i4IyHemTe+/yIXOtTcRQMzPcgyhoFlqPkw
==}
  engines: {node: '>=8'}
  dependencies:
    mimic-response: 2.1.0
  dev: true

/decompress-response/6.0.0:
  resolution: {integrity:
sha512-
aW35yZM6Bb/4oJlZncMH2LCoZtJXTRxES17vE3hoRiowU2kWHaJKFkSBDnDR+cm9J+9QhXmREyIfv0pji9ej
CQ==}
  engines: {node: '>=10'}
  dependencies:
    mimic-response: 3.1.0
  dev: true

/decompress-tar/4.1.1:
  resolution: {integrity: sha512-
JdJMaCrGpB5fESVyxwpCx4Jdj2AagLmv3y58Qy4GE6HMVjWz1FeVQk1Ct4Kye7PftcdOo/7U7UKzYBJgqnGe
UQ==}
  engines: {node: '>=4'}
  dependencies:
    file-type: 5.2.0
    is-stream: 1.1.0
    tar-stream: 1.6.2
  dev: true

/decompress-tarbz2/4.1.1:
  resolution: {integrity: sha512-
s88xLzf1r81ICXLAVQVzaN6ZmX4A6U4z2nMbOwobxkLoIIfjVMBg7TeguTUXkKeXni795B6y5rnvDw7rxhAq9
A==}
```

```
  engines: {node: '>=4'}
  dependencies:
    decompress-tar: 4.1.1
    file-type: 6.2.0
    is-stream: 1.1.0
    seek-bzip: 1.0.6
    unbzip2-stream: 1.4.3
  dev: true

 /decompress-targz/4.1.1:
  resolution: {integrity: sha512-
4z81Znfr6chWnRDNfFNqLwPvm4db3WuZkqV+UgXQzSngG3CEKdBkw5jrv3axjjL96glyiiKjsxJG3X6WBZwX3
w==}
  engines: {node: '>=4'}
  dependencies:
     decompress-tar: 4.1.1
    file-type: 5.2.0
    is-stream: 1.1.0
  dev: true

 /decompress-unzip/4.0.1:
  resolution: {integrity: sha1-3qrM39FK6vhVePczroIQ+bSEj2k=}
  engines: {node: '>=4'}
  dependencies:
    file-type: 3.9.0
    get-stream: 2.3.1
    pify: 2.3.0
    yauzl: 2.10.0
  dev: true

 /decompress/4.2.1:
  resolution: {integrity: sha512-
e48kc2IjU+2Zw8cTb6VZcJQ3lgVbS4uuB1TfCHbiZIP/haNXm+SVyhu+87jts5/3ROpd82GSVCoNs/z8l4ZOaQ==}
  engines: {node: '>=4'}
  dependencies:
    decompress-tar: 4.1.1
    decompress-tarbz2: 4.1.1
    decompress-targz: 4.1.1
    decompress-unzip: 4.0.1
    graceful-fs: 4.2.9
    make-dir: 1.3.0
    pify: 2.3.0
    strip-dirs: 2.1.0
  dev: true

 /deep-extend/0.6.0:
  resolution: {integrity: sha512-
LOHxIOaPYdHlJRtCQfDIVZtfw/ufM8+rVj649RIHzcm/vGwQRXFt6OPqIFWsm2XEMrNIEtWR64sY1LEKD2v
```

AOA==}
  engines: {node: '>=4.0.0'}
  dev: true

 /defaults/1.0.3:
  resolution: {integrity: sha1-xlYFHpgX2f8I7YgUd/P+QBnz730=}
   dependencies:
    clone: 1.0.4
  dev: true

 /defer-to-connect/1.1.3:
  resolution: {integrity: sha512-
0ISdNousHvZT2EiFlZeZAHBUvSxmKswVCEf8hW7KWgG4a8MVEu/3Vb6uWYozkjylyCxe0JBIiRB1jV45S70
WVQ==}
  dev: true

 /defer-to-connect/2.0.1:
  resolution: {integrity: sha512-
4tvttepXG1VaYGrRibk5EwJd1t4udunSOVMdLSAL6mId1ix438oPwPZMALY41FCijukO1L0twNcGsdzS7dHgDg
==}
  engines: {node: '>=10'}
  dev: true

 /define-properties/1.1.3:
  resolution: {integrity: sha512-
3MqfYKj2lLzdMSf8ZIZE/V+Zuy+BgD6f164e8K2w7dgnpKArBDerGYpM46IYYcjnkdPNMjPk9A6VFB8+3SKl
XQ==}
  engines: {node: '>= 0.4'}
  dependencies:
    object-keys: 1.1.1
  dev: true

 /delegates/1.0.0:
  resolution: {integrity: sha1-hMbhWbgZBP3KWaDvRM2HDTElD5o=}
  dev: true

 /detect-indent/6.1.0:
  resolution: {integrity: sha512-
reYkTUJAZb9gUuZ2RvVCNhVHdg62RHnJ7WJl8ftMi4diZ6NWlciOzQN88pUhSELEwflJht4oQDv0F0BMlwaYt
A==}
  engines: {node: '>=8'}
  dev: true

 /detect-libc/1.0.3:
  resolution:
 {integrity: sha1-+hN8S9aY7fVc1c0CrFWfkaTEups=}
  engines: {node: '>=0.10'}
  hasBin: true

```
  dev: true

 /detect-node/2.1.0:
  resolution: {integrity: sha512-
T0NIuQpnTvFDATNuHN5roPwSBG83rFsuO+MXXH9/3N1eFbn4wcPjttvjMLEPWJ0RGUYgQE7cGgS3tNxbqCGM7g==}
  dev: true

 /dir-glob/3.0.1:
  resolution: {integrity: sha512-
WkrWp9GR4KXfKGYzOLmTuGVi1UWFfws377n9cc55/tb6DuqyF6pcQ5AbiHEshaDpY9v6oaSr2XCDidGmMwdzIA==}
  engines: {node: '>=8'}
  dependencies:
    path-type: 4.0.0
  dev: true

 /dot-prop/5.3.0:
  resolution: {integrity: sha512-
QM8q3zDe58hqUqjraQOmzZ1LIH9SWQJTlEKCH4kJ2oQvLZk7RbQXvtDM2XEq3fwkV9CCvvH4LA0AV+ogFsBM2Q==}
  engines: {node: '>=8'}
  dependencies:
    is-obj: 2.0.0
  dev: true

 /download/6.2.5:
  resolution: {integrity: sha512-
DpO9K1sXAST8Cpzb7kmEhogJxymyVUd5qz/vCOSyvwtp2Klj2XcDt5YUuasgxka44SxF0q5RriKIwJmQHG2AuA==}
  engines: {node: '>=4'}
  dependencies:
    caw: 2.0.1
    content-disposition: 0.5.4
    decompress: 4.2.1
    ext-name:
 5.0.0
    file-type: 5.2.0
    filenamify: 2.1.0
    get-stream: 3.0.0
    got: 7.1.0
    make-dir: 1.3.0
    p-event: 1.3.0
    pify: 3.0.0
  dev: true

 /download/7.1.0:
  resolution: {integrity: sha512-
```

xqnBTVd/E+GxJVrX5/eUJiLYjCGPwMpdL+jGhGU57BvtcA7wwhtHVbXBeUk51kOpW3S7Jn3BQbN9Q1R1Km2qDQ==}
  engines: {node: '>=6'}
  dependencies:
    archive-type: 4.0.0
    caw: 2.0.1
    content-disposition: 0.5.4
    decompress: 4.2.1
    ext-name: 5.0.0
    file-type: 8.1.0
    filenamify: 2.1.0
    get-stream: 3.0.0
    got: 8.3.2
    make-dir: 1.3.0
    p-event: 2.3.1
    pify: 3.0.0
  dev: true

 /duplexer3/0.1.4:
  resolution: {integrity: sha1-7gHdHKwO08vH/b6jfcCo8c4ALOI=}
  dev: true

 /emoji-regex/8.0.0:
  resolution: {integrity: sha512-MSjYzcWNOA0ewAHpz0MxpYFvwg6yjy1NG3xteoqz644VCo/RPgnr1/GGt+ic3iJTzQ8Eu3TdM14SawnVUmGE6A==}
  dev: true

 /end-of-stream/1.4.4:
  resolution: {integrity: sha512-+uw1inIHVPQoaVuHzRyXd21icM+cnt4CzD5rW+NC1wjOUSTOs+Te7FOv7AhN7vS9x/oIyhLP5PR1H+phQAHu5Q==}
    dependencies:
    once: 1.4.0
  dev: true

 /error-ex/1.3.2:
  resolution: {integrity: sha512-7dFHNmqeFSEt2ZBsCriorKnn3Z2pj+fd9kmI6QoWw4//DL+icEBfc0U7qJCisqrTsKTjw4fNFy2pW9OqStD84g==}
  dependencies:
    is-arrayish: 0.2.1
  dev: true

 /es6-error/4.1.1:
  resolution: {integrity: sha512-Um/+FxMr9CISWh0bi5Zv0iOD+4cFh5qLeks1qhAopKVAJw3drgKbKySikp7wGhDL0HPeaja0P5ULZrxLkniUVg==}
  dev: true

```
 /es6-promise/3.3.1:
   resolution: {integrity: sha1-oIzd6EzNvzTQJ6FFG8kdS80ophM=}
   dev: true

 /esbuild-android-arm64/0.13.15:
   resolution: {integrity: sha512-
m602nft/XXeO8YQPUDVoHfjyRVPdPgjyyXOxZ44MK/agewFFkPa8tUo6lAzSWh5Ui5PB4KR9UIFTSBKh/RrC
mg==}
   cpu: [arm64]
   os: [android]
   requiresBuild: true
   dev: true
   optional: true

 /esbuild-darwin-64/0.13.15:
   resolution: {integrity: sha512-
ihOQRGs2yyp7t5bArCwnvn2Atr6X4axqPpEdCFPVp7iUj4cVSdisgvEKdNR7yH3JDjW6aQDw40iQFoTqejqxvQ=
=}
   cpu: [x64]
   os: [darwin]
    requiresBuild: true
   dev: true
   optional: true

 /esbuild-darwin-arm64/0.13.15:
   resolution: {integrity: sha512-
i1FZssTVxUqNlJ6cBTj5YQj4imWy3m49RZRnHhLpefFIh0To05ow9DTrXROTE1urGTQCloFUXTX8QfGJy1P8
dQ==}
   cpu: [arm64]
   os: [darwin]
   requiresBuild: true
   dev: true
   optional: true

 /esbuild-freebsd-64/0.13.15:
   resolution: {integrity: sha512-
G3dLBXUI6lC6Z09/x+WtXBXbOYQZ0E8TDBqvn7aMaOCzryJs8LyVXKY4CPnHFXZAbSwkCbqiPuSQ1+Hhr
Nk7EA==}
   cpu: [x64]
   os: [freebsd]
   requiresBuild: true
   dev: true
   optional: true

 /esbuild-freebsd-arm64/0.13.15:
   resolution: {integrity: sha512-
KJx0fzEDf1uhNOZQStV4ujg30WlnwqUASaGSFPhznLM/bbheu9HhqZ6mJJZM32lkyfGJikw0jg7v3S0oAvtvQQ=
```

=}
  cpu: [arm64]
  os: [freebsd]
  requiresBuild: true
  dev: true
  optional: true

 /esbuild-linux-32/0.13.15:
  resolution: {integrity: sha512-
ZvTBPk0YWCLMCXiFmD5EUtB30zIPvC5Itxz0mdTu/xZBbbHJftQgLWY49wEPSn2T/TxahYCRDWun5smRa0
Tu+g==}
  cpu: [ia32]
  os: [linux]
   requiresBuild: true
  dev: true
  optional: true

 /esbuild-linux-64/0.13.15:
  resolution: {integrity: sha512-
eCKzkNSLywNeQTRBxJRQ0jxRCl2YWdMB3+PkWFo2BBQYC5mISLIVIjThNtn6HUNqua1pnvgP5xX0nHbZb
Pj5oA==}
  cpu: [x64]
  os: [linux]
  requiresBuild: true
  dev: true
  optional: true

 /esbuild-linux-arm/0.13.15:
  resolution: {integrity: sha512-
wUHttDi/ol0tD8ZgUMDH8Ef7IbDX+/UsWJOXaAyTdkT7Yy9ZBqPg8bgB/Dn3CZ9SBpNieozrPRHm0BGww7W
/jA==}
  cpu: [arm]
  os: [linux]
  requiresBuild: true
  dev: true
  optional: true

 /esbuild-linux-arm64/0.13.15:
  resolution: {integrity: sha512-
bYpuUlN6qYU9slzr/ltyLTR9YTBS7qUDymO8SV7kjeNext61OdmqFAzuVZom+OLW1HPHseBfJ/JfdSlx8oTUoA
==}
  cpu: [arm64]
  os: [linux]
  requiresBuild: true
  dev: true
  optional: true

 /esbuild-linux-mips64le/0.13.15:

```
  resolution: {integrity: sha512-
KlVjIG828uFPyJkO/8gKwy9RbXhCEUeFsCGOJBepUlpa7G8/SeZgncUEz/tOOUJTcWMTmFMtdd3GElGyAtbS
Wg==}
  cpu: [mips64el]
  os: [linux]
  requiresBuild:
 true
  dev: true
  optional: true

 /esbuild-linux-ppc64le/0.13.15:
  resolution: {integrity: sha512-
h6gYF+OsaqEuBjeesTBtUPw0bmiDu7eAeuc2OEH9S6mV9/jPhPdhOWzdeshb0BskRZxPhxPOjqZ+/OqLcxQwEQ
==}
  cpu: [ppc64]
  os: [linux]
  requiresBuild: true
  dev: true
  optional: true

 /esbuild-netbsd-64/0.13.15:
  resolution: {integrity: sha512-
3+yE9emwoevLMyvu+iR3rsa+Xwhie7ZEHMGDQ6dkqP/ndFzRHkobHUKTe+NCApSqG5ce2z4rFu+NX/UHnxlh
3w==}
  cpu: [x64]
  os: [netbsd]
  requiresBuild: true
  dev: true
  optional: true

 /esbuild-openbsd-64/0.13.15:
  resolution: {integrity: sha512-
wTfvtwYJYAFL1fSs8yHIdf5GEE4NkbtbXtjLWjM3Cw8mmQKqsg8kTiqJ9NJQe5NX/5Qlo7Xd9r1yKMMkHllp5
g==}
  cpu: [x64]
  os: [openbsd]
  requiresBuild: true
  dev: true
  optional: true

 /esbuild-sunos-64/0.13.15:
  resolution: {integrity: sha512-
lbivT9Bx3t1iWWrSnGyBP9ODriEvWDRiweAs69vI+miJoeKwHWOComSRukttbuzjZ8r1q0mQJ8Z7yUsDJ3hKd
w==}
  cpu: [x64]
  os: [sunos]
  requiresBuild: true
```

```
    dev: true
    optional: true

  /esbuild-windows-32/0.13.15:
    resolution: {integrity: sha512-
fDMEf2g3SsJ599MBr50cY5ve5lP1wyVwTe6aLJsM01KtxyKkB4UT+fc5MXQFn3RLrAIAZOG+tHC+yXObpSn7
Nw==}
    cpu: [ia32]
    os: [win32]
    requiresBuild: true
    dev: true
    optional: true

  /esbuild-windows-64/0.13.15:
    resolution: {integrity: sha512-
9aMsPRGDWCd3bGjUIKG/ZOJPKsiztlxl/Q3C1XDswO6eNX/Jtwu4M+jb6YDH9hRSUflQWX0XKAfWzgy5Wk
54JQ==}
    cpu: [x64]
    os: [win32]
    requiresBuild: true
    dev: true
    optional: true

  /esbuild-windows-arm64/0.13.15:
    resolution: {integrity: sha512-
zzvyCVVpbwQQATaf3IG8mu1IwGEiDxKkYUdA4FpoCHi1KtPa13jeScYDjlW0Qh+ebWzpKfR2ZwvqAQkSWN
cKjA==}
    cpu: [arm64]
    os: [win32]
    requiresBuild: true
    dev: true
    optional: true

  /esbuild/0.13.15:
    resolution: {integrity: sha512-
raCxt02HBKv8RJxE8vkTSCXGIyKHdEdGfUmiYb8wnabnaEmHzyW7DCHb5tEN0xU8ryqg5xw54mcwnYkC4x3
AIw==}
    hasBin: true
    requiresBuild: true
    optionalDependencies:
      esbuild-android-arm64:
  0.13.15
      esbuild-darwin-64: 0.13.15
      esbuild-darwin-arm64: 0.13.15
      esbuild-freebsd-64: 0.13.15
      esbuild-freebsd-arm64: 0.13.15
      esbuild-linux-32: 0.13.15
      esbuild-linux-64: 0.13.15
```

```
    esbuild-linux-arm: 0.13.15
    esbuild-linux-arm64: 0.13.15
    esbuild-linux-mips64le: 0.13.15
    esbuild-linux-ppc64le: 0.13.15
    esbuild-netbsd-64: 0.13.15
    esbuild-openbsd-64: 0.13.15
    esbuild-sunos-64: 0.13.15
    esbuild-windows-32: 0.13.15
    esbuild-windows-64: 0.13.15
    esbuild-windows-arm64: 0.13.15
  dev: true

 /escape-goat/2.1.1:
  resolution: {integrity: sha512-
8/uIhbG12Csjy2JEW7D9pHbreaVaS/OpN3ycnyvElTdwM5n6GY6W6e2IPemfvGZeUMqZ9A/3GqIZMgKnBhAw/
Q==}
  engines: {node: '>=8'}
  dev: true

 /escape-string-regexp/1.0.5:
  resolution: {integrity: sha1-G2HAViGQqN/2rjuyzwIAyhMLhtQ=}
  engines: {node: '>=0.8.0'}
  dev: true

 /escape-string-regexp/4.0.0:
  resolution: {integrity: sha512-
TtpcNJ3XAzx3Gq8sWRzJaVajRs0uVxA2YAkdb1jm2YkPz4G6egUFAyA3n5vtEIZefPk5Wa4UXbKuS5fKkJWdg
A==}
   engines: {node: '>=10'}
  dev: true

 /estree-walker/2.0.2:
  resolution: {integrity: sha512-
Rfkk/Mp/DL7JVje3u18FxFujQlTNR2q6QfMSMB7AvCBx91NGj/ba3kCfza0f6dVDbw7YlRf/nDrn7pQrCCyQ/w=
=}
  dev: true

 /exec-buffer/3.2.0:
  resolution: {integrity: sha512-
wsiD+2Tp6BWHoVv3B+5Dcx6E7u5zky+hUwOHjuH2hKSLR3dvRmX8fk8UD8uqQixHs4Wk6eDmiegVrMPjKj7
wpA==}
  engines: {node: '>=4'}
  dependencies:
    execa: 0.7.0
    p-finally: 1.0.0
    pify: 3.0.0
    rimraf: 2.7.1
    tempfile: 2.0.0
```

```
  dev: true

/execa/0.7.0:
  resolution: {integrity: sha1-lEvs00zEHuMqY6n68nrVpl/Fl3c=}
  engines: {node: '>=4'}
  dependencies:
    cross-spawn: 5.1.0
    get-stream: 3.0.0
    is-stream: 1.1.0
    npm-run-path: 2.0.2
    p-finally: 1.0.0
    signal-exit: 3.0.6
    strip-eof: 1.0.0
  dev: true

/execa/1.0.0:
  resolution: {integrity: sha512-
adbxcyWV46qiHyvSp50TKt05tB4tK3HcmF7/nxfAdhnox83seTDbwnaqKO4sXRy7roHAIFqJP/Rw/AuEbX61LA=
=}
   engines: {node: '>=6'}
  dependencies:
    cross-spawn: 6.0.5
    get-stream: 4.1.0
    is-stream: 1.1.0
    npm-run-path: 2.0.2
    p-finally: 1.0.0
    signal-exit: 3.0.6
    strip-eof: 1.0.0
  dev: true

/executable/4.1.1:
  resolution: {integrity: sha512-
8iA79xD3uAch729dUG8xaaBBFGaEa0wdD2VkYLFHwlqosEj/jT66AzcreRDSgV7ehnNLBW2WR5jIXwGKjVdT
Lg==}
  engines: {node: '>=4'}
  dependencies:
    pify: 2.3.0
  dev: true

/expand-template/2.0.3:
  resolution: {integrity: sha512-
XYfuKMvj4O35f/pOXLObndIRvyQ+/+6AhODh+OKWj9S9498pHHn/IMszH+gt0fBCRWMNfk1ZSp5x3AifmnI2
vg==}
  engines: {node: '>=6'}
  dev: true

/ext-list/2.2.2:
  resolution: {integrity: sha512-
```

u+SQgsubraE6zItfVA0tBuCBhfU9ogSRnsvygI7wht9TS510oLkBRXBsqopeUG/GBOIQyKZO9wjTqIu/sf5zFA==}
  engines: {node: '>=0.10.0'}
  dependencies:
    mime-db: 1.51.0
  dev: true

/ext-name/5.0.0:
  resolution: {integrity: sha512-
yblEwXAbGv1VQDmow7s38W77hzAgJAO50ztBLMcUyUBfxv1HC+LGwtiEN+Co6LtlqT/5uwVOxsD4TNIilWh
wdQ==}
   engines: {node: '>=4'}
  dependencies:
    ext-list: 2.2.2
    sort-keys-length: 1.0.1
  dev: true

/external-editor/3.1.0:
  resolution: {integrity: sha512-
hMQ4CX1p1izmuLYyZqLMO/qGNw10wSv9QDCPfzXfyFrOaCSSoRfqE1Kf1s5an66J5JZC62NewG+mK49jOCt
Qew==}
  engines: {node: '>=4'}
  dependencies:
    chardet: 0.7.0
    iconv-lite: 0.4.24
    tmp: 0.0.33
  dev: true

/fast-glob/3.2.11:
  resolution: {integrity: sha512-
xrO3+1bxSo3ZVHAnqzyuewYT6aMFHRAd4Kcs92MAonjwQZLsK9d0SF1IyQ3k5PoirxTW0Oe/RqFgMQ6TcNE
5Ew==}
  engines: {node: '>=8.6.0'}
  dependencies:
    '@nodelib/fs.stat': 2.0.5
    '@nodelib/fs.walk': 1.2.8
    glob-parent: 5.1.2
    merge2: 1.4.1
    micromatch: 4.0.4
  dev: true

/fastq/1.13.0:
  resolution: {integrity: sha512-
YpkpUnK8od0o1hmeSc7UUs/eB/vIPWJYjKck2QKIzAf71Vm1AAQ3EbuZB3g2JIy+pg+ERD0vqI79KyZiB2e2N
w==}
  dependencies:
    reusify: 1.0.4
  dev: true

```
/fd-slicer/1.1.0:
  resolution: {integrity: sha1-JcfInLH5B3+IkbvmHY85Dq4lbx4=}
  dependencies:
    pend: 1.2.0
  dev: true

/figures/1.7.0:
  resolution: {integrity: sha1-y+Hjr/zxzUS4DK3+0o3Hk6lwHS4=}
  engines: {node: '>=0.10.0'}
  dependencies:
    escape-string-regexp: 1.0.5
    object-assign: 4.1.1
  dev: true

/figures/3.2.0:
  resolution: {integrity: sha512-
yaduQFRKLXYOGgEn6AZau90j3ggSOyiqXU0F9JZfeXYhNa+Jk4X+s45A2zg5jns87GAFa34BBm2kXw4XpNcb
dg==}
  engines: {node: '>=8'}
  dependencies:
    escape-string-regexp: 1.0.5
  dev: true

/file-type/16.5.3:
  resolution: {integrity: sha512-
uVsl7iFhHSOY4bEONLlTK47iAHtNsFHWP5YE4xJfZ4rnX7S1Q3wce09XgqSC7E/xh8Ncv/be1lNoyprlUH/x6A=
=}
  engines: {node: '>=10'}
  dependencies:
    readable-web-to-node-stream: 3.0.2
    strtok3: 6.2.4
    token-types: 4.1.1
  dev: true

/file-type/3.9.0:
  resolution: {integrity: sha1-JXoHg4TR24CHvESdEH1SpSZyuek=}
  engines: {node: '>=0.10.0'}
  dev: true

/file-type/4.4.0:
  resolution: {integrity: sha1-G2AOX8ofvcboDApwxxyNul95BsU=}
  engines: {node: '>=4'}
  dev: true

/file-type/5.2.0:
  resolution: {integrity: sha1-LdvqfHP/42No365J3DOMBYwritY=}
  engines: {node: '>=4'}
  dev: true
```

```
 /file-type/6.2.0:
   resolution: {integrity: sha512-
YPcTBDV+2Tm0VqjybVd32MHdlEGAtuxS3VAYsumFokDSMG+ROT5wawGlnHDoz7bfMcMDt9hxuXvXwoK
Ux2fkOg==}
   engines: {node: '>=4'}
   dev: true

 /file-type/8.1.0:
   resolution: {integrity: sha512-
qyQ0pzAy78gVoJsmYeNgl8uH8yKhr1lVhW7JbzJmnlRi0I4R2eEDEJZVKG8agpDnLpacwNbDhLNG/LMdxHD2
YQ==}
   engines: {node: '>=6'}
   dev: true

 /filename-reserved-regex/2.0.0:
   resolution: {integrity: sha1-q/c9+rc10EVECr/qLZHzieu/oik=}
   engines: {node: '>=4'}
   dev: true

 /filenamify/2.1.0:
   resolution: {integrity: sha512-
ICw7NTT6RsDp2rnYKVd8Fu4cr6ITzGy3+u4vUujPkabyaz+03F24NWEX7fs5fp+kBonlaqPH8fAO2NM+SXt/JA=
=}
   engines: {node: '>=4'}
   dependencies:
     filename-reserved-regex: 2.0.0
     strip-outer: 1.0.1
      trim-repeated: 1.0.0
   dev: true

 /fill-range/7.0.1:
   resolution: {integrity: sha512-
qOo9F+dMUmC2Lcb4BbVvnKJxTPjCm+RRpe4gDuGrzkL7mEVl/djYSu2OdQ2Pa302N4oqkSg9ir6jaLWJ2USVp
Q==}
   engines: {node: '>=8'}
   dependencies:
     to-regex-range: 5.0.1
   dev: true

 /find-up/1.1.2:
   resolution: {integrity: sha1-ay6YIrGizgpgq2TWEOzK1TyyTQ8=}
   engines: {node: '>=0.10.0'}
   dependencies:
     path-exists: 2.1.0
     pinkie-promise: 2.0.1
   dev: true
```

```
 /find-versions/3.2.0:
   resolution: {integrity: sha512-
P8WRou2S+oe222TOCHitLy8zj+SIsVJh52VP4lvXkaFVnOFFdoWv1H1Jjvel1aI6NCFOAaeAVm8qrI0odiLcww=
=}
   engines: {node: '>=6'}
   dependencies:
     semver-regex: 2.0.0
   dev: true

 /follow-redirects/1.14.7:
   resolution: {integrity: sha512-
+hbxoLbFMbRKDwohX8GkTataGqO6Jb7jGwpAlwgy2bIz25XtRm7KEzJM76R1WiNT5SwZkX4Y75SwBolkpm
E7iQ==}
   engines: {node: '>=4.0'}
   peerDependencies:
     debug: '*'
   peerDependenciesMeta:
     debug:
       optional: true

  dev: false

 /from2/2.3.0:
   resolution: {integrity: sha1-i/tVAr3kpNNs/e6gB/zKIdfjgq8=}
   dependencies:
     inherits: 2.0.4
     readable-stream: 2.3.7
   dev: true

 /fs-constants/1.0.0:
   resolution: {integrity: sha512-
y6OAwoSIf7FyjMIv94u+b5rdheZEjzR63GTyZJm5qh4Bi+2YgwLCcI/fPFZkL5PSixOt6ZNKm+w+Hfp/Bciwow=
=}
   dev: true

 /fs-extra/10.0.0:
   resolution: {integrity: sha512-
C5owb14u9eJwizKGdchcDUQeFtlSHHthBk8pbX9Vc1PFZrLombudjDnNns88aYslCyF6IY5SUw3Roz6xShcEIQ=
=}
   engines: {node: '>=12'}
   dependencies:
     graceful-fs: 4.2.9
     jsonfile: 6.1.0
     universalify: 2.0.0
   dev: true

 /fs.realpath/1.0.0:
   resolution: {integrity: sha1-FQStJSMVjKpA20onh8sBQRmU6k8=}
```

```
  dev: true

/fsevents/2.3.2:
  resolution: {integrity: sha512-
xiqMQR4xAeHTuB9uWm+fFRcIOgKBMiOBP+eXiyT7jsgVCq1bkVygt00oASowB7EdtpOHaaPgKt812P9ab+DD
KA==}
  engines: {node: ^8.16.0 || ^10.6.0 || >=11.0.0}
  os: [darwin]
  requiresBuild: true
  dev: true
  optional: true

/function-bind/1.1.1:
   resolution: {integrity: sha512-
yIovAzMX49sF8Yl58fSCWJ5svSLuaibPxXQJFLmBObTuCr0Mf1KiPopGM9NiFjiYBCbfaa2Fh6breQ6ANVTI0A
==}
  dev: true

/gauge/2.7.4:
  resolution: {integrity: sha1-LANAXHU4w51+s3sxcCLjJfsBi/c=}
  dependencies:
    aproba: 1.2.0
    console-control-strings: 1.1.0
    has-unicode: 2.0.1
    object-assign: 4.1.1
    signal-exit: 3.0.6
    string-width: 1.0.2
    strip-ansi: 3.0.1
    wide-align: 1.1.5
  dev: true

/get-proxy/2.1.0:
  resolution: {integrity: sha512-
zmZIaQTWnNQb4R4fJUEp/FC51eZsc6EkErspy3xtIYStaq8EB/hDIWipxsal+E8rz0qD7f2sL/NA9Xee4RInJw==}
  engines: {node: '>=4'}
  dependencies:
    npm-conf: 1.1.3
  dev: true

/get-stdin/4.0.1:
  resolution: {integrity: sha1-uWjGsKBDhDJJAui/Gl3zJXmkUP4=}
  engines: {node: '>=0.10.0'}
  dev: true

/get-stream/2.3.1:
  resolution: {integrity: sha1-Xzj5PzRgCWZu4BUKBUFn+Rvdld4=}
  engines: {node: '>=0.10.0'}
  dependencies:
```

```
    object-assign: 4.1.1
    pinkie-promise:
2.0.1
  dev: true

/get-stream/3.0.0:
  resolution: {integrity: sha1-jpQ9E1jcN1VQVOy+LtsFqhdO3hQ=}
  engines: {node: '>=4'}
  dev: true

/get-stream/4.1.0:
  resolution: {integrity: sha512-
GMat4EJ5161kIy2HevLlr4luNjBgvmj413KaQA7jt4V8B4RDsfpHk7WQ9GVqfYyyx8OS/L66Kox+rJRNklLK7w=
=}
  engines: {node: '>=6'}
  dependencies:
    pump: 3.0.0
  dev: true

/get-stream/5.2.0:
  resolution: {integrity: sha512-
nBF+F1rAZVCu/p7rjzgA+Yb4lfYXrpl7a6VmJrU8wF9I1CKvP/QwPNZHnOlwbTkY6dvtFIzFMSyQXbLoTQPRp
A==}
  engines: {node: '>=8'}
  dependencies:
    pump: 3.0.0
  dev: true

/github-from-package/0.0.0:
  resolution: {integrity: sha1-l/tdlr/eiXMxPyDoKI75oWf6ZM4=}
  dev: true

/glob-parent/5.1.2:
  resolution: {integrity: sha512-
AOIgSQCepiJYwP3ARnGx+5VnTu2HBYdzbGP45eLw1vr3zB3vZLeyed1sC9hnbcOc9/SrMyM5RPQrkGz4aS9Zo
w==}
  engines: {node: '>= 6'}
  dependencies:
    is-glob: 4.0.3
  dev: true

/glob/7.2.0:
  resolution: {integrity: sha512-
lmLf6gtyrPq8tTjSmrO94wBeQbFR3HbLHbuyD69wuyQkImp2hWqMGB47OX65FBkPffO641IP9jWa1z4ivqG26
Q==}
    dependencies:
    fs.realpath: 1.0.0
    inflight: 1.0.6
```

```
    inherits: 2.0.4
    minimatch: 3.0.4
    once: 1.4.0
    path-is-absolute: 1.0.1
  dev: true

 /global-agent/3.0.0:
  resolution: {integrity: sha512-
PT6XReJ+D07JvGoxQMkT6qji/jVNfX/h364XHZOWeRzy64sSFr+xJ5OX7LI3b4MPQzdL4H8Y8M0xzPpsVMw
A8Q==}
  engines: {node: '>=10.0'}
  dependencies:
    boolean: 3.1.4
    es6-error: 4.1.1
    matcher: 3.0.0
    roarr: 2.15.4
    semver: 7.3.5
    serialize-error: 7.0.1
  dev: true

 /global-dirs/3.0.0:
  resolution: {integrity: sha512-
v8ho2DS5RiCjftj1nD9NmnfaOzTdud7RRnVd9kFNOjqZbISlx5DQ+OrTkywgd0dIt7oFCvKetZSHoHcP3sDdiA==
}
  engines: {node: '>=10'}
  dependencies:
    ini: 2.0.0
  dev: true

 /globalthis/1.0.2:
  resolution: {integrity: sha512-
ZQnSFO1la8P7auIOQECnm0sSuoMeaSq0EEdXMBFF2QJO4uNcwbyhSgG3MruWNbFTqCLmxVwGOl7LZ9kA
SvHdeQ==}
  engines: {node: '>= 0.4'}
   dependencies:
    define-properties: 1.1.3
  dev: true

 /globby/12.2.0:
  resolution: {integrity: sha512-
wiSuFQLZ+urS9x2gGPl1H5drc5twabmm4m2gTR27XDFyjUHJUNsS8o/2aKyIF6IoBaR630atdher0XJ5g6OMmA
==}
  engines: {node: ^12.20.0 || ^14.13.1 || >=16.0.0}
  dependencies:
    array-union: 3.0.1
    dir-glob: 3.0.1
    fast-glob: 3.2.11
    ignore: 5.2.0
```

    merge2: 1.4.1
    slash: 4.0.0
  dev: true

/got/11.8.2:
  resolution: {integrity: sha512-
D0QywKgIe30ODs+fm8wMZiAcZjypcCodPNuMz5H9Mny7RJ+IjJ10BdmGW7OM7fHXP+O7r6ZwapQ/YQmMS
vB0UQ==}
  engines: {node: '>=10.19.0'}
  dependencies:
    '@sindresorhus/is': 4.4.0
    '@szmarczak/http-timer': 4.0.6
    '@types/cacheable-request': 6.0.2
    '@types/responselike': 1.0.0
    cacheable-lookup: 5.0.4
    cacheable-request: 7.0.2
    decompress-response: 6.0.0
    http2-wrapper: 1.0.3
    lowercase-keys: 2.0.0
    p-cancelable: 2.1.1
    responselike: 2.0.0
  dev: true

/got/7.1.0:
  resolution:
{integrity: sha512-
Y5WMo7xKKq1muPsxD+KmrR8DH5auG7fBdDVueZwETwV6VytKyU9OX/ddpq2/1hp1vIPvVb4T81dKQz3Biv
kNLw==}
  engines: {node: '>=4'}
  dependencies:
    decompress-response: 3.3.0
    duplexer3: 0.1.4
    get-stream: 3.0.0
    is-plain-obj: 1.1.0
    is-retry-allowed: 1.2.0
    is-stream: 1.1.0
    isurl: 1.0.0
    lowercase-keys: 1.0.1
    p-cancelable: 0.3.0
    p-timeout: 1.2.1
    safe-buffer: 5.2.1
    timed-out: 4.0.1
    url-parse-lax: 1.0.0
    url-to-options: 1.0.1
  dev: true

/got/8.3.2:
  resolution: {integrity: sha512-

qjUJ5U/hawxosMryILofZCkm3C84PLJS/0grRIpjAwu+Lkxxj5cxeCU25BG0/3mDSpXKTyZr8oh8wIgLaH0QCw==}
  engines: {node: '>=4'}
  dependencies:
    '@sindresorhus/is': 0.7.0
    cacheable-request: 2.1.4
    decompress-response: 3.3.0
    duplexer3: 0.1.4
    get-stream: 3.0.0
    into-stream: 3.1.0
    is-retry-allowed: 1.2.0
    isurl: 1.0.0
    lowercase-keys: 1.0.1
    mimic-response: 1.0.1
    p-cancelable:
0.4.1
    p-timeout: 2.0.1
    pify: 3.0.0
    safe-buffer: 5.2.1
    timed-out: 4.0.1
    url-parse-lax: 3.0.0
    url-to-options: 1.0.1
  dev: true

/got/9.6.0:
  resolution: {integrity: sha512-R7eWptXuGYxwijs0eV+v3o6+XH1IqVK8dJOEecQfTmkncw9AV4dcw/Dhxi8MdlqPthxxpZyizMzyg8RTmEsG+Q==}
  engines: {node: '>=8.6'}
  dependencies:
    '@sindresorhus/is': 0.14.0
    '@szmarczak/http-timer': 1.1.2
    cacheable-request: 6.1.0
    decompress-response: 3.3.0
    duplexer3: 0.1.4
    get-stream: 4.1.0
    lowercase-keys: 1.0.1
    mimic-response: 1.0.1
    p-cancelable: 1.1.0
    to-readable-stream: 1.0.0
    url-parse-lax: 3.0.0
  dev: true

/graceful-fs/4.2.9:
  resolution: {integrity: sha512-NtNxqUcXgpW2iMrfqSfR73Glt39K+BLwWsPs94yR63v45T0Wbej7eRmL5cWfwEgqXnmjQp3zaJTshdRW/qC2ZQ==}
  dev: true

```
 /has-ansi/2.0.0:
   resolution: {integrity: sha1-NPUEnOHs3ysGSa8+8k5F7TVBbZE=}
   engines: {node: '>=0.10.0'}
   dependencies:

  ansi-regex: 2.1.1
   dev: true

 /has-flag/4.0.0:
   resolution: {integrity: sha512-
EykJT/Q1KjTWctppgIAgfSO0tKVuZUjhgMr17kqTumMl6Afv3EISleU7qZUzoXDFTAHTDC4NOoG/ZxU3EvlM
PQ==}
   engines: {node: '>=8'}
   dev: true

 /has-symbol-support-x/1.4.2:
   resolution: {integrity: sha512-
3ToOva++HaW+eCpgqZrCfN51IPB+7bJNVT6CUATzueB5Heb8o6Nam0V3HG5dlDvZU1Gn5QLcbahiKw/XVk5
JJw==}
   dev: true

 /has-to-string-tag-x/1.4.1:
   resolution: {integrity: sha512-
vdbKfmw+3LoOYVr+mtxHaX5a96+0f3DljYd8JOqvOLsf5mw2Otda2qCDT9qRqLAhrjyQ0h7ual5nOiASpsGNFw
==}
   dependencies:
     has-symbol-support-x: 1.4.2
   dev: true

 /has-unicode/2.0.1:
   resolution: {integrity: sha1-4Ob+aijPUROIVeCG0Wkedx3iqLk=}
   dev: true

 /has-yarn/2.1.0:
   resolution: {integrity: sha512-
UqBRqi4ju7T+TqGNdqAO0PaSVGsDGJUBQvk9eUWNGRY1CFGDzYhLWoM7JQEemnlvVcv/YEmc2wNW8B
C24EnUsw==}
   engines: {node: '>=8'}
   dev: true

 /has/1.0.3:
   resolution: {integrity: sha512-
f2dvO0VU6Oej7RkWJGrehjbzMAjFp5/VKPp5tTpWIV4JHHZK1/BxbFRtf/siA2SWTe09caDmVtYYzWEIbBS4z
w==}
    engines: {node: '>= 0.4.0'}
   dependencies:
     function-bind: 1.1.1
```

dev: true

/hosted-git-info/2.8.9:
resolution: {integrity: sha512-mxIDAb9Lsm6DoOJ7xH+5+X4y1LU/4Hi50L9C5sIswK3JzULS4bwk1FvjdBgvYR4bzT4tuUQiC15FE2f5HbLvYw==}
dev: true

/http-cache-semantics/3.8.1:
resolution: {integrity: sha512-5ai2iksyV8ZXmnZhHH4rWPoxxistEexSi5936zIQ1bnNTW5VnA85B6P/VpXiRM017IgRvb2kKo1a//y+0wSp3w==}
dev: true

/http-cache-semantics/4.1.0:
resolution: {integrity: sha512-carPklcUh7ROWRK7Cv27RPtdhYhUsela/ue5/jKzjegVvXDqM2ILE9Q2BGn9JZJh1g87cp56su/FgQSzcWS8cQ==}
dev: true

/http2-wrapper/1.0.3:
resolution: {integrity: sha512-V+23sDMr12Wnz7iTcDeJr3O6AIxlnvT/bmaAAAP/Xda35C90p9599p0F1eHR/N1KILWSoWVAiOMFjBBXaXSMxg==}
engines: {node: '>=10.19.0'}
dependencies:
quick-lru: 5.1.1
resolve-alpn: 1.2.1
dev: true

/iconv-lite/0.4.24:
resolution: {integrity: sha512-v3MXnZAcvnywkTUEZomIActle7RXXeedOR31wwl7VlyoXO4Qi9arvSenNQWne1TcRwhCL1HwLI21bEqdpj8/rA==}
engines: {node: '>=0.10.0'}
dependencies:
safer-buffer: 2.1.2
dev: true

/ieee754/1.2.1:
resolution: {integrity: sha512-dcyqhDvX1C46lXZcVqCpK+FtMRQVdIMN6/Df5js2zouUsqG7I6sFxitIC+7KYK29KdXOLHdu9zL4sFnoVQnqaA==}
dev: true

/ignore/5.2.0:
resolution: {integrity: sha512-CmxgYGiEPCLhfLnpPp1MoRmifwEIOgjcHXxOBjv7mY96c+eWScsOP9c112ZyLdWHi0FxHjI+4uVhKYp/gcdR

mQ==}
  engines: {node: '>= 4'}
  dev: true

 /imagemin-optipng/8.0.0:
  resolution: {integrity: sha512-
CUGfhfwqlPjAC0rm8Fy+R2DJDBGjzy2SkfyT09L8rasnF9jSoHFqJ1xxSZWK6HVPZBMhGPMxCTL70OgTHlLF
5A==}
  engines: {node: '>=10'}
  dependencies:
    exec-buffer: 3.2.0
    is-png: 2.0.0
    optipng-bin: 7.0.1
  dev: true

 /imagemin-zopfli/7.0.0:
  resolution: {integrity: sha512-
nmffj58rVb0O3AlCZLBBVKGyZ5MYPZZfKxUhvA7bwPGougHl/F7EUKSse9jkgXjdvtJYG2ojJeh5N67mYgBM
9g==}
  engines: {node: '>=10'}
  dependencies:
    exec-buffer: 3.2.0
    is-png:
 2.0.0
    zopflipng-bin: 6.0.1
  dev: true

 /imagemin/8.0.1:
  resolution: {integrity: sha512-
Q/QaPi+5HuwbZNtQRqUVk6hKacI6z9iWiCSQBisAv7uBynZwO7t1svkryKl7+iSQbkU/6t9DWnHz04cFs2WY7w
==}
  engines: {node: '>=12'}
  dependencies:
    file-type: 16.5.3
    globby: 12.2.0
    graceful-fs: 4.2.9
    junk: 3.1.0
    p-pipe: 4.0.0
    replace-ext: 2.0.0
    slash: 3.0.0
  dev: true

 /import-fresh/3.3.0:
  resolution: {integrity: sha512-
veYYhQa+D1QBKznvhUHxb8faxlrwUnxseDAbAp457E0wLNio2bOSKnjYDhMj+YiAq61xrMGhQk9iXVk5Fzg
QMw==}
  engines: {node: '>=6'}
  dependencies:

```
    parent-module: 1.0.1
    resolve-from: 4.0.0
  dev: true

 /import-lazy/2.1.0:
  resolution: {integrity: sha1-BWmOPUXIjo1+nZLLBYTnfwlvPkM=}
  engines: {node: '>=4'}
  dev: true

 /import-lazy/3.1.0:
  resolution: {integrity: sha512-
8/gvXvX2JMn0F+CDlSC4l6kOmVaLOO3XLkksI7CI3Ud95KDYJuYur2b9P/PUt/i/pDAMd/DulQsNbbbmRRsDI
Q==}
  engines: {node: '>=6'}
  dev: true

 /imurmurhash/0.1.4:
   resolution: {integrity: sha1-khi5srkoojixPcT7a21XbyMUU+o=}
  engines: {node: '>=0.8.19'}
  dev: true

 /indent-string/2.1.0:
  resolution: {integrity: sha1-ji1INIdCEhtKghi3oTfppSBJ3IA=}
  engines: {node: '>=0.10.0'}
  dependencies:
    repeating: 2.0.1
  dev: true

 /inflight/1.0.6:
  resolution: {integrity: sha1-Sb1jMdfQLQwJvJEKEHW6gWW1bfk=}
  dependencies:
    once: 1.4.0
    wrappy: 1.0.2
  dev: true

 /inherits/2.0.4:
  resolution: {integrity: sha512-
k/vGaX4/Yla3WzyMCvTQOXYeIHvqOKtnqBduzTHpzpQZzAskKMhZ2K+EnBiSM9zGSoIFeMpXKxa4dYeZIQ
qewQ==}
  dev: true

 /ini/1.3.8:
  resolution: {integrity: sha512-
JV/yugV2uzW5iMRSiZAyDtQd+nxtUnjeLt0acNdw98kKLrvuRVyB80tsREOE7yvGVgalhZ6RNXCmEHkUKBKx
ew==}
  dev: true

 /ini/2.0.0:
```

```
  resolution: {integrity: sha512-
7PnF4oN3CvZF23ADhA5wRaYEQpJ8qygSkbtTXWBeXWXmEVRXK+1ITciHWwHhsjv1TmW0MgacIv6hEi5p
X5NQdA==}
  engines: {node: '>=10'}
  dev: true

 /inquirer/8.1.2:
  resolution: {integrity: sha512-
DHLKJwLPNgkfwNmsuEUKSejJFbkv0FMO9SMiQbjI3n5NQuCrSIBqP66ggqyz2a6t2qEolKrMjhQ3+W/xXgUQ+
Q==}
   engines: {node: '>=8.0.0'}
  dependencies:
    ansi-escapes: 4.3.2
    chalk: 4.1.2
    cli-cursor: 3.1.0
    cli-width: 3.0.0
    external-editor: 3.1.0
    figures: 3.2.0
    lodash: 4.17.21
    mute-stream: 0.0.8
    ora: 5.4.1
    run-async: 2.4.1
    rxjs: 7.5.2
    string-width: 4.2.3
    strip-ansi: 6.0.1
    through: 2.3.8
  dev: true

 /into-stream/3.1.0:
  resolution: {integrity: sha1-lvsKk2wSur1v8XUqF9BWFqvQlMY=}
  engines: {node: '>=4'}
  dependencies:
    from2: 2.3.0
    p-is-promise: 1.1.0
  dev: true

 /is-arrayish/0.2.1:
  resolution: {integrity: sha1-d8mYQFJ6qOyxqLppe4BkWnqSap0=}
  dev: true

 /is-arrayish/0.3.2:
  resolution: {integrity: sha512-
eVRqCvVlZbuw3GrM63ovNSNAeA1K16kaR/LRY/92w0zxQ5/1YzwblUX652i4Xs9RwAGjW9d9y6X88t8OaAJf
WQ==}
  dev: true

 /is-binary-path/2.1.0:
  resolution: {integrity: sha512-
```

ZMERYes6pDydyuGidse7OsHxtbI7WVeUEozgR/g7rd0xUimYNlvZRE/K2MgZTjWy725IfelLeVcEM97mmtRGXw==}
    engines: {node: '>=8'}
  dependencies:
    binary-extensions: 2.2.0
  dev: true

/is-ci/2.0.0:
  resolution: {integrity: sha512-YfJT7rkpQB0updsdHLGWrvhBJfcfzNNawYDNIyQXJz0IViGf75O8EBPKSdvw2rF+LGCsX4FZ8tcr3b19LcZq4w==}
  hasBin: true
  dependencies:
    ci-info: 2.0.0
  dev: true

/is-core-module/2.8.1:
  resolution: {integrity: sha512-SdNCUs284hr40hFTFP6l0IfZ/RSrMXF3qgoRHd3/79unUTvrFO/JoXwkGm+5J/Oe3E/b5GsnG330uUNgRpu1PA==}
  dependencies:
    has: 1.0.3
  dev: true

/is-extglob/2.1.1:
  resolution: {integrity: sha1-qIwCU1eR8C7TfHahueqXc8gz+MI=}
  engines: {node: '>=0.10.0'}
  dev: true

/is-finite/1.1.0:
  resolution: {integrity: sha512-cdyMtqX/BOqqNBBiKlIVkytNHm49MtMlYyn1zxzvJKWmFMlGzm+ry5BBfYyeY9YmNKbRSo/o7OX9w9ale0wg3w==}
  engines: {node: '>=0.10.0'}
  dev: true

/is-fullwidth-code-point/1.0.0:
  resolution: {integrity: sha1-754xOG8DGn8NZDr4L95QxFfvAMs=}
  engines:
{node: '>=0.10.0'}
  dependencies:
    number-is-nan: 1.0.1
  dev: true

/is-fullwidth-code-point/3.0.0:
  resolution: {integrity: sha512-zymm5+u+sCsSWyD9qNaejV3DFvhCKclKdizYaJUuHA83RLjb7nSuGnddCHGv0hk+KY7BMAlsWeK4Ueg6EV6XQg==}

```
  engines: {node: '>=8'}
  dev: true

 /is-glob/4.0.3:
  resolution: {integrity: sha512-
xelSayHH36ZgE7ZWhli7pW34hNbNl8Ojv5KVmkJD4hBdD3th8Tfk9vYasLM+mXWOZhFkgZfxhLSnrwRr4elSS
g==}
  engines: {node: '>=0.10.0'}
  dependencies:
    is-extglob: 2.1.1
  dev: true

 /is-installed-globally/0.4.0:
  resolution: {integrity: sha512-
iwGqO3J21aaSkC7jWnHP/difazwS7SFeIqxv6wEtLU8Y5KlzFTjyqcSIT0d8s4+dDhKytsk9PJZ2BkS5eZwQRQ==}
  engines: {node: '>=10'}
  dependencies:
    global-dirs: 3.0.0
    is-path-inside: 3.0.3
  dev: true

 /is-interactive/1.0.0:
  resolution: {integrity: sha512-
2HvIEKRoqS62guEC+qBjpvRubdX910WCMuJTZ+I9yvqKU2/12eSL549HMwtabb4oupdj2sMP50k+XJfB/8JE6w
==}
  engines: {node: '>=8'}
  dev: true

 /is-natural-number/4.0.1:
   resolution: {integrity: sha1-q5124dtM7VHjXeDHLr7PCfc0zeg=}
  dev: true

 /is-npm/5.0.0:
  resolution: {integrity: sha512-
WW/rQLOazUq+ST/bCAVBp/2oMERWLsR7OrKyt052dNDk4DHcDE0/7QSXITlmi+VBcV13DfIbysG3tZJm5RfdBA==}
  engines: {node: '>=10'}
  dev: true

 /is-number/7.0.0:
  resolution: {integrity: sha512-
41Cifkg6e8TylSpdtTpeLVMqvSBEVzTttHvERD741+pnZ8ANv0004MRL43QKPDlK9cGvNp6NZWZUBlbGXYxxng==}
  engines: {node: '>=0.12.0'}
  dev: true

 /is-obj/2.0.0:
  resolution: {integrity: sha512-
```

drqDG3cbczxxEJRoOXcOjtdp1J/lyp1mNn0xaznRs8+muBhgQcrnbspox5X5fOw0HnMnbfDzvnEMEtqDEJEo8w==}
  engines: {node: '>=8'}
  dev: true

/is-object/1.0.2:
  resolution: {integrity: sha512-2rRIahhZr2UWb45fIOuvZGpFtz0TyOZLf32KxBbSoUCeZR495zCKlWUKKUByk3geS2eAs7ZAABt0Y/Rx0GiQGA==}
  dev: true

/is-path-inside/3.0.3:
  resolution: {integrity: sha512-Fd4gABb+ycGAmKou8eMftCupSir5lRxqf4aD/vd0cD2qc4HL07OjCeuHMr8Ro4CoMaeCKDB0/ECBOVWjTwUvPQ==}
  engines: {node: '>=8'}
  dev: true

/is-plain-obj/1.1.0:
  resolution: {integrity: sha1-caUMhCnfync8kqOQpKA7OfzVHT4=}
  engines: {node: '>=0.10.0'}
  dev: true

/is-png/2.0.0:
  resolution: {integrity: sha512-4KPGizaVGj2LK7xwJIz8o5B2ubu1D/vcQsgOGFEDlpcvgZHto4gBnyd0ig7Ws+67ixmwKoNmu0hYnpo6AaKb5g==}
  engines: {node: '>=8'}
  dev: true

/is-png/3.0.0:
  resolution: {integrity: sha512-waa2qEuqgLjjYT14KOUQqAEIRRIv7ttkzPVctY/qv+IAKnzXf+JAPKQas50RgO0ECPDUG/iB1zQmwpyB9kkZtQ==}
  engines: {node: '>=12'}
  dev: true

/is-retry-allowed/1.2.0:
  resolution: {integrity: sha512-RUbUeKwvm3XG2VYamhJL1xFktgjvPzL0Hq8C+6yrWIswDy3BIXGqCxhxkc30N9jqK311gVU137K8Ei55/zVJRg==}
  engines: {node: '>=0.10.0'}
  dev: true

/is-stream/1.1.0:
  resolution: {integrity: sha1-EtSj3U5o4Lec6428hBc66A2RykQ=}
  engines: {node: '>=0.10.0'}
  dev: true

```
 /is-typedarray/1.0.0:
   resolution: {integrity: sha1-5HnICFjfDBsR3dppQPlgEfzaSpo=}
   dev: true

 /is-unicode-supported/0.1.0:
   resolution: {integrity: sha512-
knxG2q4UC3u8stRGyAVJCOdxFmv5DZiRcdlIaAQXAbSfJya+OhopNotLQrstBhququ4ZpuKbDc/8S6mgXgPFPw
==}
    engines: {node: '>=10'}
   dev: true

 /is-utf8/0.2.1:
   resolution: {integrity: sha1-Sw2hRCEE0bM2NA6AeX6GXPOffXI=}
   dev: true

 /is-yarn-global/0.3.0:
   resolution: {integrity: sha512-
VjSeb/lHmkoyd8ryPVIKvOCn4D1koMqY+vqyjjUfc3xyKtP4dYOxM44sZrnqQSzSds3xyOrUTLTC9LVCVgLngw
==}
   dev: true

 /isarray/1.0.0:
   resolution: {integrity: sha1-u5NdSFgsuhaMBoNJV6VKPgcSTxE=}
   dev: true

 /isexe/2.0.0:
   resolution: {integrity: sha1-6PvzdNxVb/iUehDcsFctYz8s+hA=}
   dev: true

 /isurl/1.0.0:
   resolution: {integrity: sha512-
1P/yWsxPlDtn7QeRD+ULKQPaIaN6yF368GZ2vDfv0AL0NwpStafjWCDDdn0k8wgFMWpVAqG7oJhxHnlud42i
9w==}
   engines: {node: '>= 4'}
   dependencies:
     has-to-string-tag-x: 1.4.1
     is-object: 1.0.2
   dev: true

 /json-buffer/3.0.0:
   resolution: {integrity: sha1-Wx85evx11ne96Lz8Dkfh+aPZqJg=}
   dev: true

 /json-buffer/3.0.1:
   resolution: {integrity: sha512-
4bV5BfR2mqfQTJm+V5tPPdf+ZpuhiIvTuAB5g8kcrXOZpTT/QwwVRWBywX1ozr6lEuPdbHxwaJlm9G6mI2sfS
Q==}
```

```
    dev: true

  /json-stringify-safe/5.0.1:
    resolution: {integrity: sha1-Epai1Y/UXxmg9s4B1lcB4sc1tus=}
    dev: true

  /jsonfile/6.1.0:
    resolution: {integrity: sha512-
5dgndWOriYSm5cnYaJNhalLNDKOqFwyDB/rr1E9ZsGciGvKPs8R2xYGCacuf3z6K1YKDz182fd+fY3cn3pMqX
Q==}
    dependencies:
      universalify: 2.0.0
    optionalDependencies:
      graceful-fs: 4.2.9
    dev: true

  /junk/3.1.0:
    resolution: {integrity: sha512-
pBxcB3LFc8QVgdggvZWyeys+hnrNWg4OcZIU/1X59k5jQdLBlCsYGRQaz234SqoRLTCgMH00fY0xRJH+F9M
ETQ==}
    engines: {node: '>=8'}
    dev: true

  /keyv/3.0.0:
    resolution: {integrity: sha512-
eguHnq22OE3uVoSYG0LVWNP+4ppamWr9+zWBe1bsNcovIMy6huUJFPgy4mGwCd/rnl3vOLGW1MTlu4c57C
T1xA==}
    dependencies:
      json-buffer: 3.0.0
    dev: true

  /keyv/3.1.0:
    resolution: {integrity: sha512-
9ykJ/46SN/9KPM/sichzQ7OvXyGDYKGTaDlKMGCAlg2UK8KRy4jb0d8sFc+0Tt0YYnThq8X2RZgCg74RPxgc
VA==}
    dependencies:
      json-buffer: 3.0.0
    dev: true

  /keyv/4.0.5:
    resolution: {integrity: sha512-
531pkGLqV3BMg0eDqqJFI0R1mkK1Nm5xIP2mM6keP5P8WfFtCkg2IOwplTUmlGoTgIg9yQYZ/kdihhz89XH3v
A==}
    dependencies:
      json-buffer: 3.0.1
    dev: true

  /kleur/4.1.4:
```

```
  resolution: {integrity: sha512-
8QADVssbrFjivHWQU7KkMgptGTl6WAcSdlbBPY4uNF+mWr6DGcKrvY2w4FQJoXch7+fKMjj0dRrL75vk3k2
3OA==}
  engines: {node: '>=6'}
  dev: true

 /latest-version/5.1.0:
  resolution: {integrity: sha512-
weT+r0kTkRQdCdYCNtkMwWXQTMEswKrFBkm4ckQOMVhhqhIMI1UT2hMj+1iigIhgSZm5gTmrRXBNoGU
gaTY1xA==}
  engines: {node: '>=8'}
  dependencies:
    package-json: 6.5.0
  dev: true

 /load-json-file/1.1.0:
  resolution: {integrity: sha1-lWkFcI1YtLq0wiYbBPWfMcmTdMA=}
  engines: {node: '>=0.10.0'}
  dependencies:
    graceful-fs: 4.2.9
    parse-json: 2.2.0
    pify: 2.3.0
    pinkie-promise: 2.0.1
    strip-bom: 2.0.0
  dev: true

 /lodash/4.17.21:
  resolution: {integrity: sha512-
v2kDEe57lecTulaDIuNTPy3Ry4gLGJ6Z1O3vE1krgXZNrsQ+LFTGHVxVjcXPs17LhbZVGedAJv8XZ1tvj5FvSg=
=}
   dev: true

 /log-symbols/4.1.0:
  resolution: {integrity: sha512-
8XPvpAA8uyhfteu8pIvQxpJZ7SYYdpUivZpGy6sFsBuKRY/7rQGavedeB8aK+Zkyq6upMFVL/9AW6vOYzfRyL
g==}
  engines: {node: '>=10'}
  dependencies:
    chalk: 4.1.2
    is-unicode-supported: 0.1.0
  dev: true

 /logalot/2.1.0:
  resolution: {integrity: sha1-X46MkNME7fElMJUaVVSruMXj9VI=}
  engines: {node: '>=0.10.0'}
  dependencies:
    figures: 1.7.0
    squeak: 1.3.0
```

```
  dev: true

/longest/1.0.1:
  resolution: {integrity: sha1-MKCy2jj3N3DoKUoNIuZiXtd9AJc=}
  engines: {node: '>=0.10.0'}
  dev: true

/loud-rejection/1.6.0:
  resolution: {integrity: sha1-W0b4AUft7leIcPCG0Eghz5mOVR8=}
  engines: {node: '>=0.10.0'}
  dependencies:
    currently-unhandled: 0.4.1
    signal-exit: 3.0.6
  dev: true

/lowercase-keys/1.0.0:
  resolution: {integrity: sha1-TjNms55/VFfjXxMkvfb4jQv8cwY=}
  engines: {node: '>=0.10.0'}
  dev:
true

/lowercase-keys/1.0.1:
  resolution: {integrity: sha512-
G2Lj61tXDnVFFOi8VZds+SoQjtQC3dgokKdDG2mTm1tx4m50NUHBOZSBwQQHyy0V12A0JTG4icfZQH+xPy
h8VA==}
  engines: {node: '>=0.10.0'}
  dev: true

/lowercase-keys/2.0.0:
  resolution: {integrity: sha512-
tqNXrS78oMOE73NMxK4EMLQsQowWf8jKooH9g7xPavRT706R6bkQJ6DY2Te7QukaZsulxa30wQ7bk0pm4Xi
HmA==}
  engines: {node: '>=8'}
  dev: true

/lpad-align/1.1.2:
  resolution: {integrity: sha1-IfYArBwwlcPG5JfuZyce4ISB/p4=}
  engines: {node: '>=0.10.0'}
  hasBin: true
  dependencies:
    get-stdin: 4.0.1
    indent-string: 2.1.0
    longest: 1.0.1
    meow: 3.7.0
  dev: true

/lru-cache/4.1.5:
  resolution: {integrity: sha512-
```

sWZlbEP2OsHNkXrMl5GYk/jKk70MBng6UU4YI/qGDYbgf6YbP4EvmqISbXCoJiRKs+1bSpFHVgQxvJ17F2li5g==}
  dependencies:
    pseudomap: 1.0.2
    yallist: 2.1.2
  dev: true

/lru-cache/6.0.0:
  resolution: {integrity: sha512-Jo6dJ04CmSjuznwJSS3pUeWmd/H0ffTlkXXgwZi+eq1UCmqQwCh+eLsYOYCwY991i2Fah4h1BEMCx4qThGbsiA==}
   engines: {node: '>=10'}
  dependencies:
    yallist: 4.0.0
  dev: true

/magic-string/0.25.7:
  resolution: {integrity: sha512-4CrMT5DOHTDk4HYDlzmwu4FVCcIYI8gauveasrdCu2IKIFOJ3f0v/8MDGJCDL9oD2ppz/Av1b0Nj345H9M+XIA==}
  dependencies:
    sourcemap-codec: 1.4.8
  dev: true

/make-dir/1.3.0:
  resolution: {integrity: sha512-2w31R7SJtieJJnQtGc7RVL2StM2vGYVfqUOvUDxH6bC6aJTxPxTF0GnIgCyu7tjockiUWAYQRbxa7vKn34s5sQ==}
  engines: {node: '>=4'}
  dependencies:
    pify: 3.0.0
  dev: true

/make-dir/3.1.0:
  resolution: {integrity: sha512-g3FeP20LNwhALb/6Cz6Dd4F2ngze0jz7tbzrD2wAV+o9FeNHe4rL+yK2md0J/fiSf1sa1ADhXqi5+oVwOM/eGw==}
  engines: {node: '>=8'}
  dependencies:
    semver: 6.3.0
  dev: true

/map-obj/1.0.1:
  resolution: {integrity: sha1-2TPOuSBdgr3PSIb2dCvcK03qFG0=}
  engines: {node: '>=0.10.0'}
  dev: true

/matcher/3.0.0:

```
  resolution: {integrity: sha512-
OkeDaAZ/bQCxeFAozM55PKcKU0yJMPGifLwV4Qgjitu+5MoAfSQN4lsLJeXZ1b8w0x+/Emda6MZgXS1jvsapn
g==}
   engines: {node: '>=10'}
  dependencies:
    escape-string-regexp: 4.0.0
  dev: true

 /meow/3.7.0:
  resolution: {integrity: sha1-cstmi0JSKCkKu/qFaJJYcwioAfs=}
  engines: {node: '>=0.10.0'}
  dependencies:
    camelcase-keys: 2.1.0
    decamelize: 1.2.0
    loud-rejection: 1.6.0
    map-obj: 1.0.1
    minimist: 1.2.5
    normalize-package-data: 2.5.0
    object-assign: 4.1.1
    read-pkg-up: 1.0.1
    redent: 1.0.0
    trim-newlines: 1.0.0
  dev: true

 /merge2/1.4.1:
  resolution: {integrity: sha512-
8q7VEgMJW4J8tcfVPy8g09NcQwZdbwFEqhe/WZkoIzjn/3TGDwtOCYtXGxA3O8tPzpczCCDgv+P2P5y00ZJOO
g==}
  engines: {node: '>= 8'}
  dev: true

 /micromatch/4.0.4:
  resolution: {integrity: sha512-
pRmzw/XUcwXGpD9aI9q/0XOwLNygjETJ8y0ao0wdqprrzDa4YnxLcz7fQRZr8voh8V10kGhABbNcHVk5wHgW
wg==}
  engines: {node: '>=8.6'}
  dependencies:
    braces: 3.0.2
    picomatch: 2.3.1
  dev: true

 /mime-db/1.51.0:
  resolution: {integrity:
 sha512-
5y8A56jg7XVQx2mbv1lu49NR4dokRnhZYTtL+KGfaa27uq4pSTXkwQkFJl4pkRMyNFz/EtYDSkiiEHx3F7UN6g
==}
  engines: {node: '>= 0.6'}
  dev: true
```

/mimic-fn/2.1.0:
  resolution: {integrity: sha512-
OqbOk5oEQeAZ8WXWydlu9HJjz9WVdEIvamMCcXmuqUYjTknH/sqsWvhQ3vgwKFRR1HpjvNBKQ37nbJgYz
GqGcg==}
  engines: {node: '>=6'}
  dev: true

/mimic-response/1.0.1:
  resolution: {integrity: sha512-
j5EctnkH7amfV/q5Hgmoal1g2QHFJRraOtmx0JpIqkxhBhI/lJSl1nMpQ45hVarwNETOoWEimndZ4QK0RHxuxQ=
=}
  engines: {node: '>=4'}
  dev: true

/mimic-response/2.1.0:
  resolution: {integrity: sha512-
wXqjST+SLt7R009ySCglWBCFpjUygmCIfD790/kVbiGmUgfYGuB14PiTd5DwVxSV4NcYHjzMkoj5LjQZwTQ
LEA==}
  engines: {node: '>=8'}
  dev: true

/mimic-response/3.1.0:
  resolution: {integrity: sha512-
z0yWI+4FDrrweS8Zmt4Ej5HdJmky15+L2e6Wgn3+iK5fWzb6T3fhNFq2+MeTRb064c6Wr4N/wv0DzQTjNzHNG
Q==}
  engines: {node: '>=10'}
  dev: true

/min-indent/1.0.1:
  resolution: {integrity: sha512-
I9jwMn07Sy/IwOj3zVkVik2JTvgpaykDZEigL6Rx6N9LbMywwUSMtxET+7lVoDLLd3O3IXwJwvuuns8UB/HeA
g==}
   engines: {node: '>=4'}
  dev: true

/minimatch/3.0.4:
  resolution: {integrity: sha512-
yJHVQEhyqPLUTgt9B83PXu6W3rx4MvvHvSUvToogpwoGDOUQ+yDrR0HRot+yOCdCO7u4hX3pWft6kWBBc
qh0UA==}
  dependencies:
    brace-expansion: 1.1.11
  dev: true

/minimist/1.2.5:
  resolution: {integrity: sha512-
FM9nNUYrRBAELZQT3xeZQ7fmMOBg6nWNmJKTcgsJeaLstP/UODVpGsr5OhXhhXg6f+qtJ8uiZ+PUxkDWcg
IXLw==}

dev: true

/mkdirp-classic/0.5.3:
resolution: {integrity: sha512-gKLcREMhtuZRwRAfqP3RFW+TK4JqApVBtOIftVgjuABpAtpxhPGaDcfvbhNvD0B8iD1oUr/txX35NjcaY6Ns/A==}
dev: true

/mkdirp/0.5.5:
resolution: {integrity: sha512-NKmAlESf6jMGym1++R0Ra7wvhV+wFW63FaSOFPwRahvea0gMUcGUhVeAg/0BC0wiv9ih5NYPB1Wn1UEI1/L+xQ==}
hasBin: true
dependencies:
minimist: 1.2.5
dev: true

/mri/1.2.0:
resolution: {integrity: sha512-tzzskb3bG8LvYGFF/mDTpq3jpI6Q9wc3LEmBaghu+DdCssd1FakN7Bc0hVNmEyGq1bq3RgfkCb3cmQLpNPOroA==}
engines:
{node: '>=4'}
dev: true

/ms/2.1.2:
resolution: {integrity: sha512-sGkPx+VjMtmA6MX27oA4FBFELFCZZ4S4XqeGOXCv68tT+jb3vk/RyaKWP0PTKyWtmLSM0b+adUTEvbs1PEaH2w==}
dev: true

/ms/2.1.3:
resolution: {integrity: sha512-6FlzubTLZG3J2a/NVCAleEhjzq5oxgHyaCU9yYXvcLsvoVaHJq/s5xXI6/XXP6tz7R9xAOtHnSO/tXtF3WRTlA==}
dev: true

/mute-stream/0.0.8:
resolution: {integrity: sha512-nnbWWOkoWyUsTjKrhgD0dcz22mdkSnpYqbEjIm2nhwhuxlSkpywJmBo8h0ZqJdkp73mb90SssHkN4rsRaBAfAA==}
dev: true

/nanoid/3.2.0:
resolution: {integrity: sha512-fmsZYa9lpn69Ad5eDn7FMcnnSR+8R34W9qJEijxYhTbfOWzr22n1QxCMzXLK+ODyW2973V3Fux959iQoUxzUIA==}
engines: {node: ^10 || ^12 || ^13.7 || ^14 || >=15.0.1}

```
  hasBin: true
  dev: true

 /napi-build-utils/1.0.2:
  resolution: {integrity: sha512-
ONmRUqK7zj7DWX0D9ADe03wbwOBZxNAfF20PlGfCWQcD3+/MakShIHrMqx9YwPTfxDdF1zLeL+RGZiR9
kGMLdg==}
  dev: true

 /nice-try/1.0.5:
  resolution: {integrity: sha512-
1nh45deeb5olNY7eX82BkPO7SSxR5SSYJiPTrTdFUVYwAl8CKMA5N9PjTYkHiRjisVcxcQ1HXdLhx2qxxJzLN
Q==}
   dev: true

 /node-abi/2.30.1:
  resolution: {integrity: sha512-
/2D0wOQPgaUWzVSVgRMx+trKJRC2UG4SUc4oCJoXx9Uxjtp0Vy3/kt7zcbxHF8+Z/pK3UloLWzBISg72brfy1w
==}
  dependencies:
    semver: 5.7.1
  dev: true

 /node-addon-api/3.2.1:
  resolution: {integrity: sha512-
mmcei9JghVNDYydghQmeDX8KoAm0FAiYyIcUt/N4nhyAipB17pllZQDOJD2fotxABnt4Mdz+dKTO7eftLg4d0
A==}
  dev: true

 /normalize-package-data/2.5.0:
  resolution: {integrity: sha512-
/5CMN3T0R4XTj4DcGaexo+roZSdSFW/0AOOTROrjxzCG1wrWXEsGbRKevjlIL+ZDE4sZlJr5ED4YW0yqmkK
+eA==}
  dependencies:
    hosted-git-info: 2.8.9
    resolve: 1.22.0
    semver: 5.7.1
    validate-npm-package-license: 3.0.4
  dev: true

 /normalize-path/3.0.0:
  resolution: {integrity: sha512-
6eZs5Ls3WtCisHWp9S2GUy8dqkpGi4BVSz3GaqiE6ezub0512ESztXUwUB6C6IKbQkY2Pnb/mD4WYojCRwcw
LA==}
  engines: {node: '>=0.10.0'}
  dev: true

 /normalize-url/2.0.1:
```

```
  resolution: {integrity: sha512-
D6MUW4K/VzoJ4rJ01JFKxDrtY1v9wrgzCX5f2qj/lzH1m/lW6MhUZFKerVsnyjOhOsYzI9Kqqak+10l4LvLpMw=
=}
   engines: {node: '>=4'}
  dependencies:
    prepend-http: 2.0.0
    query-string: 5.1.1
    sort-keys: 2.0.0
  dev: true

 /normalize-url/4.5.1:
  resolution: {integrity: sha512-
9UZCFRHQdNrfTpGg8+1INIg93B6zE0aXMVFkw1WFwvO4SlZywU6aLg5Of0Ap/PgcbSw4LNxvMWXMeugw
MCX0AA==}
  engines: {node: '>=8'}
  dev: true

 /normalize-url/6.1.0:
  resolution: {integrity: sha512-
DlL+XwOy3NxAQ8xuC0okPgK46iuVNAK01YN7RueYBqqFeGsBjV9XmCAzAdgt+667bCl5kPh9EqKKDwnaP
G1I7A==}
  engines: {node: '>=10'}
  dev: true

 /npm-conf/1.1.3:
  resolution: {integrity: sha512-
Yic4bZHJOt9RCFbRP3GgpqhScOY4HH3V2P8yBj6CeYq118Qr+BLXqT2JvpJ00mryLESpgOxf5XlFv4ZjXxLSc
w==}
  engines: {node: '>=4'}
  dependencies:
    config-chain: 1.1.13
    pify: 3.0.0
  dev: true

 /npm-run-path/2.0.2:
  resolution: {integrity: sha1-NakjLfo11wZ7TLLd8jV7GHFTbF8=}
  engines: {node: '>=4'}
  dependencies:
    path-key: 2.0.1
  dev: true

 /npmlog/4.1.2:
  resolution: {integrity: sha512-
2uUqazuKlTaSI/dC8AzicUck7+IrEaOnN/e0jd3Xtt1KcGpwx30v50mL7oPyr/h9bL3E4aZccVwpwP+5W9Vjkg==}
  dependencies:
    are-we-there-yet: 1.1.7
    console-control-strings: 1.1.0
    gauge: 2.7.4
```

```
    set-blocking: 2.0.0
  dev: true

 /number-is-nan/1.0.1:
  resolution: {integrity: sha1-CXtgK1NCKlIsGvuHkDGDNpQaAR0=}
  engines: {node: '>=0.10.0'}
  dev: true

 /object-assign/4.1.1:
  resolution: {integrity: sha1-IQmtx5ZYh8/AXLvUQsrIv7s2CGM=}
  engines: {node: '>=0.10.0'}
  dev: true

 /object-keys/1.1.1:
  resolution: {integrity: sha512-
NuAESUOUMrlIXOfHKzD6bpPu3tYt3xvjNdRIQ+FeT0lNb4K8WR70CaDxhuNguS2XG+GjkyMwOzsN5ZktImf
hLA==}
  engines: {node: '>= 0.4'}
  dev: true

 /once/1.4.0:
  resolution: {integrity: sha1-WDsap3WWHUsROsF9nFC6753Xa9E=}
  dependencies:
    wrappy: 1.0.2
  dev: true

 /onetime/5.1.2:
  resolution: {integrity: sha512-
kbpaSSGJTWdAY5KPVeMOKXSrPtr8C8C7wodJbcsd51jRnmD+GZu8Y0VoU6Dm5Z4vWr0Ig/1NKuWRKf7j5aa
YSg==}
   engines: {node: '>=6'}
  dependencies:
    mimic-fn: 2.1.0
  dev: true

 /optipng-bin/7.0.1:
  resolution: {integrity: sha512-
W99mpdW7Nt2PpFiaO+74pkht7KEqkXkeRomdWXfEz3SALZ6hns81y/pm1dsGZ6ItUIfchiNIP6ORDr1zETU1jA
==}
  engines: {node: '>=10'}
  hasBin: true
  requiresBuild: true
  dependencies:
    bin-build: 3.0.0
    bin-wrapper: 4.1.0
  dev: true

 /ora/5.4.1:
```

```
  resolution: {integrity: sha512-
5b6Y85tPxZZ7QytO+BQzysW31HJku27cRIlkbAXaNx+BdcVi+LlRFmVXzeF6a7JCwJpyw5c4b+YSVImQIrBpu
Q==}
  engines: {node: '>=10'}
  dependencies:
    bl: 4.1.0
    chalk: 4.1.2
    cli-cursor: 3.1.0
    cli-spinners: 2.6.1
    is-interactive: 1.0.0
    is-unicode-supported: 0.1.0
    log-symbols: 4.1.0
    strip-ansi: 6.0.1
    wcwidth: 1.0.1
  dev: true

 /os-filter-obj/2.0.0:
  resolution: {integrity: sha512-
uksVLsqG3pVdzzPvmAHpBK0wKxYItuzZr7SziusRPoz67tGV8rL1szZ6IdeUrbqLjGDwApBtN29eEE3IqGHOjg=
=}
  engines: {node: '>=4'}

  dependencies:
    arch: 2.2.0
  dev: true

 /os-tmpdir/1.0.2:
  resolution: {integrity: sha1-u+Z0BseaqFxc/sdm/lc0VV36EnQ=}
  engines: {node: '>=0.10.0'}
  dev: true

 /p-cancelable/0.3.0:
  resolution: {integrity: sha512-
RVbZPLso8+jFeq1MfNvgXtCRED2raz/dKpacfTNxsx6pLEpEomM7gah6VeHSYV3+vo0OAi4MkArtQcWWXuQ
oyw==}
  engines: {node: '>=4'}
  dev: true

 /p-cancelable/0.4.1:
  resolution: {integrity: sha512-
HNa1A8LvB1kie7cERyy21VNeHb2CWJJYqyyC2o3klWFfMGlFmWv2Z7sFgZH8ZiaYL95ydToKTFVXgMV/Os
0bBQ==}
  engines: {node: '>=4'}
  dev: true

 /p-cancelable/1.1.0:
  resolution: {integrity: sha512-
s73XxOZ4zpt1edZYZzvhqFa6uvQc1vwUa0K0BdtIZgQMAJj9IbebH+JkgKZc9h+B05PKHLOTl4ajG1BmNrVZlw
```

==}
  engines: {node: '>=6'}
  dev: true

/p-cancelable/2.1.1:
  resolution: {integrity: sha512-
BZOr3nRQHOntUjTrH8+Lh54smKHoHyur8We1V8DSMVrl5A2malOOwuJRnKRDjSnkoeBh4at6BwEnb5I7Jl31
wg==}
  engines: {node: '>=8'}
  dev: true

/p-event/1.3.0:
  resolution: {integrity: sha1-jmtPT2XHK8W2/ii3XtqHT5akoIU=}
   engines: {node: '>=4'}
  dependencies:
    p-timeout: 1.2.1
  dev: true

/p-event/2.3.1:
  resolution: {integrity: sha512-
NQCqOFhbpVTMX4qMe8PF8lbGtzZ+LCiN7pcNrb/413Na7+TRoe1xkKUzuWa/YEJdGQ0FvKtj35EEbDoVPO2k
bA==}
  engines: {node: '>=6'}
  dependencies:
    p-timeout: 2.0.1
  dev: true

/p-finally/1.0.0:
  resolution: {integrity: sha1-P7z7FbiZpEEjs0ttzBi3JDNqLK4=}
  engines: {node: '>=4'}
  dev: true

/p-is-promise/1.1.0:
  resolution: {integrity: sha1-nJRWmJ6fZYgBewQ01WCXZ1w9oF4=}
  engines: {node: '>=4'}
  dev: true

/p-map-series/1.0.0:
  resolution: {integrity: sha1-v5j+V1cFZYqeE1G++4WuTB8Hvco=}
  engines: {node: '>=4'}
  dependencies:
    p-reduce: 1.0.0
  dev: true

/p-pipe/4.0.0:
  resolution: {integrity: sha512-
HkPfFklpZQPUKBFXzKFB6ihLriIHxnmuQdK9WmLDwe4hf2PdhhfWT/FJa+pc3bA1ywvKXtedxIRmd4Y7BTXE
4w==}

```
  engines: {node: '>=12'}
  dev: true

 /p-reduce/1.0.0:
  resolution: {integrity: sha1-GMKw3ZNqRpClKfgjH1ig/bakffo=}
   engines: {node: '>=4'}
  dev: true

 /p-timeout/1.2.1:
  resolution: {integrity: sha1-XrOzU7f86Z8QGhA4iAuwVOu+o4Y=}
  engines: {node: '>=4'}
  dependencies:
    p-finally: 1.0.0
  dev: true

 /p-timeout/2.0.1:
  resolution: {integrity: sha512-
88em58dDVB/KzPEx1X0N3LwFfYZPyDc4B6eF38M1rk9VTZMbxXXgjugz8mmwpS9Ox4BDZ+t6t3QP5+/gazw
eIA==}
  engines: {node: '>=4'}
  dependencies:
    p-finally: 1.0.0
  dev: true

 /p-try/2.2.0:
  resolution: {integrity: sha512-
R4nPAVTAU0B9D35/Gk3uJf/7XYbQcyohSKdvAxIRSNghFl4e71hVoGnBNQz9cWaXxO2I10KTC+3jMdvvoKw
6dQ==}
  engines: {node: '>=6'}
  dev: true

 /package-json/6.5.0:
  resolution: {integrity: sha512-
k3bdm2n25tkyxcjSKzB5x8kfVxlMdgsbPr0GkZcwHsLpba6cBjqCt1KlcChKEvxHIcTB1FVMuwoijZ26xex5MQ==
}
  engines: {node: '>=8'}
  dependencies:
    got: 9.6.0
    registry-auth-token: 4.2.1
    registry-url: 5.1.0
    semver: 6.3.0
  dev: true

 /parent-module/1.0.1:
  resolution: {integrity: sha512-
GQ2EWRpQV8/o+Aw8YqtfZZPfNRWZYkbidE9k5rpl/hC3vtHHBfGm2Ifi6qWV+coDGkrUKZAxE3Lot5kcsRlh+
g==}
```

```
    engines: {node: '>=6'}
  dependencies:
    callsites: 3.1.0
  dev: true

/parse-json/2.2.0:
  resolution: {integrity: sha1-9ID0BDTvgHQfhGkJn43qGPVaTck=}
  engines: {node: '>=0.10.0'}
  dependencies:
    error-ex: 1.3.2
  dev: true

/path-exists/2.1.0:
  resolution: {integrity: sha1-D+tsZPD8UY2adU3V77YscCJ2H0s=}
  engines: {node: '>=0.10.0'}
  dependencies:
    pinkie-promise: 2.0.1
  dev: true

/path-is-absolute/1.0.1:
  resolution: {integrity: sha1-F0uSaHNVNP+8es5r9TpanhtcX18=}
  engines: {node: '>=0.10.0'}
  dev: true

/path-key/2.0.1:
  resolution: {integrity: sha1-QRyttXTFoUDTpLGRDUDYDMn0C0A=}
  engines: {node: '>=4'}
  dev: true

/path-key/3.1.1:
  resolution: {integrity: sha512-
ojmeN0qd+y0jszEtoY48r0Peq5dwMEkIlCOu6Q5f41lfkswXuKtYrhgoTpLnyIcHm24Uhqx+5Tqm2InSwLhE6Q==
}
  engines: {node: '>=8'}
  dev: true

/path-parse/1.0.7:
  resolution:
{integrity: sha512-
LDJzPVEEEPR+y48z93A0Ed0yXb8pAByGWo/k5YYdYgpY2/2EsOsksJrq7lOHxryrVOn1ejG6oAp8ahvOIQD8s
w==}
  dev: true

/path-type/1.1.0:
  resolution: {integrity: sha1-WcRPfuSR2nBNpBXaWkBwuk+P5EE=}
  engines: {node: '>=0.10.0'}
  dependencies:
    graceful-fs: 4.2.9
```

```
    pify: 2.3.0
    pinkie-promise: 2.0.1
  dev: true

/path-type/4.0.0:
  resolution: {integrity: sha512-
gDKb8aZMDeD/tZWs9P6+q0J9Mwkdl6xMV8TjnGP3qJVJ06bdMgkbBlLU8IdfOsIsFz2BW1rNVT3XuNEl8zPAv
w==}
  engines: {node: '>=8'}
  dev: true

/peek-readable/4.0.2:
  resolution: {integrity: sha512-
9fMaz6zoxw9ypO1KZy5RDJgSupEtu0Q+g/OqqsVHX3rKGR8qehRLYzsFARZ4bVvdvfknKiXvuDbkMnO1g6cR
pQ==}
  engines: {node: '>=8'}
  dev: true

/pend/1.2.0:
  resolution: {integrity: sha1-elfrVQpng/kRUzH89GY9XI4AelA=}
  dev: true

/picocolors/1.0.0:
  resolution: {integrity: sha512-
1fygroTLlHu66zi26VoTDv8yRgm0Fccecssto+MhsZ0D/DGW2sm8E8AjW7NU5VVTRt5GxbeZ5qBuJr+HyLYkjQ
==}
  dev: true

/picomatch/2.3.1:
   resolution: {integrity: sha512-
JU3teHTNjmE2VCGFzuY8EXzCDVwEqB2a8fsIvwaStHhAWJEeVd1o1QD80CU6+ZdEXXSLbSsuLwJjkCBWq
RQUVA==}
  engines: {node: '>=8.6'}
  dev: true

/pify/2.3.0:
  resolution: {integrity: sha1-7RQaasBDqEnqWISY59yosVMw6Qw=}
  engines: {node: '>=0.10.0'}
  dev: true

/pify/3.0.0:
  resolution: {integrity: sha1-5aSs0sEB/fPZpNB/DbxNtJ3SgXY=}
  engines: {node: '>=4'}
  dev: true

/pify/4.0.1:
  resolution: {integrity: sha512-
uB80kBFb/tfd68bVleG9T5GGsGPjJrLAUpR5PZIrhBnIaRTQRjqdJSsIKkOP6OAIFbj7GOrcudc5pNjZ+geV2g==}
```

```
  engines: {node: '>=6'}
  dev: true

 /pinkie-promise/2.0.1:
  resolution: {integrity: sha1-ITXW36ejWMBprJsXh3YogihFD/o=}
  engines: {node: '>=0.10.0'}
  dependencies:
    pinkie: 2.0.4
  dev: true

 /pinkie/2.0.4:
  resolution: {integrity: sha1-clVrgM+g1IqXToDnckjoDtT3+HA=}
  engines: {node: '>=0.10.0'}
  dev: true

 /png2icons/2.0.1:
  resolution: {integrity: sha512-
GDEQJr8OG4e6JMp7mABtXFSEpgJa1CCpbQiAR+EjhkHJHnUL9zPPtbOrjsMD8gUbikgv3j7x404b0YJsV3aVF
A==}
    hasBin: true
  dev: true

 /postcss/8.4.5:
  resolution: {integrity: sha512-
jBDboWM8qpaqwkMwItqTQTiFikhs/67OYVvblFFTM7MrZjt6yMKd6r2kgXizEbTTljacm4NldIlZnhbjr84QYg==
}
  engines: {node: ^10 || ^12 || >=14}
  dependencies:
    nanoid: 3.2.0
    picocolors: 1.0.0
    source-map-js: 1.0.2
  dev: true

 /prebuild-install/6.1.4:
  resolution: {integrity: sha512-
Z4vpywnK1lBg+zdPCVCsKq0xO66eEV9rWo2zrROGGiRS4JtueBOdlB1FnY8lcy7JsUud/Q3ijUxyWN26Ika0vQ=
=}
  engines: {node: '>=6'}
  hasBin: true
  dependencies:
    detect-libc: 1.0.3
    expand-template: 2.0.3
    github-from-package: 0.0.0
    minimist: 1.2.5
    mkdirp-classic: 0.5.3
    napi-build-utils: 1.0.2
    node-abi: 2.30.1
    npmlog: 4.1.2
```

```
    pump: 3.0.0
    rc: 1.2.8
    simple-get: 3.1.0
    tar-fs: 2.1.1
    tunnel-agent: 0.6.0
  dev: true

/prepend-http/1.0.4:
  resolution: {integrity: sha1-1PRWKwzjaW5BrFLQ4ALlemNdxtw=}
  engines:
{node: '>=0.10.0'}
  dev: true

/prepend-http/2.0.0:
  resolution: {integrity: sha1-6SQ0v6XqjBn0HN/UAddBo8gZ2Jc=}
  engines: {node: '>=4'}
  dev: true

/process-nextick-args/2.0.1:
  resolution: {integrity: sha512-
3ouUOpQhtgrbOa17J7+uxOTpITYWaGP7/AhoR3+A+/1e9skrzelGi/dXzEYyvbxubEF6Wn2ypscTKiKJFFn1ag==}
  dev: true

/proto-list/1.2.4:
  resolution: {integrity: sha1-IS1b/hMYMGpCD2QCuOJv85ZHqEk=}
  dev: true

/pseudomap/1.0.2:
  resolution: {integrity: sha1-8FKijacOYYkX7wqKw0wa5aaChrM=}
  dev: true

/pump/3.0.0:
  resolution: {integrity: sha512-
LwZy+p3SFs1Pytd/jYct4wpv49HiYCqd9Rlc5ZVdk0V+8Yzv6jR5Blk3TRmPL1ft69TxP0IMZGJ+WPFU2BFhww
==}
  dependencies:
    end-of-stream: 1.4.4
    once: 1.4.0
  dev: true

/pupa/2.1.1:
  resolution: {integrity: sha512-
l1jNAspIBSFqbT+y+5FosojNpVpF94nlI+wDUpqP9enwOTfHx9f0gh5nB96vl+6yTpsJsypeNrwfzPrKuHB41A==}
  engines: {node: '>=8'}
  dependencies:
    escape-goat: 2.1.1
  dev: true
```

/query-string/5.1.1:

  resolution: {integrity: sha512-gjWOsm2SoGlgLEdAGt7a6slVOk9mGiXmPFMqrEhLQ68rhQuBnpfs3+EmlvqKyxnCo9/PPlF+9MtY02S1aFg+Jw==}
  engines: {node: '>=0.10.0'}
  dependencies:
    decode-uri-component: 0.2.0
    object-assign: 4.1.1
    strict-uri-encode: 1.1.0
  dev: true

/queue-microtask/1.2.3:
  resolution: {integrity: sha512-NuaNSa6flKT5JaSYQzJok04JzTL1CA6aGhv5rfLW3PgqA+M2ChpZQnAC8h8i4ZFkBS8X5RqkDBHA7r4hej3K9A==}
  dev: true

/quick-lru/5.1.1:
  resolution: {integrity: sha512-WuyALRjWPDGtt/wzJiadO5AXY+8hZ80hVpe6MyivgraREW751X3SbhRvG3eLKOYN+8VEvqLcf3wdnt44Z4S4SA==}
  engines: {node: '>=10'}
  dev: true

/rc/1.2.8:
  resolution: {integrity: sha512-y3bGgqKj3QBdxLbLkomlohkvsA8gdAiUQlSBJnBhfn+BPxg4bc62d8TcBW15wavDfgexCgccckhcZvywyQYPOw==}
  hasBin: true
  dependencies:
    deep-extend: 0.6.0
    ini: 1.3.8
    minimist: 1.2.5
    strip-json-comments: 2.0.1
  dev: true

/read-chunk/3.2.0:
  resolution: {integrity: sha512-CEjy9LCzhmD7nUpJ1oVOE6s/hBkejlcJEgLQHVnQznOSilOPb+kpKktlLfFDK3/WP43+F80xkUTM2VOkYoSYvQ==}
   engines: {node: '>=6'}
  dependencies:
    pify: 4.0.1
    with-open-file: 0.1.7
  dev: true

/read-pkg-up/1.0.1:

```
  resolution: {integrity: sha1-nWPBMnbAZZGNV/ACpX9AobZD+wI=}
  engines: {node: '>=0.10.0'}
  dependencies:
    find-up: 1.1.2
    read-pkg: 1.1.0
  dev: true

/read-pkg/1.1.0:
  resolution: {integrity: sha1-9f+qXs0pyzHAR0vKfXVra7KePyg=}
  engines: {node: '>=0.10.0'}
  dependencies:
    load-json-file: 1.1.0
    normalize-package-data: 2.5.0
    path-type: 1.1.0
  dev: true

/readable-stream/2.3.7:
  resolution: {integrity: sha512-
Ebho8K4jIbHAxnuxi7o42OrZgF/ZTNcsZj6nRKyUmkhLFq8CHItp/fy6hQZuZmP/n3yZ9VBUbp4zz/mX8hmYPw=
=}
  dependencies:
    core-util-is: 1.0.3
    inherits: 2.0.4
    isarray: 1.0.0
    process-nextick-args: 2.0.1
    safe-buffer: 5.1.2
    string_decoder: 1.1.1
    util-deprecate: 1.0.2
  dev: true

/readable-stream/3.6.0:
  resolution:
{integrity: sha512-
BViHy7LKeTz4oNnkcLJ+lVSL6vpiFeX6/d3oSH8zCW7UxP2onchk+vTGB143xuFjHS3deTgkKoXXymXqymiId
A==}
  engines: {node: '>= 6'}
  dependencies:
    inherits: 2.0.4
    string_decoder: 1.3.0
    util-deprecate: 1.0.2
  dev: true

/readable-web-to-node-stream/3.0.2:
  resolution: {integrity: sha512-
ePeK6cc1EcKLEhJFt/AebMCLL+GgSKhuygrZ/GLaKZYEecIgIECf4UaUuaByiGtzckwR4ain9VzUh95T1exYGw
==}
  engines: {node: '>=8'}
  dependencies:
```

```
    readable-stream: 3.6.0
  dev: true

 /readdirp/3.6.0:
  resolution: {integrity: sha512-
hOS089on8Rduqdbhv Q5Z37A0ESjsqz6qnRcffsMU3495FuTdqSm+7bhJ29JvIOsBDEEnan5DPu9t3To9VRlMzA==}
  engines: {node: '>=8.10.0'}
  dependencies:
    picomatch: 2.3.1
  dev: true

 /redent/1.0.0:
  resolution: {integrity: sha1-z5Fqsf1fHxbfsggi3W7H9zDCr94=}
  engines: {node: '>=0.10.0'}
  dependencies:
    indent-string: 2.1.0
    strip-indent: 1.0.1
  dev: true

 /registry-auth-token/4.2.1:
  resolution: {integrity: sha512-
6gkSb4U6aWJB4SF2ZvLb76yCBjcvufXBqvvEx1HbmKPkutswjW1xNVRY0+daljIYRbogN7O0etYSlbiaEQyMyw==}
   engines: {node: '>=6.0.0'}
  dependencies:
    rc: 1.2.8
  dev: true

 /registry-url/5.1.0:
  resolution: {integrity: sha512-
8acYXXTI0AkQv6RAOjE3vOaIXZkT9wo4LOFbBKYQEEnnMNBpKqdUrI6S4NT0KPIo/WVvJ5tE/X5LF/TQUf0ekw==}
  engines: {node: '>=8'}
  dependencies:
    rc: 1.2.8
  dev: true

 /repeating/2.0.1:
  resolution: {integrity: sha1-UhTFOpJtNVJwdSf7q0FdvAjQbdo=}
  engines: {node: '>=0.10.0'}
  dependencies:
    is-finite: 1.1.0
  dev: true

 /replace-ext/2.0.0:
  resolution: {integrity: sha512-
UszKE5KVK6JvyD92nzMn9cDapSk6w/CaFZ96CnmDMUqH9oowfxF/ZjRITD25H4DnOQClLA4/j7jLGXXLVK
```

xAug==}
  engines: {node: '>= 10'}
  dev: true

 /resolve-alpn/1.2.1:
  resolution: {integrity: sha512-
0a1F4l73/ZFZOakJnQ3FvkJ2+gSTQWz/r2KE5OdDY0TxPm5h4GkqkWWfM47T7HsbnOtcJVEF4epCVy6u7Q3K
+g==}
  dev: true

 /resolve-from/4.0.0:
  resolution: {integrity: sha512-
pb/MYmXstAkysRFx8piNI1tGFNQIFA3vkE3Gq4EuA1dF6gHp/+vgZqsCGJapvy8N3Q+4o7FwvquPJcnZ7RYy4g
==}
   engines: {node: '>=4'}
  dev: true

 /resolve/1.22.0:
  resolution: {integrity: sha512-
Hhtrw0nLeSrFQ7phPp4OOcVjLPIeMnRlr5mcnVuMe7M/7eBn98A3hmFRLoFo3DLZkivSYwhRUJTyPyWAk56
WLw==}
  hasBin: true
  dependencies:
    is-core-module: 2.8.1
    path-parse: 1.0.7
    supports-preserve-symlinks-flag: 1.0.0
  dev: true

 /responselike/1.0.2:
  resolution: {integrity: sha1-kYcg7ztjHFZCvgaPFa3lpG9Loec=}
  dependencies:
    lowercase-keys: 1.0.1
  dev: true

 /responselike/2.0.0:
  resolution: {integrity: sha512-
xH48u3FTB9VsZw7R+vvgaKeLKzT6jOogbQhEe/jewwnZgzPcnyWui2Av6JpoYZF/91uueC+lqhWqeURw5/qhCw
==}
  dependencies:
    lowercase-keys: 2.0.0
  dev: true

 /restore-cursor/3.1.0:
  resolution: {integrity: sha512-
l+sSefzHpj5qimhFSE5a8nufZYAM3sBSVMAPtYkmC+4EH2anSGaEMXSD0izRQbu9nfyQ9y5JrVmp7E8oZrUjv
A==}
  engines: {node: '>=8'}
  dependencies:

```
    onetime: 5.1.2
    signal-exit: 3.0.6
   dev: true

 /reusify/1.0.4:
  resolution: {integrity: sha512-
U9nH88a3fc/ekCF1l0/UP1IosiuIjyTh7hBvXVMHYgVcfGvt897Xguj2UOLDeI5BG2m7/uwyaLVT6fbtCwTyzw==
}
  engines: {iojs: '>=1.0.0', node: '>=0.10.0'}
  dev: true

 /rimraf/2.7.1:
  resolution: {integrity: sha512-
uWjbaKIK3T1OSVptzX7Nl6PvQ3qAGtKEtVRjRuazjfL3Bx5eI409VZSqgND+4UNnmzLVdPj9FqFJNPqBZFve4
w==}
  hasBin: true
  dependencies:
    glob: 7.2.0
  dev: true

 /roarr/2.15.4:
  resolution: {integrity: sha512-
CHhPh+UNHD2GTXNYhPWLnU8ONHdI+5DI+4EYIAOaiD63rHeYlZvyh8P+in5999TTSFgUYuKUAjzRI4mdh/
p+2A==}
  engines: {node: '>=8.0'}
  dependencies:
    boolean: 3.1.4
    detect-node: 2.1.0
    globalthis: 1.0.2
    json-stringify-safe: 5.0.1
    semver-compare: 1.0.0
    sprintf-js: 1.1.2
  dev: true

 /rollup/2.66.1:
  resolution: {integrity: sha512-
crSgLhSkLMnKr4s9iZ/1qJCplgAgrRY+igWv8KhG/AjKOJ0YX/WpmANyn8oxrw+zenF3BXWDLa7Xl/QZISH+7
w==}
  engines: {node: '>=10.0.0'}
  hasBin: true
  optionalDependencies:
    fsevents: 2.3.2
  dev: true

 /run-async/2.4.1:
  resolution: {integrity: sha512-
tvVnVv01b8c1RrA6Ep7JkStj85Guv/YrMcwqYQnwjsAS2cTmmPGBBjAjpCW7RrSodNSoE2/qg9O4bceNvUuDg
Q==}
```

```
  engines: {node: '>=0.12.0'}
  dev: true

 /run-parallel/1.2.0:
  resolution: {integrity: sha512-
5l4VyZR86LZ/lDxZTR6jqL8AFE2S0IFLMP26AbjsLVADxHdhB/c0GUsH+y39UfCi3dzz8OlQuPmnaJOMoDHQ
BA==}
  dependencies:
    queue-microtask: 1.2.3
  dev: true

 /rxjs/7.5.2:
  resolution: {integrity: sha512-
PwDt186XaL3QN5qXj/H9DGyHhP3/RYYgZZwqBv9Tv8rsAaiwFH1IsJJlcgD37J7UW5a6O67qX0KWKS3/pu0m
4w==}
  dependencies:
    tslib: 2.3.1
  dev: true

 /sade/1.8.1:
  resolution: {integrity: sha512-
xal3CZX1Xlo/k4ApwCFrHVACi9fBqJ7V+mwhBsuf/1IOKbBy098Fex+Wa/5QMubw09pSZ/u8EY8PWgevJsXp1
A==}
  engines: {node: '>=6'}
  dependencies:
    mri: 1.2.0
  dev: true

 /safe-buffer/5.1.2:
  resolution: {integrity: sha512-
Gd2UZBJDkXlY7GbJxfsE8/nvKkUEU1G38c1siN6QP6a9PT9MmHB8GnpscSmMJSoF8LOIrt8ud/wPtojys4G6+g
==}
   dev: true

 /safe-buffer/5.2.1:
  resolution: {integrity: sha512-
rp3So07KcdmmKbGvgaNxQSJr7bGVSVk5S9Eq1F+ppbRo70+YeaDxkw5Dd8NPN+GD6bjnYm2VuPuCXmpuYv
mCXQ==}
  dev: true

 /safer-buffer/2.1.2:
  resolution: {integrity: sha512-
YZo3K82SD7Riyi0E1EQPojLz7kpepnSQI9IyPbHHg1XXXevb5dJI7tpyN2ADxGcQbHG7vcyRHk0cbwqcQriUtg=
=}
  dev: true

 /sander/0.5.1:
  resolution: {integrity: sha1-dB4kXiMfB8r7b98PEzrfohalAq0=}
```

```
  dependencies:
    es6-promise: 3.3.1
    graceful-fs: 4.2.9
    mkdirp: 0.5.5
    rimraf: 2.7.1
  dev: true

 /seek-bzip/1.0.6:
  resolution: {integrity: sha512-
e1QtP3YL5tWww8uKaOCQ18UxIT2laNBXHjV/S2WYCiK4udiv8lkG89KRIoCjUagnAmCBurjF4zEVX2ByBbnC
jQ==}
  hasBin: true
  dependencies:
    commander: 2.20.3
  dev: true

 /semver-compare/1.0.0:
  resolution: {integrity: sha1-De4hahyUGrN+nvsXiPavxf9VN/w=}
  dev: true

 /semver-diff/3.1.1:
  resolution: {integrity: sha512-
GX0Ix/CJcHyB8c4ykpHGIAvLyOwOobtM/8d+TQkAd81/bEjgPHrfba41Vpesr7jX/t8Uh+R3EX9eAS5be+jQYg==
}
   engines: {node: '>=8'}
  dependencies:
    semver: 6.3.0
  dev: true

 /semver-regex/2.0.0:
  resolution: {integrity: sha512-
mUdIBBvdn0PLOeP3TEkMH7HHeUP3GjsXCwKarjv/kGmUFOYg1VqEemKhoQpWMu6X2I8kHeuVdGibLGkV
K+/5Qw==}
  engines: {node: '>=6'}
  dev: true

 /semver-truncate/1.1.2:
  resolution: {integrity: sha1-V/Qd5pcHpicJp+AQS6IRcQnqR+g=}
  engines: {node: '>=0.10.0'}
  dependencies:
    semver: 5.7.1
  dev: true

 /semver/5.7.1:
  resolution: {integrity: sha512-
sauaDf/PZdVgrLTNYHRtpXa1iRiKcaebiKQ1BJdpQlWH2lCvexQdX55snPFyK7QzpudqbCI0qXFfOasHdyNDGQ
==}
  hasBin: true
```

```
  dev: true

 /semver/6.3.0:
  resolution: {integrity: sha512-
b39TBaTSfV6yBrapU89p5fKekE2m/NwnDocOVruQFS1/veMgdzuPcnOM34M6CwxW8jH/lxEa5rBoDeUwu5HH
Tw==}
  hasBin: true
  dev: true

 /semver/7.3.5:
  resolution: {integrity: sha512-
PoeGJYh8HK4BTO/a9Tf6ZG3veo/A7ZVsYrSA6J8ny9nb3B1VrpkuN+z9OE5wfE5p6H4LchYZsegiQgbJD94ZFQ
==}
  engines: {node: '>=10'}
  hasBin: true
  dependencies:
    lru-cache: 6.0.0
  dev: true

 /serialize-error/7.0.1:
  resolution: {integrity: sha512-
8I8TjW5KMOKsZQTvoxjuSIa7foAwPWGOts+6o7sgjz41/qMD9VQHEDxi6PBvK2l0MXUmqZyNpUK+T2tQaaE
lvw==}
  engines: {node: '>=10'}
  dependencies:
    type-fest: 0.13.1
  dev: true

 /set-blocking/2.0.0:
  resolution: {integrity: sha1-BF+XgtARrppoA93TgrJDkrPYkPc=}
  dev: true

 /sharp/0.28.3:
  resolution: {integrity: sha512-
21GEP45Rmr7q2qcmdnjDkNP04Ooh5v0laGS5FDpojOO84D1DJwUijLiSq8XNNM6e8aGXYtoYRh3sVNdm8Nod
MA==}
  engines: {node: '>=10'}
  requiresBuild: true
  dependencies:
    color: 3.2.1
    detect-libc: 1.0.3
    node-addon-api: 3.2.1
    prebuild-install: 6.1.4
    semver: 7.3.5
    simple-get: 3.1.0
    tar-fs: 2.1.1
    tunnel-agent: 0.6.0
  dev: true
```

```
 /shebang-command/1.2.0:
   resolution: {integrity: sha1-RKrGW2lbAzmJaMOfNj/uXer98eo=}
   engines: {node: '>=0.10.0'}
   dependencies:
     shebang-regex: 1.0.0
   dev: true

 /shebang-command/2.0.0:
    resolution: {integrity: sha512-
kHxr2zZpYtdmrN1qDjrrX/Z1rR1kG8Dx+gkpK1G4eXmvXswmcE1hTWBWYUzlraYw1/yZp6YuDY77YtvbN0d
mDA==}
   engines: {node: '>=8'}
   dependencies:
     shebang-regex: 3.0.0
   dev: true

 /shebang-regex/1.0.0:
   resolution: {integrity: sha1-2kL0l0DAtC2yypcoVxyxkMmO/qM=}
   engines: {node: '>=0.10.0'}
   dev: true

 /shebang-regex/3.0.0:
   resolution: {integrity: sha512-
7++dFhtcx3353uBaq8DDR4NuxBetBzC7ZQOhmTQInHEd6bSrXdiEyzCvG07Z44UYdLShWUyXt5M/yhz8ekcb1
A==}
   engines: {node: '>=8'}
   dev: true

 /signal-exit/3.0.6:
   resolution: {integrity: sha512-
sDl4qMFpijcGw22U5w63KmD3cZJfBuFlVNbVMKje2keoKML7X2UzWbc4XrmEbDwg0NXJc3yv4/ox7b+JWb5
7kQ==}
   dev: true

 /simple-concat/1.0.1:
   resolution: {integrity: sha512-
cSFtAPtRhljv69IK0hTVZQ+OfE9nePi/rtJmw5UjHeVyVroEqJXP1sFztKUy1qU+xvz3u/sfYJLa947b7nAN2Q==}
   dev: true

 /simple-get/3.1.0:
   resolution: {integrity: sha512-
bCR6cP+aTdScaQCnQKbPKtJOKDp/hj9EDLJo3Nw4y1QksqaovlW/bnptB6/c1e+qmNIDHRK+oXFDdEqBT8Wz
UA==}
    dependencies:
     decompress-response: 4.2.1
     once: 1.4.0
     simple-concat: 1.0.1
```

```
  dev: true

/simple-swizzle/0.2.2:
  resolution: {integrity: sha1-pNprY1/8zMoz9w0Xy5JZLeleVXo=}
  dependencies:
    is-arrayish: 0.3.2
  dev: true

/slash/3.0.0:
  resolution: {integrity: sha512-
g9Q1haeby36OSStwb4ntCGGGaKsaVSjQ68fBxoQcutl5fS1vuY18H3wSt3jFyFtrkx+Kz0V1G85A4MyAdDMi2Q=
=}
  engines: {node: '>=8'}
  dev: true

/slash/4.0.0:
  resolution: {integrity: sha512-
3dOsAHXXUkQTpOYcoAxLIorMTp4gIQr5IW3iVb7A7lFIp0VHhnynm9izx6TssdrIcVIESAlVjtnO2K8bg+Coew
==}
  engines: {node: '>=12'}
  dev: true

/sorcery/0.10.0:
  resolution: {integrity: sha1-iukK19fLBfxZ8asMY3hF1cFaUrc=}
  hasBin: true
  dependencies:
    buffer-crc32: 0.2.13
    minimist: 1.2.5
    sander: 0.5.1
    sourcemap-codec: 1.4.8
  dev: true

/sort-keys-length/1.0.1:
  resolution: {integrity: sha1-nLb09OnkgVWmqgZx7dM2/xR5oYg=}
  engines: {node: '>=0.10.0'}
   dependencies:
    sort-keys: 1.1.2
  dev: true

/sort-keys/1.1.2:
  resolution: {integrity: sha1-RBttTTRnmPG05J6JIK37oOVD+a0=}
  engines: {node: '>=0.10.0'}
  dependencies:
    is-plain-obj: 1.1.0
  dev: true

/sort-keys/2.0.0:
  resolution: {integrity: sha1-ZYU1WEhh7JfXMNbPQYIuH1ZoQSg=}
```

```
  engines: {node: '>=4'}
  dependencies:
    is-plain-obj: 1.1.0
  dev: true

 /source-map-js/1.0.2:
  resolution: {integrity: sha512-
R0XvVJ9WusLiqTCEiGCmICCMplcCkIwwR11mOSD9CR5u+IXYdiseeEuXCVAjS54zqwkLcPNnmU4OeJ6tUr
WhDw==}
  engines: {node: '>=0.10.0'}
  dev: true

 /source-map/0.7.3:
  resolution: {integrity: sha512-
CkCj6giN3S+n9qrYiBTX5gystlENnRW5jZeNLHpe6aue+SrHcG5VYwujhW9s4dY31mEGsxBDrHR6oI69fTXsaQ
==}
  engines: {node: '>= 8'}
  dev: true

 /sourcemap-codec/1.4.8:
  resolution: {integrity: sha512-
9NykojV5Uih4lgo5So5dtw+f0JgJX30KCNI8gwhz2J9A15wD0Ml6tjHKwf6fTSa6fAdVBdZeNOs9eJ71qCk8vA==
}
  dev: true

 /spdx-correct/3.1.1:
  resolution: {integrity:
 sha512-
cOYcUWwhCuHCXi49RhFRCyJEK3iPj1Ziz9DpViV3tbZOwXD49QzIN3MpOLJNxh2qwq2lJJZaKMVw9qNi4jT
C0w==}
  dependencies:
    spdx-expression-parse: 3.0.1
    spdx-license-ids: 3.0.11
  dev: true

 /spdx-exceptions/2.3.0:
  resolution: {integrity: sha512-
/tTrYOC7PPI1nUAgx34hUpqXuyJG+DTHJTnIULG4rDygi4xu/tfgmq1e1cIRwRzwZgo4NLySi+ricLkZkw4i5A==
}
  dev: true

 /spdx-expression-parse/3.0.1:
  resolution: {integrity: sha512-
cbqHunsQWnJNE6KhVSMsMeH5H/L9EpymbzqTQ3uLwNCLZ1Q481oWaofqH7nO6V07xlXwY6PhQdQ2IedWx
/ZK4Q==}
  dependencies:
    spdx-exceptions: 2.3.0
    spdx-license-ids: 3.0.11
```

```
  dev: true

 /spdx-license-ids/3.0.11:
  resolution: {integrity: sha512-
Ctl2BrFiM0X3MANYgj3CkygxhRmr9mi6xhejbdO960nF6EDJApTYpn0BQnDKlnNBULKiCN1n3w9EBkHK8Z
Wg+g==}
  dev: true

 /sprintf-js/1.1.2:
  resolution: {integrity: sha512-
VE0SOVEHCk7Qc8ulkWw3ntAzXuqf7S2lvwQaDLRnUeIEaKNQJzV6BwmLKhOqT61aGhfUMrXeaBk+oDGCz
vhcug==}
  dev: true

 /squeak/1.3.0:
  resolution: {integrity: sha1-MwRQN7ZDiLVnZ0uEMiplIQc5FsM=}
   engines: {node: '>=0.10.0'}
  dependencies:
    chalk: 1.1.3
    console-stream: 0.1.1
    lpad-align: 1.1.2
  dev: true

 /strict-uri-encode/1.1.0:
  resolution: {integrity: sha1-J5siXfHVgrH1TmWt3UNS4Y+qBxM=}
  engines: {node: '>=0.10.0'}
  dev: true

 /string-width/1.0.2:
  resolution: {integrity: sha1-EYvfW4zcUaKn5w0hHgfisLmxB9M=}
  engines: {node: '>=0.10.0'}
  dependencies:
    code-point-at: 1.1.0
    is-fullwidth-code-point: 1.0.0
    strip-ansi: 3.0.1
  dev: true

 /string-width/4.2.3:
  resolution: {integrity: sha512-
wKyQRQpjJ0sIp62ErSZdGsjMJWsap5oRNihHhu6G7JVO/9jIB6UyevL+tXuOqrng8j/cxKTWyWUwvSTriiZz/g==
}
  engines: {node: '>=8'}
  dependencies:
    emoji-regex: 8.0.0
    is-fullwidth-code-point: 3.0.0
    strip-ansi: 6.0.1
  dev: true
```

```
 /string_decoder/1.1.1:
   resolution: {integrity: sha512-
n/ShnvDi6FHbbVfviro+WojiFzv+s8MPMHBczVePfUpDJLwoLT0ht1l4YwBCbi8pJAveEEdnkHyPyTP/mzRfwg=
=}
   dependencies:

   safe-buffer: 5.1.2
   dev: true

 /string_decoder/1.3.0:
   resolution: {integrity: sha512-
hkRX8U1WjJFd8LsDJ2yQ/wWWxaopEsABU1XfkM8A+j0+85JAGppt16cr1Whg6KIbb4okU6Mql6BOj+uup/wKe
A==}
   dependencies:
     safe-buffer: 5.2.1
   dev: true

 /strip-ansi/3.0.1:
   resolution: {integrity: sha1-ajhfuIU9lS1f8F0Oiq+UJ43GPc8=}
   engines: {node: '>=0.10.0'}
   dependencies:
     ansi-regex: 2.1.1
   dev: true

 /strip-ansi/6.0.1:
   resolution: {integrity: sha512-
Y38VPSHcqkFrCpFnQ9vuSXmquuv5oXOKpGeT6aGrr3o3Gc9AlVa6JBfUSOCnbxGGZF+/0ooI7KrPuUSztUdU5
A==}
   engines: {node: '>=8'}
   dependencies:
     ansi-regex: 5.0.1
   dev: true

 /strip-bom/2.0.0:
   resolution: {integrity: sha1-YhmoVhZSBJHzV4i9vxRHqZx+aw4=}
   engines: {node: '>=0.10.0'}
   dependencies:
     is-utf8: 0.2.1
   dev: true

 /strip-dirs/2.1.0:
   resolution: {integrity: sha512-
JOCxOeKLm2CAS73y/U4ZeZPTkE+gNVCzKt7Eox84Iej1LT/2pTWYpZKJuxwQpvX1LiZb1xokNR7RLfuBAa7
T3g==}
   dependencies:
     is-natural-number:
 4.0.1
   dev: true
```

```
 /strip-eof/1.0.0:
   resolution: {integrity: sha1-u0P/VZim6wXYm1n80SnJgzE2Br8=}
   engines: {node: '>=0.10.0'}
   dev: true

 /strip-indent/1.0.1:
   resolution: {integrity: sha1-DHlipq3vp7vUrDZkYKY4VSrhoKI=}
   engines: {node: '>=0.10.0'}
   hasBin: true
   dependencies:
     get-stdin: 4.0.1
   dev: true

 /strip-indent/3.0.0:
   resolution: {integrity: sha512-
laJTa3Jb+VQpaC6DseHhF7dXVqHTfJPCRDaEbid/drOhgitgYku/letMUqOXFoWV0zIIUbjpdH2t+tYj4bQMRQ==
}
   engines: {node: '>=8'}
   dependencies:
     min-indent: 1.0.1
   dev: true

 /strip-json-comments/2.0.1:
   resolution: {integrity: sha1-PFMZQukIwml8DsNEhYwobHygpgo=}
   engines: {node: '>=0.10.0'}
   dev: true

 /strip-outer/1.0.1:
   resolution: {integrity: sha512-
k55yxKHwaXnpYGsOzg4Vl8+tDrWylxDEpknGjhTiZB8dFRU5rTo9CAzeycivxV3s+zlTKwrs6WxMxR95n26kwg
==}
   engines: {node: '>=0.10.0'}
   dependencies:
     escape-string-regexp: 1.0.5
   dev: true

 /strtok3/6.2.4:
   resolution: {integrity:
 sha512-
GO8IcFF9GmFDvqduIspUBwCzCbqzegyVKIsSymcMgiZKeCfrN9SowtUoi8+b59WZMAjIzVZic/Ft97+pynR3Iw
==}
   engines: {node: '>=10'}
   dependencies:
     '@tokenizer/token': 0.3.0
     peek-readable: 4.0.2
   dev: true
```

```
 /supports-color/2.0.0:
   resolution: {integrity: sha1-U10EXOa2Nj+kARcIRimZXp3zJMc=}
   engines: {node: '>=0.8.0'}
   dev: true

 /supports-color/7.2.0:
   resolution: {integrity: sha512-
qpCAvRl9stuOHveKsn7HncJRvv501qIacKzQlO/+Lwxc9+0q2wLyv4Dfvt80/DPn2pqOBsJdDiogXGR9+OvwRw=
=}
   engines: {node: '>=8'}
   dependencies:
     has-flag: 4.0.0
   dev: true

 /supports-preserve-symlinks-flag/1.0.0:
   resolution: {integrity: sha512-
ot0WnXS9fgdkgIcePe6RHNk1WA8+muPa6cSjeR3V8K27q9BB1rTE3R1p7Hv0z1ZyAc8s6Vvv8DIyWf681MAt0
w==}
   engines: {node: '>= 0.4'}
   dev: true

 /svelte-check/2.3.0_svelte@3.46.3:
   resolution: {integrity: sha512-
SBKdJyUmxzPmJf/ZPqDSQOoa9JzOcgEpV7u3UaYcgVn7fA0veZ3FA5JgLU8KYtf84Gp6guBVcrC7XKLjJa5SX
Q==}
   hasBin: true
   peerDependencies:
     svelte: ^3.24.0
   dependencies:
     chokidar: 3.5.3
     fast-glob: 3.2.11
     import-fresh: 3.3.0
     minimist: 1.2.5
     picocolors: 1.0.0
     sade: 1.8.1
     source-map: 0.7.3
     svelte: 3.46.3
     svelte-preprocess: 4.10.2_svelte@3.46.3+typescript@4.5.5
     typescript: 4.5.5
   transitivePeerDependencies:
     - '@babel/core'
     - coffeescript
     - less
     - node-sass
     - postcss
     - postcss-load-config
     - pug
     - sass
```

```
    - stylus
    - sugarss
  dev: true

 /svelte-hmr/0.14.9_svelte@3.46.3:
  resolution: {integrity: sha512-
bKE9+4qb4sAnA+TKHiYurUl970rjA0XmlP9TEP7K/ncyWz3m81kA4HOgmlZK/7irGK7gzZlaPDI3cmf8fp/+tg==
}
  peerDependencies:
    svelte: '>=3.19.0'
  dependencies:
    svelte: 3.46.3
  dev: true

 /svelte-preprocess/4.10.2_svelte@3.46.3+typescript@4.5.5:
  resolution: {integrity: sha512-
aPpkCreSo8EL/y8kJSa1trhiX0oyAtTjlNNM7BNjRAsMJ8Yy2LtqHt0zyd4pQPXt+D4PzbO3qTjjio3kwOxDlA==}
  engines: {node:
'>= 9.11.2'}
  requiresBuild: true
  peerDependencies:
    '@babel/core': ^7.10.2
    coffeescript: ^2.5.1
    less: ^3.11.3 || ^4.0.0
    node-sass: '*'
    postcss: ^7 || ^8
    postcss-load-config: ^2.1.0 || ^3.0.0
    pug: ^3.0.0
    sass: ^1.26.8
    stylus: ^0.55.0
    sugarss: ^2.0.0
    svelte: ^3.23.0
    typescript: ^4.5.2
  peerDependenciesMeta:
    '@babel/core':
      optional: true
    coffeescript:
      optional: true
    less:
      optional: true
    node-sass:
      optional: true
    postcss:
      optional: true
    postcss-load-config:
      optional: true
    pug:
      optional: true
```

```
    sass:
      optional: true
    stylus:
      optional: true
    sugarss:
      optional: true
    typescript:
      optional: true
  dependencies:
    '@types/pug': 2.0.6
    '@types/sass': 1.43.1
    detect-indent: 6.1.0
    magic-string: 0.25.7
    sorcery: 0.10.0
    strip-indent: 3.0.0
     svelte: 3.46.3
    typescript: 4.5.5
  dev: true

 /svelte/3.46.3:
  resolution: {integrity: sha512-
mTOXvv74CVQqJHqoIZDprVfRKVVmYNadXP0VKnOEA54223kLGCr1nMrifS4Zx29qMt/xRB38Eq1D7dDH/f
M8fQ==}
  engines: {node: '>= 8'}
  dev: true

 /tar-fs/2.1.1:
  resolution: {integrity: sha512-
V0r2Y9scmbDRLCNex/+hYzvp/zyYjvFbHPNgVTKfQvVrb6guiE/fxP+XblDNR011utopbkex2nM4dHNV6GDsng
==}
  dependencies:
    chownr: 1.1.4
    mkdirp-classic: 0.5.3
    pump: 3.0.0
    tar-stream: 2.2.0
  dev: true

 /tar-stream/1.6.2:
  resolution: {integrity: sha512-
rzS0heiNf8Xn7/mpdSVVSMAWAoy9bfb1WOTYC78Z0UQKeKa/CWS8FOq0lKGNa8DWKAn9gxjCvMLYc5PG
XYlK2A==}
  engines: {node: '>= 0.8.0'}
  dependencies:
    bl: 1.2.3
    buffer-alloc: 1.2.0
    end-of-stream: 1.4.4
    fs-constants: 1.0.0
    readable-stream: 2.3.7
```

```
    to-buffer: 1.1.1
    xtend: 4.0.2
  dev: true

 /tar-stream/2.2.0:
  resolution: {integrity: sha512-
ujeqbceABgwMZxEJnk2HDY2DlnUZ+9oEcb1KzTVfYHio0UE6dG71n60d8D2I4qNvleWrrXpmjpt7vZeF1LnMZ
Q==}
   engines: {node: '>=6'}
  dependencies:
    bl: 4.1.0
    end-of-stream: 1.4.4
    fs-constants: 1.0.0
    inherits: 2.0.4
    readable-stream: 3.6.0
  dev: true

 /temp-dir/1.0.0:
  resolution: {integrity: sha1-CnwOom06Oa+n4OvqnB/AvE2qAR0=}
  engines: {node: '>=4'}
  dev: true

 /tempfile/2.0.0:
  resolution: {integrity: sha1-awRGhWqbERTRhW/8vlCczLCXcmU=}
  engines: {node: '>=4'}
  dependencies:
    temp-dir: 1.0.0
    uuid: 3.4.0
  dev: true

 /through/2.3.8:
  resolution: {integrity: sha1-DdTJ/6q8NXlgsbckEV1+Doai4fU=}
  dev: true

 /timed-out/4.0.1:
  resolution: {integrity: sha1-8y6srFoXW+ol1/q1Zas+2HQe9W8=}
  engines: {node: '>=0.10.0'}
  dev: true

 /tmp/0.0.33:
  resolution: {integrity: sha512-
jRCJlojKnZ3addtTOjdIqoRuPEKBvNXcGYqzO6zWZX8KfKEpnGY5jfggJQ3EjKuu8D4bJRr0y+cYJFmYbImXG
w==}
  engines: {node: '>=0.6.0'}
  dependencies:
    os-tmpdir: 1.0.2
  dev: true
```

```
 /to-buffer/1.1.1:
   resolution:
 {integrity: sha512-
lx9B5iv7msuFYE3dytT+KE5tap+rNYw+K4jVkb9R/asAb+pbBSM17jtunHplhBe6RRJdZx3Pn2Jph24O32mOVg=
=}
   dev: true

 /to-readable-stream/1.0.0:
   resolution: {integrity: sha512-
Iq25XBt6zD5npPhlLVXGFN3/gyR2/qODcKNNyTMd4vbm39HUaOiAM4PMq0eMVC/Tkxz+Zjdsc55g9yyz+Yq0
0Q==}
   engines: {node: '>=6'}
   dev: true

 /to-regex-range/5.0.1:
   resolution: {integrity: sha512-
65P7iz6X5yEr1cwcgvQxbbIw7Uk3gOy5dIdtZ4rDveLqhrdJP+Li/Hx6tyK0NEb+2GCyneCMJiGqrADCSNk8sQ==
}
   engines: {node: '>=8.0'}
   dependencies:
     is-number: 7.0.0
   dev: true

 /token-types/4.1.1:
   resolution: {integrity: sha512-
hD+QyuUAyI2spzsI0B7gf/jJ2ggR4RjkAo37j3StuePhApJUwcWDjnHDOFdIWYSwNR28H14hpwm4EI+V1Ted1w
==}
   engines: {node: '>=10'}
   dependencies:
     '@tokenizer/token': 0.3.0
     ieee754: 1.2.1
   dev: true

 /trim-newlines/1.0.0:
   resolution: {integrity: sha1-WIeWa7WCpFA6QetST301ARgVphM=}
   engines: {node: '>=0.10.0'}
   dev: true

 /trim-repeated/1.0.0:
   resolution:
 {integrity: sha1-42RqLqTokTEr9+rObPsFOAvAHCE=}
   engines: {node: '>=0.10.0'}
   dependencies:
     escape-string-regexp: 1.0.5
   dev: true

 /tslib/2.3.1:
   resolution: {integrity: sha512-
```

77EbyPPpMz+FRFRuAFlWMtmgUWGe9UOG2Z25NqCwiIjRhOf5iKGuzSe5P2w1laq+FkRy4p+PCuVkJSGkzTEKVw==}
  dev: true

 /tunnel-agent/0.6.0:
  resolution: {integrity: sha1-J6XeoGs2sEoKmWZ3SykIaPD8QP0=}
  dependencies:
    safe-buffer: 5.2.1
  dev: true

 /type-fest/0.13.1:
  resolution: {integrity: sha512-34R7HTnG0XIJcBSn5XhDd7nNFPRcXYRZrBB2O2jdKqYODldSzBAqzsWoZYYvduky73toYS/ESqxPvkDf/F0XMg==}
  engines: {node: '>=10'}
  dev: true

 /type-fest/0.20.2:
  resolution: {integrity: sha512-Ne+eE4r0/iWnpAxD852z3A+N0Bt5RN//NjJwRd2VFHEmrywxf5vsZlh4R6lixl6B+wz/8d+maTSAkN1FIkI3LQ==}
  engines: {node: '>=10'}
  dev: true

 /type-fest/0.21.3:
  resolution: {integrity: sha512-t0rzBq87m3fVcduHDUFhKmyyX+9eo6WQjZvf51Ea/M0Q7+T374Jp1aUiyUl0GKxp8M/OETVHSDvmkyPgvX+X2w==}
  engines: {node: '>=10'}

  dev: true

 /typedarray-to-buffer/3.1.5:
  resolution: {integrity: sha512-zdu8XMNEDepKKR+XYOXAVPtWui0ly0NtohUscw+UmaHiAWT8hrV1rr//H6V+0DvJ3OQ19S979M0laLfX8rm82Q==}
  dependencies:
    is-typedarray: 1.0.0
  dev: true

 /typescript/4.5.5:
  resolution: {integrity: sha512-TCTIul70LyWe6IJWT8QSYeA54WQe8EjQFU4wY52Fasj5UKx88LNYKCgBEHcOMOrFF1rKGbD8v/xcNWVUq9SymA==}
  engines: {node: '>=4.2.0'}
  hasBin: true
  dev: true

```
 /unbzip2-stream/1.4.3:
   resolution: {integrity: sha512-
mlExGW4w71ebDJviH16lQLtZS32VKqsSfk80GCfUlwT/4/hNRFsoscrF/c++9xinkMzECL1uL9DDwXqFWkruPg
==}
   dependencies:
     buffer: 5.7.1
     through: 2.3.8
   dev: true

 /unique-string/2.0.0:
   resolution: {integrity: sha512-
uNaeirEPvpZWSgzwsPGtU2zVSTrn/8L5q/IexZmH0eH6SA73CmAA5U4GwORTxQAZs95TAXLNqeLoPPNO5g
ZfWg==}
   engines: {node: '>=8'}
   dependencies:
     crypto-random-string: 2.0.0
   dev: true

 /universalify/2.0.0:
   resolution: {integrity: sha512-
hAZsKq7Yy11Zu1DE0OzWjw7nnLZmJZYTDZZyEFHZdUhV8FkH5MCfoU1XMaxXovpyW5nq5scPqq0ZDP9Z
yl04oQ==}
     engines: {node: '>= 10.0.0'}
   dev: true

 /update-notifier/5.1.0:
   resolution: {integrity: sha512-
ItnICHbeMh9GqUy31hFPrD1kcuZ3rpxDZbf4KUDavXwS0bW5m7SLbDQpGX3UYr072cbrF5hFUs3r5tUsPwjfH
w==}
   engines: {node: '>=10'}
   dependencies:
     boxen: 5.1.2
     chalk: 4.1.2
     configstore: 5.0.1
     has-yarn: 2.1.0
     import-lazy: 2.1.0
     is-ci: 2.0.0
     is-installed-globally: 0.4.0
     is-npm: 5.0.0
     is-yarn-global: 0.3.0
     latest-version: 5.1.0
     pupa: 2.1.1
     semver: 7.3.5
     semver-diff: 3.1.1
     xdg-basedir: 4.0.0
   dev: true

 /url-parse-lax/1.0.0:
```

```
  resolution: {integrity: sha1-evjzA2Rem9eaJy56FKxovAYJ2nM=}
  engines: {node: '>=0.10.0'}
  dependencies:
    prepend-http: 1.0.4
  dev: true

/url-parse-lax/3.0.0:
  resolution: {integrity: sha1-FrXK/Afb42dsGxmZF3gj1lA6yww=}
  engines: {node: '>=4'}
  dependencies:
    prepend-http: 2.0.0
  dev: true

/url-to-options/1.0.1:
   resolution: {integrity: sha1-FQWgOiiaSMvXpDTvuu7FBV9WM6k=}
  engines: {node: '>= 4'}
  dev: true

/util-deprecate/1.0.2:
  resolution: {integrity: sha1-RQ1Nyfpw3nMnYvvS1KKJgUGaDM8=}
  dev: true

/uuid/3.4.0:
  resolution: {integrity: sha512-
HjSDRw6gZE5JMggctHBcjVak08+KEVhSIiDzFnT9S9aegmp85S/bReBVTb4QTFaRNptJ9kuYaNhnbNEOkbKb/
A==}
  deprecated: Please upgrade  to version 7 or higher.  Older versions may use Math.random() in certain
circumstances, which is known to be problematic.  See https://v8.dev/blog/math-random for details.
  hasBin: true
  dev: true

/validate-npm-package-license/3.0.4:
  resolution: {integrity: sha512-
DpKm2Ui/xN7/HQKCtpZxoRWBhZ9Z0kqtygG8XCgNQ8ZlDnxuQmWhj566j8fN4Cu3/JmbhsDo7fcAJq4s9h27E
w==}
  dependencies:
    spdx-correct: 3.1.1
    spdx-expression-parse: 3.0.1
  dev: true

/vite/2.7.13:
  resolution: {integrity: sha512-
Mq8et7f3aK0SgSxjDNfOAimZGW9XryfHRa/uV0jseQSilg+KhYDSoNb9h1rknOy6SuMkvNDLKCYAYYUMCE
+IgQ==}
   engines: {node: '>=12.2.0'}
  hasBin: true
  peerDependencies:
    less: '*'
```

```
    sass: '*'
    stylus: '*'
  peerDependenciesMeta:
    less:
      optional: true
    sass:
      optional: true
    stylus:
      optional: true
  dependencies:
    esbuild: 0.13.15
    postcss: 8.4.5
    resolve: 1.22.0
    rollup: 2.66.1
  optionalDependencies:
    fsevents: 2.3.2
  dev: true

 /wcwidth/1.0.1:
  resolution: {integrity: sha1-8LDc+RW8X/FSivrbLA4XtTLaL+g=}
  dependencies:
    defaults: 1.0.3
  dev: true

 /which/1.3.1:
  resolution: {integrity: sha512-
HxJdYWq1MTIQbJ3nw0cqssHoTNU267KlrDuGZ1WYlxDStUtKUhOaJmh112/TZmHxxUfuJqPXSOm7tDyas0O
SIQ==}
  hasBin: true
  dependencies:
    isexe: 2.0.0
  dev: true

 /which/2.0.2:
  resolution: {integrity: sha512-
BLI3Tl1TW3Pvl70l3yq3Y64i+awpwXqsGBYWkkqMtnbXgrMD+yj7rhW0kuEDxzJaYXGjEW5ogapKNMEKNM
jibA==}
  engines: {node: '>= 8'}
  hasBin: true
  dependencies:
    isexe: 2.0.0
  dev:
 true

 /wide-align/1.1.5:
  resolution: {integrity: sha512-
eDMORYaPNZ4sQIuuYPDHdQvf4gyCF9rEEV/yPxGfwPkRodwEgiMUUXTx/dex+Me0wxx53S+NgUHaP7y3M
GlDmg==}
```

```
  dependencies:
    string-width: 1.0.2
  dev: true

 /widest-line/3.1.0:
  resolution: {integrity: sha512-
NsmoXalsWVDMGupxZ5R08ka9flZjjiLvHVAWYOKtiKM8ujtZWr9cRffak+uSE48+Ob8ObalXpwyeUiyDD6QFg
g==}
  engines: {node: '>=8'}
  dependencies:
    string-width: 4.2.3
  dev: true

 /with-open-file/0.1.7:
  resolution: {integrity: sha512-
ecJS2/oHtESJ1t3ZfMI3B7KIDKyfN0O16miWxdn30zdh66Yd3LsRFebXZXq6GU4xfxLf6nVxp9kIqElb5fqczA==}
  engines: {node: '>=6'}
  dependencies:
    p-finally: 1.0.0
    p-try: 2.2.0
    pify: 4.0.1
  dev: true

 /wrap-ansi/7.0.0:
  resolution: {integrity: sha512-
YVGIj2kamLSTxw6NsZjoBxfSwsn0ycdesmc4p+Q21c5zPuZ1pl+NfxVdxPtdHvmNVOQ6XSYG4AUtyt/Fi7D16Q
==}
  engines: {node: '>=10'}
  dependencies:
    ansi-styles: 4.3.0
    string-width: 4.2.3
    strip-ansi: 6.0.1
  dev: true

 /wrappy/1.0.2:
   resolution: {integrity: sha1-tSQ9jz7BqjXxNkYFvA0QNuMKtp8=}
  dev: true

 /write-file-atomic/3.0.3:
  resolution: {integrity: sha512-
AvHcyZ5JnSfq3ioSyjrBkH9yW4m7Ayk8/9My/DD9onKeu/94fwrMocemO2QAJFAlnnDN+ZDS+ZjAR5ua1/PV/Q
==}
  dependencies:
    imurmurhash: 0.1.4
    is-typedarray: 1.0.0
    signal-exit: 3.0.6
    typedarray-to-buffer: 3.1.5
  dev: true
```

/xdg-basedir/4.0.0:
  resolution: {integrity: sha512-
PSNhEJDejZYV7h50BohL09Er9VaIefr2LMAf3OEmpCkjOi34eYyQYAXUTjEQtZJTKcF0E2UKTh+osDLsgNim
9Q==}
  engines: {node: '>=8'}
  dev: true

/xtend/4.0.2:
  resolution: {integrity: sha512-
LKYU1iAXJXUgAXn9URjiu+MWhyUXHsvfp7mcuYm9dSUKK0/CjtrUwFAxD82/mCWbtLsGjFIad0wIsod4zrT
AEQ==}
  engines: {node: '>=0.4'}
  dev: true

/yallist/2.1.2:
  resolution: {integrity: sha1-HBH5IY8HYImkfdUS+TxmmaaoHVI=}
  dev: true

/yallist/4.0.0:
  resolution: {integrity: sha512-
3wdGidZyq5PB084XLES5TpOSRA3wjXAlIWMhum2kRcv/41Sn2emQ0dycQW4uZXLejwKvg6EsvbdlVL+FYEc
t7A==}
   dev: true

/yauzl/2.10.0:
  resolution: {integrity: sha1-x+sXyT4RLLEIb6bY5R+wZnt5pfk=}
  dependencies:
    buffer-crc32: 0.2.13
    fd-slicer: 1.1.0
  dev: true

/zopflipng-bin/6.0.1:
  resolution: {integrity: sha512-
+aybvXv/xafL6I67uSH5yLHrSy4/OaSOV9tniw4yZFIHpINXUcctVHE/WzHxOONrL2GHzJ8Fd4iDrNyaS6TVbg=
=}
  engines: {node: '>=10'}
  hasBin: true
  requiresBuild: true
  dependencies:
    bin-build: 3.0.0
    bin-wrapper: 4.1.0
    logalot: 2.1.0
  dev: true

Found in path(s):
* /freethinkel-yamux-v0-1-1-0-g502720e-1-tar-gz/freethinkel-yamux-502720e/pnpm-lock.yaml

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

*/@font-face{font-family:tabler-icons;font-style:normal;font-weight:400;src:url(fonts/tabler-icons.eot);src:url(fonts/tabler-icons.eot?#iefix) format("embedded-opentype"),url(fonts/tabler-icons.woff2) format("woff2"),url(fonts/tabler-icons.woff) format("woff"),url(fonts/tabler-icons.ttf) format("truetype"),url(fonts/tabler-icons.svg#tabler-icons) format("svg")}@media screen and (-webkit-min-device-pixel-ratio:0){@font-face{font-family:tabler-icons;src:url(fonts/tabler-icons.svg#tabler-icons) format("svg")}}.ti{font-family:tabler-icons!important;speak:none;font-style:normal;font-weight:400;font-variant:normal;text-transform:none;line-height:1;-webkit-font-smoothing:antialiased;-moz-osx-font-smoothing:grayscale}.ti-2fa:before{content:"\eca0"}.ti-3d-cube-sphere:before{content:"\ecd7"}.ti-a-b:before{content:"\ec36"}.ti-access-point:before{content:"\ed1b"}.ti-access-point-off:before{content:"\ed1a"}.ti-accessible:before{content:"\eba9"}.ti-activity:before{content:"\ed23"}.ti-ad:before{content:"\ea02"}.ti-ad-2:before{content:"\ef1f"}.ti-adjustments:before{content:"\ea03"}.ti-adjustments-alt:before{content:"\ec37"}.ti-adjustments-horizontal:before{content:"\ec38"}.ti-aerial-lift:before{content:"\edfe"}.ti-affiliate:before{content:"\edff"}.ti-alarm:before{content:"\ea04"}.ti-alert-circle:before{content:"\ea05"}.ti-alert-octagon:before{content:"\ecc6"}.ti-alert-triangle:before{content:"\ea06"}.ti-alien:before{content:"\ebde"}.ti-align-center:before{content:"\ea07"}.ti-align-justified:before{content:"\ea08"}.ti-align-left:before{content:"\ea09"}.ti-align-right:before{content:"\ea0a"}.ti-ambulance:before{content:"\ebf5"}.ti-anchor:before{content:"\eb76"}.ti-angle:before{content:"\ef20"}.ti-antenna-bars-1:before{content:"\ecc7"}.ti-antenna-bars-2:before{content:"\ecc8"}.ti-antenna-bars-3:before{content:"\ecc9"}.ti-antenna-bars-4:before{content:"\ecca"}.ti-antenna-bars-5:before{content:"\eccb"}.ti-aperture:before{content:"\eb58"}.ti-apple:before{content:"\ef21"}.ti-apps:before{content:"\ebb6"}.ti-archive:before{content:"\ea0b"}.ti-arrow-back:before{content:"\ea0c"}.ti-arrow-back-up:before{content:"\eb77"}.ti-arrow-bar-down:before{content:"\ea0d"}.ti-arrow-bar-left:before{content:"\ea0e"}.ti-arrow-bar-right:before{content:"\ea0f"}.ti-arrow-bar-to-down:before{content:"\ec88"}.ti-arrow-bar-to-left:before{content:"\ec89"}.ti-arrow-bar-to-right:before{content:"\ec8a"}.ti-arrow-bar-to-up:before{content:"\ec8b"}.ti-arrow-bar-up:before{content:"\ea10"}.ti-arrow-big-down:before{content:"\edda"}.ti-arrow-big-left:before{content:"\eddb"}.ti-arrow-big-right:before{content:"\eddc"}.ti-arrow-big-top:before{content:"\eddd"}.ti-arrow-bottom-bar:before{content:"\ed98"}.ti-arrow-bottom-circle:before{content:"\ed99"}.ti-arrow-bottom-square:before{content:"\ed9a"}.ti-arrow-bottom-tail:before{content:"\ed9b"}.ti-arrow-down:before{content:"\ea16"}.ti-arrow-down-circle:before{content:"\ea11"}.ti-arrow-down-left:before{content:"\ea13"}.ti-arrow-down-left-circle:before{content:"\ea12"}.ti-arrow-down-right:before{content:"\ea15"}.ti-arrow-down-right-circle:before{content:"\ea14"}.ti-arrow-forward:before{content:"\ea17"}.ti-arrow-forward-up:before{content:"\eb78"}.ti-arrow-left:before{content:"\ea19"}.ti-arrow-left-bar:before{content:"\ed9c"}.ti-arrow-left-circle:before{content:"\ea18"}.ti-arrow-left-square:before{content:"\ed9d"}.ti-arrow-left-tail:before{content:"\ed9e"}.ti-arrow-loop-left:before{content:"\ed9f"}.ti-arrow-loop-right:before{content:"\eda0"}.ti-arrow-narrow-down:before{content:"\ea1a"}.ti-arrow-narrow-left:before{content:"\ea1b"}.ti-arrow-narrow-right:before{content:"\ea1c"}.ti-arrow-narrow-up:before{content:"\ea1d"}.ti-arrow-ramp-left:before{content:"\ed3c"}.ti-arrow-ramp-right:before{content:"\ed3d"}.ti-arrow-right:before{content:"\ea1f"}.ti-arrow-right-bar:before{content:"\eda1"}.ti-arrow-right-circle:before{content:"\ea1e"}.ti-arrow-right-square:before{content:"\eda2"}.ti-arrow-right-tail:before{content:"\eda3"}.ti-arrow-top-bar:before{content:"\eda4"}.ti-arrow-top-circle:before{content:"\eda5"}.ti-arrow-top-square:before{content:"\eda6"}.ti-arrow-top-tail:before{content:"\eda7"}.ti-arrow-up:before{content:"\ea25"}.ti-arrow-up-circle:before{content:"\ea20"}.ti-arrow-up-left:before{content:"\ea22"}.ti-arrow-up-left-circle:before{content:"\ea21"}.ti-arrow-up-right:before{content:"\ea24"}.ti-arrow-up-right-circle:before{content:"\ea23"}.ti-arrow-wave-left-down:before{content:"\eda8"}.ti-arrow-wave-left-up:before{content:"\eda9"}.ti-arrow-wave-right-down:before{content:"\edaa"}.ti-arrow-wave-right-

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menu:before{content:"\eaeb"}.ti-menu-2:before{content:"\ec42"}.ti-message:before{content:"\eaef"}.ti-message-2:before{content:"\eaec"}.ti-message-circle:before{content:"\eaed"}.ti-message-circle-2:before{content:"\ed3f"}.ti-message-circle-off:before{content:"\ed40"}.ti-message-dots:before{content:"\eaee"}.ti-message-off:before{content:"\ed41"}.ti-message-plus:before{content:"\ec9a"}.ti-message-report:before{content:"\ec9b"}.ti-messages:before{content:"\eb6c"}.ti-messages-off:before{content:"\ed42"}.ti-microphone:before{content:"\eaf0"}.ti-microphone-2:before{content:"\ef2c"}.ti-microphone-off:before{content:"\ed16"}.ti-milk:before{content:"\ef13"}.ti-minimize:before{content:"\eaf1"}.ti-minus:before{content:"\eaf2"}.ti-minus-vertical:before{content:"\eeb4"}.ti-mist:before{content:"\ec30"}.ti-mood-boy:before{content:"\ed2d"}.ti-mood-confuzed:before{content:"\eaf3"}.ti-mood-crazy-happy:before{content:"\ed90"}.ti-mood-cry:before{content:"\ecbb"}.ti-mood-empty:before{content:"\eeb5"}.ti-mood-happy:before{content:"\eaf4"}.ti-mood-kid:before{content:"\ec03"}.ti-mood-neutral:before{content:"\eaf5"}.ti-mood-sad:before{content:"\eaf6"}.ti-mood-smile:before{content:"\eaf7"}.ti-mood-suprised:before{content:"\ec04"}.ti-mood-tongue:before{content:"\eb95"}.ti-moon:before{content:"\eaf8"}.ti-moon-2:before{content:"\ece6"}.ti-moon-stars:before{content:"\ece7"}.ti-moped:before{content:"\ecbc"}.ti-motorbike:before{content:"\eeb6"}.ti-mouse:before{content:"\eaf9"}.ti-movie:before{content:"\eafa"}.ti-mug:before{content:"\eafb"}.ti-mushroom:before{content:"\ef14"}.ti-music:before{content:"\eafc"}.ti-new-section:before{content:"\ebc1"}.ti-news:before{content:"\eafd"}.ti-nfc:before{content:"\eeb7"}.ti-note:before{content:"\eb6d"}.ti-notebook:before{content:"\eb96"}.ti-notes:before{content:"\eb6e"}.ti-notification:before{content:"\eafe"}.ti-number-0:before{content:"\edf0"}.ti-number-1:before{content:"\edf1"}.ti-number-2:before{content:"\edf2"}.ti-number-3:before{content:"\edf3"}.ti-number-4:before{content:"\edf4"}.ti-number-5:before{content:"\edf5"}.ti-number-6:before{content:"\edf6"}.ti-number-7:before{content:"\edf7"}.ti-number-8:before{content:"\edf8"}.ti-number-9:before{content:"\edf9"}.ti-octagon:before{content:"\ecbd"}.ti-octagon-off:before{content:"\eeb8"}.ti-old:before{content:"\eeb9"}.ti-olympics:before{content:"\eeba"}.ti-omega:before{content:"\eb97"}.ti-outlet:before{content:"\ebd7"}.ti-overline:before{content:"\eebb"}.ti-package:before{content:"\eaff"}.ti-pacman:before{content:"\eebc"}.ti-page-break:before{content:"\ec81"}.ti-paint:before{content:"\eb00"}.ti-palette:before{content:"\eb01"}.ti-panorama-horizontal:before{content:"\ed33"}.ti-panorama-vertical:before{content:"\ed34"}.ti-paperclip:before{content:"\eb02"}.ti-parachute:before{content:"\ed7c"}.ti-parentheses:before{content:"\ebd8"}.ti-parking:before{content:"\eb03"}.ti-peace:before{content:"\ecbe"}.ti-pencil:before{content:"\eb04"}.ti-pennant:before{content:"\ed7d"}.ti-pepper:before{content:"\ef15"}.ti-percentage:before{content:"\ecf4"}.ti-perspective:before{content:"\eebd"}.ti-phone:before{content:"\eb09"}.ti-phone-call:before{content:"\eb05"}.ti-phone-calling:before{content:"\ec43"}.ti-phone-check:before{content:"\ec05"}.ti-phone-incoming:before{content:"\eb06"}.ti-phone-off:before{content:"\ecf5"}.ti-phone-outgoing:before{content:"\eb07"}.ti-phone-pause:before{content:"\eb08"}.ti-phone-plus:before{content:"\ec06"}.ti-phone-x:before{content:"\ec07"}.ti-photo:before{content:"\eb0a"}.ti-photo-off:before{content:"\ecf6"}.ti-physotherapist:before{content:"\eebe"}.ti-picture-in-picture:before{content:"\ed35"}.ti-picture-in-picture-off:before{content:"\ed43"}.ti-picture-in-picture-on:before{content:"\ed44"}.ti-pill:before{content:"\ec44"}.ti-pin:before{content:"\ec9c"}.ti-pinned:before{content:"\ed60"}.ti-pinned-off:before{content:"\ed5f"}.ti-pizza:before{content:"\edbb"}.ti-plane:before{content:"\eb6f"}.ti-plane-arrival:before{content:"\eb99"}.ti-plane-departure:before{content:"\eb9a"}.ti-planet:before{content:"\ec08"}.ti-plant:before{content:"\ed50"}.ti-plant-2:before{content:"\ed7e"}.ti-play-card:before{content:"\eebf"}.ti-player-pause:before{content:"\ed45"}.ti-player-play:before{content:"\ed46"}.ti-player-record:before{content:"\ed47"}.ti-player-skip-back:before{content:"\ed48"}.ti-player-skip-forward:before{content:"\ed49"}.ti-player-stop:before{content:"\ed4a"}.ti-player-track-next:before{content:"\ed4b"}.ti-player-track-prev:before{content:"\ed4c"}.ti-playlist:before{content:"\eec0"}.ti-plug:before{content:"\ebd9"}.ti-plus:before{content:"\eb0b"}.ti-point:before{content:"\eb0c"}.ti-pokeball:before{content:"\eec1"}.ti-polaroid:before{content:"\eec2"}.ti-pool:before{content:"\ed91"}.ti-power:before{content:"\eb0d"}.ti-pray:before{content:"\ecbf"}.ti-presentation:before{content:"\eb70"}.ti-presentation-

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Found
in path(s):
* /freethinkel-yamux-v0-1-1-0-g502720e-1-tar-gz/freethinkel-yamux-502720e/src/assets/tabler-icons.min.css

# 1.316 memory 1.11.0

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# 1.317 logsave 1.47.0-2.4~exp1ubuntu4.1

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Index: tdbsa/tdb.c
===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
 /*
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
-
- Copyright (C) Andrew Tridgell 2005
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** NOTE! The following LGPL license applies to the tdb
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Format: https://www.debian.org/doc/packaging-manuals/copyright-format/1.0/
Upstream-Name: e2fsprogs
Upstream-Contact: Theodore Ts'o <tytso@mit.edu>
Source: http://sourceforge.net/projects/e2fsprogs
Comment:
This is the Debian GNU/Linux prepackaged version of the EXT2 file
system utilities (e2fsck, mke2fs, etc.). The EXT2 utilities were
written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

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Files: CleanSpec.mk
contrib/android/ext2simg.c
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Files: e2fsck/*
debugfs/do_journal.c
debugfs/journal.*
debugfs/logdump.c
debugfs/xattrs.c
lib/support/plausible.c
misc/fuse2fs.c
misc/fsmap.h
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misc/chattr.c
misc/dumpe2fs.c

misc/lsattr.c
misc/mklost+found.c
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Gadi Oxman, August 1995

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    Theodore Ts'o
    23-June-2007

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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
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concluded that weaker conditions might promote sharing better.

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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
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will lead to faster development of free libraries.

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compelled
to copy the source along with the object code.

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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.)

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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!

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

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:  $(BSD_LIB)

$(BSD_LIB): $(OBJS)
```

```
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM)
 -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
```

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# 1.318 typing-extensions 4.15.0

## 1.318.1 Available under license :

UNRECOGNIZED LICENSE; MD5 sum: 03df4f38533adb1116a8b9a1e0a8d816

A. HISTORY OF THE SOFTWARE

==========

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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(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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# 1.320 crosswork-robot-api 4.5.0.5

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## cw_ztp_license_device.proto



<a name="cwztpsvc-ZtpLicenseDevice"></a>

### ZtpLicenseDevice



| Field | Type | Label | Description |
| ----- | ---- | ----- | ----------- |
| deviceSerialNumber | [string](#string) |  |  |

## Scalar Value Types

| .proto Type | Notes | C++ | Java | Python | Go | C# | PHP | Ruby |
| ----------- | ----- | --- | ---- | ------ | -- | -- | --- | ---- |

| <a name="double" /> double | | double | double | float | float64 | double | float | Float |
| <a name="float" /> float | | float | float | float | float32 | float | float | Float |
| <a name="int32" /> int32 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint32 instead. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |
| <a name="int64" /> int64 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint64 instead. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="uint32" /> uint32 | Uses variable-length encoding. | uint32 | int | int/long | uint32 | uint | integer | Bignum or Fixnum (as required) |
| <a name="uint64" /> uint64 | Uses variable-length encoding. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum or Fixnum (as required) |
| <a name="sint32" /> sint32 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int32s. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |
| <a name="sint64" /> sint64 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int64s. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="fixed32" /> fixed32 | Always four bytes. More efficient than uint32 if values are often greater than 2^28. | uint32 | int | int | uint32 | uint | integer | Bignum or Fixnum (as required) |
| <a name="fixed64" /> fixed64 | Always eight bytes. More efficient than uint64 if values are often greater than 2^56. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum |
| <a name="sfixed32" /> sfixed32 | Always four bytes. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |
| <a name="sfixed64" /> sfixed64 | Always eight bytes. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="bool" /> bool | | bool | boolean | boolean | bool | bool | boolean | TrueClass/FalseClass |
| <a name="string" /> string | A string must always contain UTF-8 encoded or 7-bit ASCII text. | string | String | str/unicode | string | string | string | String (UTF-8) |
| <a name="bytes" /> bytes | May contain any arbitrary sequence of bytes. | string | ByteString | str | []byte | ByteString | string | String (ASCII-8BIT) |

# Protocol Documentation

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## cw_ztp_license_device_v2.proto

<a name="cwztpsvc-ZtpLicenseDeviceV2"></a>

### ZtpLicenseDeviceV2

| Field | Type | Label | Description |
| ----- | ---- | ----- | ----------- |
| uuid | [string](#string) | | |
| serialNumber | [string](#string) | repeated | |
| locationId | [string](#string) | | |

## Scalar Value Types

| .proto Type | Notes | C++ | Java | Python | Go | C# | PHP | Ruby |
| ----------- | ----- | --- | ---- | ------ | -- | -- | --- | ---- |
| <a name="double" /> double | | double | double | float | float64 | double | float | Float |
| <a name="float" /> float | | float | float | float | float32 | float | float | Float |
| <a name="int32" /> int32 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint32 instead. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |
| <a name="int64" /> int64 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint64 instead. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="uint32" /> uint32 | Uses variable-length encoding. | uint32 | int | int/long | uint32 | uint | integer | Bignum or Fixnum (as required) |
| <a name="uint64" /> uint64 | Uses variable-length encoding. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum or Fixnum (as required) |
| <a name="sint32" /> sint32 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int32s. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |
| <a name="sint64" /> sint64 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int64s. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="fixed32" /> fixed32 | Always four bytes. More efficient than uint32 if values are often greater than 2^28. | uint32 | int | int | uint32 | uint | integer | Bignum or Fixnum (as required) |

| <a name="fixed64" /> fixed64 | Always eight bytes. More efficient than uint64 if values are often greater than 2^56. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum |
| <a name="sfixed32" /> sfixed32 | Always four bytes. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |
| <a name="sfixed64" /> sfixed64 | Always eight bytes. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="bool" /> bool | | bool | boolean | boolean | bool | bool | boolean | TrueClass/FalseClass |
| <a name="string" /> string | A string must always contain UTF-8 encoded or 7-bit ASCII text. | string | String | str/unicode | string | string | string | String (UTF-8) |
| <a name="bytes" /> bytes | May contain any arbitrary sequence of bytes. | string | ByteString | str | []byte | ByteString | string | String (ASCII-8BIT) |

```
// Code generated by protoc-gen-go. DO NOT EDIT.
// source: cw_ztp_license_device_v2.proto

package cwztpsvc

import (
 fmt "fmt"
 proto "github.com/golang/protobuf/proto"
 math "math"
)

// Reference imports to suppress errors if they are not otherwise used.
var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf

// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package

type ZtpLicenseDeviceV2 struct {
 Uuid                 string   `protobuf:"bytes,1,opt,name=uuid,proto3" json:"uuid,omitempty"`
 SerialNumber         []string `protobuf:"bytes,2,rep,name=serialNumber,proto3" json:"serialNumber,omitempty"`
 LocationId           string   `protobuf:"bytes,3,opt,name=locationId,proto3" json:"locationId,omitempty"`
 XXX_NoUnkeyedLiteral
 struct{} `json:"-"`
 XXX_unrecognized     []byte   `json:"-"`
 XXX_sizecache        int32    `json:"-"`
}

func (m *ZtpLicenseDeviceV2) Reset()         { *m = ZtpLicenseDeviceV2{} }
func (m *ZtpLicenseDeviceV2) String() string { return proto.CompactTextString(m) }
func (*ZtpLicenseDeviceV2) ProtoMessage()    {}
func (*ZtpLicenseDeviceV2) Descriptor() ([]byte, []int) {
 return fileDescriptor_187379be6b6c9b7c, []int{0}
```

```
}

func (m *ZtpLicenseDeviceV2) XXX_Unmarshal(b []byte) error {
 return xxx_messageInfo_ZtpLicenseDeviceV2.Unmarshal(m, b)
}
func (m *ZtpLicenseDeviceV2) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
 return xxx_messageInfo_ZtpLicenseDeviceV2.Marshal(b, m, deterministic)
}
func (m *ZtpLicenseDeviceV2) XXX_Merge(src proto.Message) {
 xxx_messageInfo_ZtpLicenseDeviceV2.Merge(m, src)
}
func (m *ZtpLicenseDeviceV2) XXX_Size() int {
 return xxx_messageInfo_ZtpLicenseDeviceV2.Size(m)
}
func (m *ZtpLicenseDeviceV2) XXX_DiscardUnknown() {
 xxx_messageInfo_ZtpLicenseDeviceV2.DiscardUnknown(m)
}

var
 xxx_messageInfo_ZtpLicenseDeviceV2 proto.InternalMessageInfo

func (m *ZtpLicenseDeviceV2) GetUuid() string {
 if m != nil {
  return m.Uuid
 }
 return ""
}

func (m *ZtpLicenseDeviceV2) GetSerialNumber() []string {
 if m != nil {
  return m.SerialNumber
 }
 return nil
}

func (m *ZtpLicenseDeviceV2) GetLocationId() string {
 if m != nil {
  return m.LocationId
 }
 return ""
}

func init() {
 proto.RegisterType((*ZtpLicenseDeviceV2)(nil), "cwztpsvc.ZtpLicenseDeviceV2")
}

func init() {
 proto.RegisterFile("cw_ztp_license_device_v2.proto", fileDescriptor_187379be6b6c9b7c)
```

```
}

var fileDescriptor_187379be6b6c9b7c = []byte{
 // 219 bytes of a gzipped FileDescriptorProto
 0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x64, 0x8e, 0x4f, 0x4b, 0xc3, 0x40,
 0x10, 0x47, 0x89, 0x15, 0xb1, 0x8b, 0xa7, 0x3d, 0xc5, 0x4b, 0x28, 0x3d, 0xf5, 0x62, 0x16, 0xdb,
 0x6f, 0x10, 0xbd, 0x08, 0x62, 0x4b, 0x10, 0x85, 0x5e, 0x96, 0xdd, 0xc9, 0x12, 0x07, 0x36, 0x99,
 0x65,
 0xff, 0xa4, 0xd0, 0x4f, 0x2f, 0x6e, 0x2d, 0x28, 0xbd, 0x0d, 0x3f, 0xde, 0x3c, 0x1e, 0xab,
 0xe0, 0x20, 0x8f, 0xd1, 0x49, 0x8b, 0x60, 0xc6, 0x60, 0x64, 0x67, 0x26, 0x04, 0x23, 0xa7, 0x75,
 0xed, 0x3c, 0x45, 0xe2, 0xb7, 0x70, 0x38, 0x46, 0x17, 0x26, 0x58, 0x5a, 0xc6, 0xf7, 0xd1, 0xbd,
 0x9e, 0xb8, 0xe7, 0x8c, 0x7d, 0xac, 0x39, 0x67, 0xd7, 0x29, 0x61, 0x57, 0x16, 0x8b, 0x62, 0x35,
 0x6f, 0xf3, 0xcd, 0x97, 0xec, 0x2e, 0x18, 0x8f, 0xca, 0xbe, 0xa5, 0x41, 0x1b, 0x5f, 0x5e, 0x2d,
 0x66, 0xab, 0x79, 0xfb, 0x6f, 0xe3, 0x15, 0x63, 0x96, 0x40, 0x45, 0xa4, 0xf1, 0xa5, 0x2b, 0x67,
 0xf9, 0xfb, 0xcf, 0xd2, 0x38, 0x56, 0x01, 0x0d, 0x35, 0x60, 0x00, 0xaa, 0x3d, 0x69, 0x8a, 0xa7,
 0xa0, 0xfa, 0xdc, 0xd3, 0xdc, 0x3f, 0x7d, 0x5e, 0xf6, 0xec, 0x7e, 0x98, 0x5d, 0xb1, 0x7f, 0xec,
 0x31, 0x7e, 0x25, 0xbd, 0xf9, 0x15, 0x00, 0x0d, 0xa2, 0xdd, 0x36, 0xdb, 0x77, 0x91, 0x55, 0x0f,
 0xca, 0xa1, 0xe8, 0xc9, 0xaa, 0xb1, 0x17, 0x67, 0x9f, 0xbe, 0xc9, 0xfe, 0xcd, 0x77, 0x00, 0x00,
 0x00, 0xff, 0xff, 0x66,
 0x8d, 0x49, 0xba, 0x12, 0x01, 0x00, 0x00,
}
// Code generated by protoc-gen-go. DO NOT EDIT.
// source: cw_ztp_license.proto

package cwztpsvc

import (
 fmt "fmt"
 proto "github.com/golang/protobuf/proto"
 _ "google.golang.org/genproto/googleapis/api/annotations"
 math "math"
)

// Reference imports to suppress errors if they are not otherwise used.
var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf

// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package

type ZtpLicense struct {
 Id                int32    `protobuf:"varint,1,opt,name=id,proto3" json:"id,omitempty"`
 Status            string   `protobuf:"bytes,2,opt,name=status,proto3" json:"status,omitempty"`
 LastUpdated       int64    `protobuf:"varint,3,opt,name=lastUpdated,proto3" json:"lastUpdated,omitempty"`
```

```
 XXX_NoUnkeyedLiteral
 struct{} `json:"-"`
 XXX_unrecognized     []byte   `json:"-"`
 XXX_sizecache        int32    `json:"-"`
}

func (m *ZtpLicense) Reset()         { *m = ZtpLicense{} }
func (m *ZtpLicense) String() string { return proto.CompactTextString(m) }
func (*ZtpLicense) ProtoMessage()    {}
func (*ZtpLicense) Descriptor() ([]byte, []int) {
 return fileDescriptor_4e24d0294ce39e81, []int{0}
}

func (m *ZtpLicense) XXX_Unmarshal(b []byte) error {
 return xxx_messageInfo_ZtpLicense.Unmarshal(m, b)
}
func (m *ZtpLicense) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
 return xxx_messageInfo_ZtpLicense.Marshal(b, m, deterministic)
}
func (m *ZtpLicense) XXX_Merge(src proto.Message) {
 xxx_messageInfo_ZtpLicense.Merge(m, src)
}
func (m *ZtpLicense) XXX_Size() int {
 return xxx_messageInfo_ZtpLicense.Size(m)
}
func (m *ZtpLicense) XXX_DiscardUnknown() {
 xxx_messageInfo_ZtpLicense.DiscardUnknown(m)
}

var xxx_messageInfo_ZtpLicense proto.InternalMessageInfo

func
 (m *ZtpLicense) GetId() int32 {
 if m != nil {
  return m.Id
 }
 return 0
}

func (m *ZtpLicense) GetStatus() string {
 if m != nil {
  return m.Status
 }
 return ""
}

func (m *ZtpLicense) GetLastUpdated() int64 {
 if m != nil {
```

```
 return m.LastUpdated
 }
 return 0
}

func init() {
 proto.RegisterType((*ZtpLicense)(nil), "cwztpsvc.ZtpLicense")
}

func init() {
 proto.RegisterFile("cw_ztp_license.proto", fileDescriptor_4e24d0294ce39e81)
}

var fileDescriptor_4e24d0294ce39e81 = []byte{
 // 222 bytes of a gzipped FileDescriptorProto
 0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x4c, 0x8f, 0x4d, 0x4b, 0x03, 0x31,
 0x10, 0x86, 0xc9, 0x16, 0x8b, 0x46, 0x10, 0x5c, 0x44, 0x16, 0x11, 0x09, 0x9e, 0xf6, 0x62, 0x82,
 0xf4, 0x1f, 0xac, 0x57, 0xa1, 0x25, 0xf8, 0x01, 0xbd, 0x94, 0xec, 0x24, 0xa4, 0x81, 0x34, 0x13,
 0x9a, 0xa9, 0x85, 0xfe, 0x7a, 0x69, 0xb7, 0x8b, 0x1e, 0xe7, 0xe3, 0x7d, 0x9e, 0x19, 0x7e, 0x07,
 0xfb, 0xd5, 0x81, 0xf2, 0x2a, 0x06, 0x70, 0xa9, 0x38, 0x99, 0xb7, 0x48,
 0x58, 0x5f, 0xc2, 0xfe,
 0x40, 0xb9, 0xfc, 0xc0, 0xc3, 0xa3, 0x47, 0xf4, 0xd1, 0x29, 0x93, 0x83, 0x32, 0x29, 0x21, 0x19,
 0x0a, 0x98, 0xca, 0xb0, 0xf7, 0xfc, 0xc5, 0xf9, 0x92, 0xf2, 0xfb, 0x90, 0xad, 0x6f, 0x78, 0x15,
 0x6c, 0xc3, 0x04, 0x6b, 0x2f, 0x74, 0x15, 0x6c, 0x7d, 0xcf, 0xa7, 0x85, 0x0c, 0xed, 0x4a, 0x53,
 0x09, 0xd6, 0x5e, 0xe9, 0x73, 0x55, 0x0b, 0x7e, 0x1d, 0x4d, 0xa1, 0xcf, 0x6c, 0x0d, 0x39, 0xdb,
 0x4c, 0x04, 0x6b, 0x27, 0xfa, 0x7f, 0xab, 0x5b, 0xf3, 0x27, 0xc0, 0x8d, 0x84, 0x50, 0x00, 0xe5,
 0x16, 0x7b, 0xa4, 0x41, 0x28, 0xc7, 0xbb, 0xba, 0xdb, 0xb7, 0xef, 0x3f, 0xf3, 0xe2, 0x38, 0x5b,
 0xb0, 0xe5, 0xab, 0x0f, 0xb4, 0xde, 0xf5, 0xb3, 0x73, 0x10, 0x70, 0xa3, 0xf4, 0xbc, 0x9b, 0x7f,
 0xa8, 0x13, 0xe2, 0xe5, 0xf8, 0x83, 0xc7, 0x68, 0x92, 0x57, 0x23, 0xa7, 0x9f, 0x9e, 0xb8, 0xb3,
 0xdf, 0x00, 0x00, 0x00, 0xff, 0xff, 0x46, 0x47, 0xa7, 0x44, 0x08, 0x01, 0x00, 0x00,
}
# Protocol Documentation
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   - [ZtpLicense](#cwztpsvc-ZtpLicense)

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<p align="right"><a href="#top">Top</a></p>

## cw_ztp_license.proto
```

<a name="cwztpsvc-ZtpLicense"></a>

### ZtpLicense

| Field | Type | Label | Description |
| ----- | ---- | ----- | ----------- |
| id | [int32](#int32) | | |
| status | [string](#string) | | |
| lastUpdated | [int64](#int64) | | |

## Scalar Value Types

| .proto Type | Notes | C++ | Java | Python | Go | C# | PHP | Ruby |
| ----------- | ----- | --- | ---- | ------ | -- | -- | --- | ---- |
| <a name="double" /> double | | double | double | float | float64 | double | float | Float |
| <a name="float" /> float | | float | float | float | float32 | float | float | Float |
| <a name="int32" /> int32 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint32 instead. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |
| <a name="int64" /> int64 | Uses variable-length encoding. Inefficient for encoding negative numbers if your field is likely to have negative values, use sint64 instead. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="uint32" /> uint32 | Uses variable-length encoding. | uint32 | int | int/long | uint32 | uint | integer | Bignum or Fixnum (as required) |
| <a name="uint64" /> uint64 | Uses variable-length encoding. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum or Fixnum (as required) |
| <a name="sint32" /> sint32 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int32s. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as required) |
| <a name="sint64" /> sint64 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int64s. | int64 | long | int/long | int64 | long | integer/string | Bignum |

| <a name="fixed32" /> fixed32 | Always four bytes. More efficient than uint32 if values are often greater than 2^28.
| uint32 | int | int | uint32 | uint | integer | Bignum or Fixnum (as required) |
| <a name="fixed64" /> fixed64 | Always eight bytes. More efficient than uint64 if values are often greater than
2^56. | uint64 | long | int/long | uint64 | ulong | integer/string | Bignum |
| <a name="sfixed32" /> sfixed32 | Always four bytes. | int32 | int | int | int32 | int | integer | Bignum or Fixnum (as
required) |
| <a name="sfixed64" /> sfixed64 | Always eight bytes. | int64 | long | int/long | int64 | long | integer/string | Bignum |
| <a name="bool" /> bool | | bool | boolean | boolean | bool | bool | boolean | TrueClass/FalseClass |
| <a name="string" /> string | A string must always contain UTF-8 encoded or 7-bit ASCII
text. | string | String | str/unicode | string | string | string | String (UTF-8) |
| <a name="bytes" /> bytes | May contain any arbitrary sequence of bytes. | string | ByteString | str | []byte |
ByteString | string | String (ASCII-8BIT) |

```
// Code generated by protoc-gen-go. DO NOT EDIT.
// source: cw_ztp_license_device.proto

package cwztpsvc

import (
 fmt "fmt"
 proto "github.com/golang/protobuf/proto"
 _ "google.golang.org/genproto/googleapis/api/annotations"
 math "math"
)

// Reference imports to suppress errors if they are not otherwise used.
var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf

// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
const _ = proto.ProtoPackageIsVersion3 // please upgrade the proto package

type ZtpLicenseDevice struct {
 DeviceSerialNumber   string   `protobuf:"bytes,1,opt,name=deviceSerialNumber,proto3"
json:"deviceSerialNumber,omitempty"`
 XXX_NoUnkeyedLiteral struct{} `json:"-"`
 XXX_unrecognized     []byte   `json:"-"`
 XXX_sizecache        int32    `json:"-"`
}

func (m *ZtpLicenseDevice)
 Reset()         { *m = ZtpLicenseDevice{} }
func (m *ZtpLicenseDevice) String() string { return proto.CompactTextString(m) }
func (*ZtpLicenseDevice) ProtoMessage()    {}
func (*ZtpLicenseDevice) Descriptor() ([]byte, []int) {
```

```
 return fileDescriptor_4637a3ce942b5232, []int{0}
}

func (m *ZtpLicenseDevice) XXX_Unmarshal(b []byte) error {
 return xxx_messageInfo_ZtpLicenseDevice.Unmarshal(m, b)
}
func (m *ZtpLicenseDevice) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
 return xxx_messageInfo_ZtpLicenseDevice.Marshal(b, m, deterministic)
}
func (m *ZtpLicenseDevice) XXX_Merge(src proto.Message) {
 xxx_messageInfo_ZtpLicenseDevice.Merge(m, src)
}
func (m *ZtpLicenseDevice) XXX_Size() int {
 return xxx_messageInfo_ZtpLicenseDevice.Size(m)
}
func (m *ZtpLicenseDevice) XXX_DiscardUnknown() {
 xxx_messageInfo_ZtpLicenseDevice.DiscardUnknown(m)
}

var xxx_messageInfo_ZtpLicenseDevice proto.InternalMessageInfo

func (m *ZtpLicenseDevice) GetDeviceSerialNumber() string {
 if m
 != nil {
  return m.DeviceSerialNumber
 }
 return ""
}

func init() {
 proto.RegisterType((*ZtpLicenseDevice)(nil), "cwztpsvc.ZtpLicenseDevice")
}

func init() {
 proto.RegisterFile("cw_ztp_license_device.proto", fileDescriptor_4637a3ce942b5232)
}

var fileDescriptor_4637a3ce942b5232 = []byte{
 // 201 bytes of a gzipped FileDescriptorProto
 0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x02, 0xff, 0x6c, 0xce, 0x31, 0x4b, 0xc7, 0x30,
 0x10, 0x05, 0x70, 0xba, 0x88, 0x66, 0x92, 0x2e, 0x8a, 0x8a, 0x88, 0x93, 0x8b, 0x09, 0xf2, 0xff,
 0x06, 0xd1, 0x51, 0xfc, 0x97, 0x2a, 0x08, 0x5d, 0x4a, 0x72, 0x86, 0x18, 0x48, 0x73, 0x21, 0xb9,
 0xb6, 0xd0, 0x4f, 0x2f, 0x6d, 0xec, 0x22, 0xce, 0xf7, 0xee, 0xf7, 0x1e, 0xbb, 0x86, 0xb9, 0x5f,
 0x28, 0xf6, 0xde, 0x81, 0x09, 0xd9, 0xf4, 0x5f, 0x66, 0x72, 0x60, 0x78, 0x4c, 0x48, 0x58, 0x9f,
 0xc2, 0xbc, 0x50, 0xcc, 0x13, 0x5c, 0xdd, 0x58, 0x44, 0xeb, 0x8d, 0x50, 0xd1, 0x09, 0x15, 0x02,
 0x92, 0x22, 0x87, 0x21, 0x97, 0xdc, 0xbd, 0x64, 0xe7, 0x1d, 0xc5, 0xd7, 0x42,
 0xbc, 0x6c, 0x42,
 0xcd, 0x59, 0x5d, 0xac, 0x77, 0x93, 0x9c, 0xf2, 0x6f, 0xe3, 0xa0, 0x4d, 0xba, 0xac, 0xee, 0xaa,
```

0x87, 0xb3, 0xf6, 0x9f, 0x8b, 0x0c, 0xec, 0x16, 0x70, 0xe0, 0xe0, 0x32, 0x20, 0x4f, 0xa8, 0x91,
0x0a, 0xce, 0xf7, 0x0d, 0xf2, 0xe2, 0xf9, 0xf3, 0x6f, 0x4b, 0xb3, 0x26, 0x9a, 0xaa, 0x7b, 0xb2,
0x8e, 0xbe, 0x47, 0x7d, 0xf8, 0x7d, 0x07, 0x1c, 0x44, 0x7b, 0x94, 0xc7, 0x0f, 0xb1, 0x41, 0x8f,
0xeb, 0x6a, 0x8b, 0x5e, 0x05, 0x2b, 0x76, 0x4d, 0x9f, 0x6c, 0xfa, 0xe1, 0x27, 0x00, 0x00, 0xff,
0xff, 0xe7, 0xa2, 0x96, 0xc2, 0x01, 0x01, 0x00, 0x00,
}

# 1.321 opentracing-go-stdlib 1.0.0

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Version 2.1, February 1999

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.
---
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* Regular
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Subsequently modified by:

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1987 James A. Woods ames!jaw
1993 Christopher Seiwald seiwald@vix.com
2000, 2002 Christopher Seiwald <seiwald@perforce.com>
2010 Steve Bennett <steveb@workware.net.au>
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# 1.332 libnl3 3.7.0-0.3build1.1

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}
package main

import (
 "bufio"
 "log"
 "os"
 "regexp"
 "strings"

 "github.com/coreos/go-semver/semver"
)

type whitelist []whitelistEntry

type whitelistEntry struct {
 Name     string
 Version  *semver.Version
 Operator string
 License  string
}

var re = regexp.MustCompile(`^([<=>]+\s*)?([-\.\/\w]+)(@v[\d\.]+)?\s+([-\.,\w]+)$`)

func (w *whitelist) Parse(filename string) error {
 file, err := os.Open(filename)
```

```
if err != nil {
 return err
}
defer file.Close()

// Read file line-by-line and split by semicolon
lineno := 0
scanner := bufio.NewScanner(file)
for scanner.Scan() {
 line := strings.TrimSpace(scanner.Text())
 lineno++
 if strings.HasPrefix(line, "#") {
  // Comment
  continue
 }

 groups := re.FindAllStringSubmatch(line, -1)
 if len(groups) != 1 {
  log.Printf("WARN: Ignoring not matching entry in line %d", lineno)
  continue
 }
 group := groups[0]
 if len(group) != 5 {
  // Malformed
  log.Printf("WARN: Ignoring malformed entry in line %d", lineno)
  continue
 }

 //
An entry has the form:
 // [operator]<package name>[@version] [license SPDX]
 var operator, version string
 if group[1] != "" {
  operator = strings.TrimSpace(group[1])
 }
 name := group[2]
 if group[3] != "" {
  version = strings.TrimSpace(group[3])
  version = strings.TrimLeft(version, "@v")
 }
 license := strings.TrimSpace(group[4])

 entry := whitelistEntry{Name: name, License: license, Operator: operator}
 if version != "" {
  entry.Version, err = semver.NewVersion(version)
  if err != nil {
   // Malformed
   log.Printf("Ignoring malformed version in line %d: %v", lineno, err)
```

```
   continue
  }
  if entry.Operator == "" {
   entry.Operator = "="
  }
 }
 *w = append(*w, entry)
}

return scanner.Err()
}

func (w *whitelist) Check(pkg, version, spdx string) (ok, found bool) {
 v := strings.TrimSpace(version)
 v = strings.TrimPrefix(v, "v")
 if v == "" {
  return false, false
 }
 pkgver := *semver.New(v)

 for _, entry := range *w {
  if entry.Name
 != pkg {
   continue
  }

  var match bool
  switch entry.Operator {
  case "":
   match = true
  case "=":
   match = pkgver.Equal(*entry.Version)
  case "<":
   match = pkgver.LessThan(*entry.Version)
  case "<=":
   match = pkgver.LessThan(*entry.Version) || pkgver.Equal(*entry.Version)
  case ">":
   match = !pkgver.LessThan(*entry.Version) && !pkgver.Equal(*entry.Version)
  case ">=":
   match = !pkgver.LessThan(*entry.Version)
  }
  if match {
   return entry.License == spdx, true
  }
 }

 return false, false
}
```

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# Dependency license verification tool

This tool allows the verification of information in
`docs/LICENSE_OF_DEPENDENCIES.md` against the linked license
information. To do so, the license reported by the user is
checked against the license classification of the downloaded
license file for each dependency.

## Building

```shell
make build_tools
```

## Running

The simplest way to run the verification tool is to execute

```shell
telegraf$ ./tools/license_checker/license_checker
```

using the current directory as telegraf's root directory and verifies
all licenses. Only errors will be reported by default.

There are multiple options you can use to customize the verification.

Take a look at

```shell
telegraf$ ./tools/license_checker/license_checker --help
```

to get an overview.

As the verification tool downloads each license file linked in the
dependency license document, you should be careful on not exceeding
the access limits of e.g. GitHub by running the tool too frequent.

Some
 packages change the license for newer versions. As we always
link to the latest license text the classification might not match
the actual license of our used dependency. Furthermore, some license
text might be wrongly classified, or not classified at all. In these
cases, you can use a _whitelist_ to explicitly state the license
SPDX classifier for those packages.
See the [whitelist section](#whitelist) for more details.

The recommended use in telegraf is to run

```shell
telegraf$ ./tools/license_checker/license_checker \
        -whitelist ./tools/license_checker/data/whitelist
```

using the code-versioned whitelist. This command will report all
non-matching entries with an `ERR:` prefix.

## Whitelist

Whitelist entries contain explicit license information for
a set of packages to use instead of classification. Each entry
in the whitelist is a line of the form

```text
[comparison operator]<package name>[@vX.Y.Z] <license SPDX>
```

where the _comparison operator_ is one of
 `>`, `>=`, `=`, `<=` or `<`
and the _license SPDX_ is a [SPDX license identifier][spdx].
In case no package version is specified, the entry matches all versions
of the library. Furthermore, the comparison operator can be omitted
which is equivalent to an exact match (`=`).

The entries are processed in order until the first match is found.

Here is an example of a whitelist. Assume that you have library
`github.com/foo/bar` which started out with the `MIT` license
until version 1.0.0 where it changed to `EFL-1.0` until it again
changed to `EFL-2.0` starting __after__ version 2.3.0. In this case
the whitelist should look like this

```text
<github.com/foo/bar@v1.0.0 MIT
<=github.com/foo/bar@v2.3.0 EFL-1.0
github.com/foo/bar EFL-2.0
```

All versions below 1.0.0 are matched by the first line and are thus
classified as `MIT`. The second line matches everything that is
above 1.0.0 (thus not matched by the first line) until (and including)
2.3.0. The last line with catch everything that was
 passing the first
two lines i.e. everything after 2.3.0.

[spdx]: https://spdx.org/licenses/
package main

import (
 _ "embed"
 "encoding/json"
 "flag"
 "fmt"
 "log"
 "os"
 "path/filepath"
 "sort"
 "strings"

 "github.com/yuin/goldmark"
 "github.com/yuin/goldmark/ast"
 "github.com/yuin/goldmark/text"
 "golang.org/x/mod/modfile"
)

//go:embed data/spdx_mapping.json
var spdxMappingFile []byte

var debug bool
var nameToSPDX map[string]string

func debugf(format string, v ...any) {

```
 if !debug {
  return
 }
 log.Printf("DEBUG: "+format, v...)
}

func main() {
 var help, verbose bool
 var threshold float64
 var whitelistFn, userpkg string

 flag.BoolVar(&debug, "debug", false, "output debugging information")
 flag.BoolVar(&help, "help", false, "output this help text")
 flag.BoolVar(&verbose, "verbose", false, "output verbose information instead of just errors")
 flag.Float64Var(&threshold, "threshold", 0.8, "threshold for license classification")
 flag.StringVar(&whitelistFn, "whitelist", "", "use the given white-list file for comparison")
 flag.StringVar(&userpkg, "package", "", "only
 test the given package (all by default)")
 flag.Parse()

 if help || flag.NArg() > 1 {
  fmt.Fprintf(flag.CommandLine.Output(), "Usage of %s [options] [telegraf root dir]\n", os.Args[0])
  fmt.Fprintf(flag.CommandLine.Output(), "Options:\n")
  flag.PrintDefaults()
  fmt.Fprintf(flag.CommandLine.Output(), "\n")
  fmt.Fprintf(flag.CommandLine.Output(), "Arguments:\n")
  fmt.Fprintf(flag.CommandLine.Output(), "  telegraf root dir (optional)\n")
  fmt.Fprintf(flag.CommandLine.Output(), "  path to the root directory of telegraf (default: .)\n")
  os.Exit(1)
 }

 // Setup full-name to license SPDX identifier mapping
 if err := json.Unmarshal(spdxMappingFile, &nameToSPDX); err != nil {
  log.Fatalf("Unmarshalling license name to SPDX mapping failed: %v", err)
 }

 // Get required files
 path := "."
 if flag.NArg() == 1 {
  path = flag.Arg(0)
 }

 moduleFilename := filepath.Join(path, "go.mod")
 licenseFilename := filepath.Join(path, "docs", "LICENSE_OF_DEPENDENCIES.md")

 var override whitelist
 if
```

```
whitelistFn != "" {
 log.Printf("Reading whitelist file %q...", whitelistFn)
 if err := override.Parse(whitelistFn); err != nil {
  log.Fatalf("Reading whitelist failed: %v", err)
 }
}

log.Printf("Reading module file %q...", moduleFilename)
modbuf, err := os.ReadFile(moduleFilename)
if err != nil {
 log.Fatal(err)
}
depModules, err := modfile.Parse(moduleFilename, modbuf, nil)
if err != nil {
 log.Fatalf("Parsing modules failed: %f", err)
}
debugf("found %d required packages", len(depModules.Require))

dependencies := make(map[string]string)
for _, d := range depModules.Require {
 dependencies[d.Mod.Path] = d.Mod.Version
}

log.Printf("Reading license file %q...", licenseFilename)
licensesMarkdown, err := os.ReadFile(licenseFilename)
if err != nil {
 log.Fatal(err)
}

// Parse the markdown document
parser := goldmark.DefaultParser()
root := parser.Parse(text.NewReader(licensesMarkdown))

// Prepare a line parser
lineParser := goldmark.DefaultParser()

//
Collect the licenses
// For each list we search for the items and parse them.
// Expect a pattern of <package name> <link>.
ignored := 0
var packageInfos []packageInfo
for node := root.FirstChild(); node != nil; node = node.NextSibling() {
 listNode, ok := node.(*ast.List)
 if !ok {
  continue
 }
```

```
  for inode := listNode.FirstChild(); inode != nil; inode = inode.NextSibling() {
   itemNode, ok := inode.(*ast.ListItem)
   if !ok || itemNode.ChildCount() != 1 {
    continue
   }
   textNode, ok := itemNode.FirstChild().(*ast.TextBlock)
   if !ok || textNode.Lines().Len() != 1 {
    continue
   }

   lineSegment := textNode.Lines().At(0)
   line := lineSegment.Value(licensesMarkdown)
   lineRoot := lineParser.Parse(text.NewReader(line))
   if lineRoot.ChildCount() != 1 || lineRoot.FirstChild().ChildCount() < 2 {
    log.Printf("WARN: Ignoring item %q due to wrong count (%d/%d)", string(line), lineRoot.ChildCount(),
lineRoot.FirstChild().ChildCount())
    ignored++
    continue
   }

   var
  name, license, link string
   for lineElementNode := lineRoot.FirstChild().FirstChild(); lineElementNode != nil; lineElementNode =
lineElementNode.NextSibling() {
    switch v := lineElementNode.(type) {
    case *ast.Text:
     name += string(v.Value(line))
    case *ast.Link:
     license = string(v.FirstChild().(*ast.Text).Value(line))
     link = string(v.Destination)
    default:
     debugf("ignoring unknown element %T (%v)", v, v)
    }
   }
   name = strings.TrimSpace(name)

   info := packageInfo{
    name:    name,
    version: dependencies[name],
    url:     strings.TrimSpace(link),
    license: strings.TrimSpace(license),
   }
   info.ToSPDX()
   if info.name == "" {
    log.Printf("WARN: Ignoring item %q due to empty package name", string(line))
    ignored++
    continue
   }
```

```
  if info.url == "" {
   log.Printf("WARN: Ignoring item %q due to empty url name", string(line))
   ignored++
   continue
  }
  if info.license == "" {
   log.Printf("WARN:
 Ignoring item %q due to empty license name", string(line))
   ignored++
   continue
  }
  if info.spdx == "" {
   info.spdx = strings.ReplaceAll(info.license, " ", "")
  }
  debugf("adding %q with license %q (%s) and version %q at %q...", info.name, info.license, info.spdx, info.version,
info.url)
  packageInfos = append(packageInfos, info)
 }
}

// Get the superset of licenses
if debug {
 licenseSet := make(map[string]bool, len(packageInfos))
 licenseNames := make([]string, 0, len(packageInfos))
 for _, info := range packageInfos {
  if found := licenseSet[info.license]; !found {
   licenseNames = append(licenseNames, info.license)
  }
  licenseSet[info.license] = true
 }
 sort.Strings(licenseNames)
 log.Println("Using licenses:")
 for _, license := range licenseNames {
  log.Println("  " + license)
 }
}

// Check the licenses by matching their text and compare the classification result
// with the information provided by the user
var succeeded, warn,
failed int
for _, info := range packageInfos {
 // Ignore all packages except the ones given by the user (if any)
 if userpkg != "" && userpkg != info.name {
  continue
 }

 // Check if we got a whitelist entry for the package
```

```
 if ok, found := override.Check(info.name, info.version, info.spdx); found {
  if ok {
   log.Printf("OK: \"%s@%s\" (%s) (whitelist)", info.name, info.version, info.license)
   succeeded++
  } else {
   log.Printf("ERR: \"%s@%s\" (%s) %s does not match whitelist", info.name, info.version, info.license, info.spdx)
   failed++
  }
  continue
 }

 // Perform a text classification
 confidence, err := info.Classify()
 if err != nil {
  log.Printf("ERR: %q (%s) %v", info.name, info.license, err)
  failed++
  continue
 }
 if confidence < threshold {
  log.Printf("WARN: %q (%s) has low matching confidence (%.2f%%)", info.name, info.license, confidence)
  warn++
  continue
 }
 if verbose {
  log.Printf("OK: %q (%s) (%.2f%%)", info.name, info.license,
confidence)
 }
 succeeded++
}
if verbose {
 log.Printf("Checked %d licenses (%d ignored lines):", len(packageInfos), ignored)
 log.Printf("    %d successful", succeeded)
 log.Printf("    %d low confidence", warn)
 log.Printf("    %d errors", failed)
}

 if failed > 0 {
  os.Exit(1)
 }
 os.Exit(0)
}
<github.com/couchbase/goutils@v0.1.2 Apache-2.0
<=github.com/segmentio/asm@v1.2.0 MIT
howett.net/plist BSD-2-Clause-Views,BSD-3-Clause
<=github.com/segmentio/asm@v1.2.1 MIT
package main

import (
```

```
 "errors"
 "fmt"
 "io"
 "net/http"
 "net/url"
 "strings"

 "github.com/google/licensecheck"
)

type packageInfo struct {
 name    string
 version string
 license string
 url     string
 spdx    string
}

func (pkg *packageInfo) ToSPDX() {
 pkg.spdx = nameToSPDX[pkg.license]
}

func (pkg *packageInfo) Classify() (float64, error) {
 // Check for a valid SPDX
 if pkg.spdx == "" {
  return 0.0, fmt.Errorf("empty SPDX for license %q", pkg.license)
 }

 // Download the license text
 source, err := normalizeURL(pkg.url)
 if err != nil {
  return 0.0, fmt.Errorf("%q is not a valid URL: %w", pkg.url, err)
 }
 debugf("%q downloading from %q", pkg.name, source)

 response, err := http.Get(source.String())
 if err != nil {
  return 0.0, fmt.Errorf("download from %q failed: %w", source, err)
 }
 if response.StatusCode < 200 || response.StatusCode > 299 {
  status := response.StatusCode
  return 0.0, fmt.Errorf("download from %q failed %d: %s", source, status, http.StatusText(status))
 }
 defer
 response.Body.Close()
 text, err := io.ReadAll(response.Body)
 if err != nil {
  return 0.0, fmt.Errorf("reading body failed: %w", err)
```

```
 }
 if len(text) < 1 {
  return 0.0, errors.New("empty body")
 }

 // Classify the license text
 coverage := licensecheck.Scan(text)
 if len(coverage.Match) == 0 {
  return coverage.Percent, errors.New("no match found")
 }
 match := coverage.Match[0]
 debugf("%q found match: %q with confidence %f%%", pkg.name, match.ID, coverage.Percent)

 if match.ID != pkg.spdx {
  return coverage.Percent, fmt.Errorf("classification %q does not match", match.ID)
 }
 return coverage.Percent, nil
}

func normalizeURL(raw string) (*url.URL, error) {
 u, err := url.Parse(raw)
 if err != nil {
  return nil, err
 }

 switch u.Hostname() {
 case "github.com":
  u.Host = "raw.githubusercontent.com"
  var cleaned []string
  for _, p := range strings.Split(u.Path, "/") {
   // Filter out elements
   if p == "blob" {
    continue
   }
   cleaned = append(cleaned,
p)
  }
  u.Path = strings.Join(cleaned, "/")
 case "gitlab.com":
  u.Path = strings.Replace(u.Path, "/-/blob/", "/-/raw/", 1)
 case "git.octo.it":
  parts := strings.Split(u.RawQuery, ";")
  for i, p := range parts {
   if p == "a=blob" {
    parts[i] = "a=blob_plain"
    break
   }
  }
```

```
 u.RawQuery = strings.Join(parts, ";")
}

return u, nil
}
```

# 1.336 py3-packaging 25.0-r0

## 1.336.1 Available under license :

Apache License
Version 2.0, January 2004
http://www.apache.org/licenses/

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# 1.337 oklog-run 1.1.0

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# 1.338 pgservicefile 0.0.0-20240606120523-5a60cdf6a761

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# 1.339 zap-exp 1.26.0

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bugfixes:
- BSD network facts - Do not assume column indexes, look for ``netmask`` and
``broadcast`` for determining the correct columns when parsing ``inet`` line
(https://github.com/ansible/ansible/issues/79117)
minor_changes:
- collections - Add additional includes for REUSE license files (https://github.com/ansible/ansible/issues/79368)
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# 1.346 bash 5.2.21-2ubuntu4

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# 1.350 grpc-go 1.75.0

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# 1.352 cristalhq-jwt 4.0.2

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# 1.358 bcrypt 3.2.0

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# 1.371 go-autorest-autorest-validation 0.3.1

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# 1.372 coreutils 9.4-3ubuntu6.1

## 1.372.1 Available under license :

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  along with this program.  If not, see <https://www.gnu.org/licenses/>.  */

#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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                  Version 3, 29 June 2007

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# 1.373 jaeger 1.35.0

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===================================================================
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+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
 /*
-   Unix SMB/CIFS implementation.
+   trivial database library - standalone version

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Theodore Ts'o
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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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header files, but we have achieved it as regards
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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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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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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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relink to produce a modified
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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!
#
# This is a Makefile stub which handles the creation of BSD shared
# libraries.

```
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:  $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM)
 -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
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modification, are permitted provided that the following conditions
are met:
```

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Patch for Ubuntu bug #399071

Display the contents of /etc/legal as part of the MOTD, the first time the
user logs in, and set a flag in the user's homedir if possible to prevent
repeat displays.

Authors: Dustin Kirkland <kirkland@canonical.com>

Upstream status: Ubuntu-specific, maybe submit to Debian

Index: pam/modules/pam_motd/pam_motd.c
```
===================================================================
--- pam.orig/modules/pam_motd/pam_motd.c
+++ pam/modules/pam_motd/pam_motd.c
@@ -348,6 +348,65 @@
   return PAM_SUCCESS;
}

+int display_legal(pam_handle_t *pamh)
+{
+   int retval = PAM_IGNORE, rc;
+   char *user = NULL;
+   char *dir = NULL;
+   char *flag = NULL;
+   struct passwd *pwd = NULL;
+   struct stat s;
+   int f;
+   /* Get the user name to determine if we need to print the disclaimer */
+   rc = pam_get_item(pamh, PAM_USER, &user);
+   if (rc == PAM_SUCCESS && user != NULL && *(const char *)user != '\0')
+   {
+      PAM_MODUTIL_DEF_PRIVS(privs);
+
+
     /* Get the password entry */
+      pwd = pam_modutil_getpwnam (pamh, user);
+      if (pwd != NULL)
+      {
```

```
+          if (pam_modutil_drop_priv(pamh, &privs, pwd)) {
+             pam_syslog(pamh, LOG_ERR,
+                        "Unable to change UID to %d temporarily\n",
+                        pwd->pw_uid);
+             retval = PAM_SESSION_ERR;
+             goto finished;
+          }
+
+          if (asprintf(&dir, "%s/.cache", pwd->pw_dir) == -1 || !dir)
+             goto finished;
+          if (asprintf(&flag, "%s/motd.legal-displayed", dir) == -1 || !flag)
+             goto finished;
+
+          if (stat(flag, &s) != 0)
+          {
+             int fd = open("/etc/legal", O_RDONLY, 0);
+             if (fd >= 0) {
+                try_to_display_fd(pamh, fd);
+                close(fd);
+             }
+             mkdir(dir, 0700);
+             f = open(flag, O_WRONLY|O_CREAT|O_EXCL,
+
+               S_IRUSR|S_IWUSR|S_IRGRP|S_IROTH);
+             if (f>=0) close(f);
+          }
+
+finished:
+          if (pam_modutil_regain_priv(pamh, &privs)) {
+             pam_syslog(pamh, LOG_ERR,
+                        "Unable to change UID back to %d\n", privs.old_uid);
+             retval = PAM_SESSION_ERR;
+          }
+
+          _pam_drop(flag);
+          _pam_drop(dir);
+       }
+    }
+    return retval;
+}
+
int pam_sm_open_session(pam_handle_t *pamh, int flags,
  int argc, const char **argv)
{
@@ -446,6 +505,9 @@
                        motd_dir_path_split, num_motd_dir_paths,
                        report_missing);
```

```
+    /* Display the legal disclaimer only if necessary */
+    retval = display_legal(pamh);
+
 out:
   _pam_drop(motd_path_copy);
   _pam_drop(motd_path_split);
```

# 1.384 textfsm 1.1.2

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include/bsd/sys/param.h
include/bsd/unistd.h
src/bsd_getopt.c
src/err.c
src/fgetln.c
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include/bsd/sys/time.h
include/bsd/timeconv.h
include/bsd/vis.h
man/bitstring.3bsd
man/errc.3bsd
man/explicit_bzero.3bsd
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src/arc4random.c
src/arc4random_linux.h
src/arc4random_uniform.c
src/arc4random_unix.h
src/arc4random_win.h
src/closefrom.c
src/freezero.c
src/getentropy_aix.c
src/getentropy_bsd.c
src/getentropy_hpux.c
src/getentropy_hurd.c
src/getentropy_linux.c
src/getentropy_osx.c
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src/getentropy_win.c
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# 1.398 cachecontrol 0.13.1

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```
on:
 release:
   types:
     - published

name: release

jobs:
 pypi:
   name: upload release to PyPI
   runs-on: ubuntu-latest

   permissions:
     # Used to authenticate to PyPI via OIDC.
     # Used to sign the release's artifacts with sigstore-python.
     id-token: write
```

```
    # Used to attach signing artifacts to the published release.
    contents: write

  steps:
  - uses: actions/checkout@v3

  - uses: actions/setup-python@v4
    with:
      python-version: ">= 3.6"

  - name: deps
    run: python -m pip install -U build

  - name: build
    run: python -m build

  - name: publish
    uses: pypa/gh-action-pypi-publish@release/v1

  - name: sign
    uses: sigstore/gh-action-sigstore-python@v1.2.3
    with:
      inputs: ./dist/*.tar.gz ./dist/*.whl
      release-signing-artifacts: true
[build-system]
requires = ["flit_core >=3.2,<4"]
build-backend = "flit_core.buildapi"

[tool.flit.module]
name = "cachecontrol"

[tool.flit.sdist]
include = ["tests/"]

[project]
name = "CacheControl"
dynamic = ["version"]
description = "httplib2 caching for requests"
readme = "README.rst"
license = { file = "LICENSE.txt" }
authors = [
  { name = "Eric Larson", email = "ericlarson@ionrock.com" },
  { name = "Frost Ming", email = "me@frostming.com" },
  { name = "William Woodruff", email = "william@yossarian.net" },
]
classifiers = [
  "Development Status :: 4 - Beta",
  "Environment :: Web Environment",
```

```
  "License :: OSI Approved :: Apache Software License",
  "Operating System :: OS Independent",
  "Programming Language :: Python :: 3.6",
  "Programming Language :: Python :: 3.7",
  "Programming Language :: Python :: 3.8",
  "Programming Language :: Python :: 3.9",
  "Programming Language :: Python :: 3.10",
  "Programming Language :: Python :: 3.11",
  "Topic
 :: Internet :: WWW/HTTP",
]
keywords = ["requests", "http", "caching", "web"]
dependencies = ["requests >= 2.16.0", "msgpack >= 0.5.2"]
requires-python = ">=3.7"

[project.urls]
Homepage = "https://pypi.org/project/CacheControl/"
Issues = "https://github.com/psf/cachecontrol/issues"
Source = "https://github.com/psf/cachecontrol"

[project.optional-dependencies]
# End-user extras.
filecache = ["filelock >= 3.8.0"]
redis = ["redis>=2.10.5"]

# Development extras.
dev = [
  "CacheControl[filecache,redis]",
  "build",
  "mypy",
  "tox",
  "pytest-cov",
  "pytest",
  "cherrypy",
  "sphinx",
  "black",
  "types-redis",
  "types-requests",
]

[project.scripts]
doesitcache = "cachecontrol._cmd:main"

[tool.mypy]
show_error_codes = true
strict = true
enable_error_code = ["ignore-without-code", "redundant-expr", "truthy-bool"]
```

```
[[tool.mypy.overrides]]
module = "msgpack"
ignore_missing_imports = true

[tool.pytest.ini_options]
norecursedirs = ["bin", "lib", "include", "build"]
```
# Contributing to CacheControl

Thank you for your interest in contributing to `CacheControl`!

The information below will help you set up a local development environment
and perform common development tasks.

## Requirements

`CacheControl`'s only external development requirement is Python 3.7 or newer.

## Development steps

First, clone this repository:

```bash
git clone https://github.com/psf/cachecontrol
cd cachecontrol
```

Then, bootstrap your local development environment:

```bash
make bootstrap
# OPTIONAL: enter the new environment, if you'd like to run things directly
source .venv/bin/activate
```

Once you've run `make bootstrap`, you can run the other `make` targets
to perform particular tasks.

Any changes you make to the `cachecontrol` source tree will take effect
immediately in the development environment.

### Linting

You can run the current formatters with:

```bash
make format
```

### Testing

You can run the unit tests locally with:

```bash
# run the test suite in
 the current environment
make test

# OPTIONAL: use `tox` to fan out across multiple interpreters
make test-all
```

### Documentation

You can build the Sphinx-based documentation with:

```bash
# puts the generated HTML in docs/_build/html/
make doc
```

### Releasing

**NOTE**: If you're a non-maintaining contributor, you don't need the steps
here! They're documented for completeness and for onboarding future maintainers.

Releases of `CacheControl` are managed by GitHub Actions.

To perform a release:

1. Update `CacheControl`'s `__version__` attribute. It can be found under
  `cachecontrol/__init__.py`.

1. Create a new tag corresponding to your new version, with a `v` prefix. For example:

  ```bash
  # IMPORTANT: don't forget the `v` prefix!
  git tag v1.2.3
  ```

1. Push your changes to `master` and to the new remote tag.

1. Create, save, and publish a GitHub release for your new tag, including any
  `CHANGELOG` entries.
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---
```
name: CI

on:
 push:
  branches: ["master"]
 pull_request:
  branches: ["master"]
 workflow_dispatch:

jobs:
 tests:
  name: "Python ${{ matrix.python-version }} ${{ matrix.os }}"
  runs-on: "${{ matrix.os }}"

  strategy:
   fail-fast: false
   matrix:
    python-version: ["3.7", "3.8", "3.9", "3.10", "3.11"]
    os: ["macos-latest", "windows-latest", "ubuntu-latest"]

  steps:
   - uses: "actions/checkout@v3"
   - uses: "actions/setup-python@v4"
     with:
      python-version: "${{ matrix.python-version }}"
   - name: "Install dependencies"
     run: |
      python -VV
      python -m site
      python -m pip install --upgrade pip setuptools wheel
      python -m pip install --upgrade virtualenv tox tox-gh-actions

   - name: "Run tox targets for ${{ matrix.python-version }}"
     run: "python -m tox"
```

# 1.399 cachecontrol 0.14.1

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==========

The common/types/pb/equal.go modification of proto.Equal logic

==========

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# 1.403 go-openapi 0.28.0

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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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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 |

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
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Thanks to the many outside volunteers who have worked under Guido's
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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 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 |
| 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 |
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| 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 |
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# 1.412 google-uuid 1.6.0

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# 1.417 nuid 1.0.1

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# 1.422 sh 1.14.3

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# 1.430 opentracing-go 1.2.0

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# 1.431 cast 1.7.1

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NR START END SECTORS SIZE NAME UUID
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2 7680 16383 8704 4.3M 8f8378c0-02
5 7936 12799 4864 2.4M
6 12544 16127 3584 1.8M

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#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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# 1.435 reflect2 1.0.2

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# 1.436 grafana-pyroscope-api 0.3.0

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# 1.437 truststore 0.10.0

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lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
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lib/gssapi/mechglue/g_imp_sec_context.c
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lib/gssapi/mechglue/g_inquire_cred.c
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lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
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lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et

kprop/kpropd_rpc.c
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Current ncurses maintainer: Thomas Dickey <dickey@invisible-island.net>

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Upstream-Name: Linux-PAM
Comment: This package was debianized by J.H.M. Dassen (Ray) jdassen@debian.org.
Source: https://github.com/linux-pam/linux-pam/releases

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Patch for Ubuntu bug #399071

Display the contents of /etc/legal as part of the MOTD, the first time the
user logs in, and set a flag in the user's homedir if possible to prevent
repeat displays.

Authors: Dustin Kirkland <kirkland@canonical.com>

Upstream status: Ubuntu-specific, maybe submit to Debian

```
Index: pam/modules/pam_motd/pam_motd.c
===================================================================
--- pam.orig/modules/pam_motd/pam_motd.c
+++ pam/modules/pam_motd/pam_motd.c
@@ -348,6 +348,65 @@
   return PAM_SUCCESS;
}

+int display_legal(pam_handle_t *pamh)
+{
+    int retval = PAM_IGNORE, rc;
+    char *user = NULL;
+    char *dir = NULL;
+    char *flag = NULL;
+    struct passwd *pwd = NULL;
+    struct stat s;
+    int f;
+    /* Get the user name to determine if we need to print the disclaimer */
+    rc = pam_get_item(pamh, PAM_USER, &user);
+    if (rc == PAM_SUCCESS && user != NULL && *(const char *)user != '\0')
+    {
+        PAM_MODUTIL_DEF_PRIVS(privs);
+
+
      /* Get the password entry */
+        pwd = pam_modutil_getpwnam (pamh, user);
+        if (pwd != NULL)
+        {
+            if (pam_modutil_drop_priv(pamh, &privs, pwd)) {
+                pam_syslog(pamh, LOG_ERR,
+                           "Unable to change UID to %d temporarily\n",
+                           pwd->pw_uid);
+                retval = PAM_SESSION_ERR;
+                goto finished;
+            }
+
+            if (asprintf(&dir, "%s/.cache", pwd->pw_dir) == -1 || !dir)
+                goto finished;
```

```
+           if (asprintf(&flag, "%s/motd.legal-displayed", dir) == -1 || !flag)
+              goto finished;
+
+           if (stat(flag, &s) != 0)
+           {
+              int fd = open("/etc/legal", O_RDONLY, 0);
+              if (fd >= 0) {
+                 try_to_display_fd(pamh, fd);
+                 close(fd);
+              }
+              mkdir(dir, 0700);
+              f = open(flag, O_WRONLY|O_CREAT|O_EXCL,
+
               S_IRUSR|S_IWUSR|S_IRGRP|S_IROTH);
+              if (f>=0) close(f);
+           }
+
+finished:
+           if (pam_modutil_regain_priv(pamh, &privs)) {
+              pam_syslog(pamh, LOG_ERR,
+                         "Unable to change UID back to %d\n", privs.old_uid);
+              retval = PAM_SESSION_ERR;
+           }
+
+           _pam_drop(flag);
+           _pam_drop(dir);
+       }
+    }
+    return retval;
+}
+
int pam_sm_open_session(pam_handle_t *pamh, int flags,
  int argc, const char **argv)
{
@@ -446,6 +505,9 @@
                        motd_dir_path_split, num_motd_dir_paths,
                        report_missing);

+    /* Display the legal disclaimer only if necessary */
+    retval = display_legal(pamh);
+
 out:
   _pam_drop(motd_path_copy);
   _pam_drop(motd_path_split);
```

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# 1.463 otel-metric 1.35.0

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# 1.464 libassuan 2.5.6-1build1

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# 1.466 python-certifi 2023.07.22

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This package contains a modified version of ca-bundle.crt:

ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
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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$ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $
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===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
 /*
-   Unix SMB/CIFS implementation.
+   trivial database library - standalone version

-   trivial database library - private includes
-
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Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the library, if
necessary. 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!

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

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:  $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
```

```
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \
  $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
 @-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM)
 -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
```

```
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```

# 1.469 prometheus-client-model 0.4.0

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# 1.470 pq 1.10.5

## 1.470.1 Available under license :

```
//go:build go1.10
// +build go1.10

package pq

import (
 "context"
 "database/sql/driver"
)

// NoticeHandler returns the notice handler on the given connection, if any. A
// runtime panic occurs if c is not a pq connection. This is rarely used
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.
func NoticeHandler(c driver.Conn) func(*Error) {
 return c.(*conn).noticeHandler
}

// SetNoticeHandler sets the given notice handler on the given connection. A
// runtime panic occurs if c is not a pq connection. A nil handler may be used
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and
```

```
// ConnectorWithNoticeHandler instead.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {
 c.(*conn).noticeHandler = handler
}

// NoticeHandlerConnector wraps a regular connector and sets a notice handler
//
 on it.
type NoticeHandlerConnector struct {
 driver.Connector
 noticeHandler func(*Error)
}

// Connect calls the underlying connector's connect method and then sets the
// notice handler.
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
 c, err := n.Connector.Connect(ctx)
 if err == nil {
  SetNoticeHandler(c, n.noticeHandler)
 }
 return c, err
}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  return c.noticeHandler
 }
 return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and
 setting the notice
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
```

```
 if c, ok := c.(*NoticeHandlerConnector); ok {
  c.noticeHandler = handler
  return c
 }
 return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}
```

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# 1.471 go-grpc-prometheus 1.2.1-0.20191002090509-6af20e3a5340

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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.34.1
//  protoc        v4.25.3
// source: google/ai/generativelanguage/v1beta/permission.proto

package generativelanguagepb

import (
 reflect "reflect"
 sync "sync"

 _ "google.golang.org/genproto/googleapis/api/annotations"
 protoreflect "google.golang.org/protobuf/reflect/protoreflect"
 protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const
 (
 // Verify that this generated code is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
 // Verify that runtime/protoimpl is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Defines types of the grantee of this permission.
type Permission_GranteeType int32

const (
```

```
 // The default value. This value is unused.
 Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GranteeType = 0
 // Represents a user. When set, you must provide email_address for the user.
 Permission_USER Permission_GranteeType = 1
 // Represents a group. When set, you must provide email_address for the
 // group.
 Permission_GROUP Permission_GranteeType = 2
 // Represents access to everyone. No extra information is required.
 Permission_EVERYONE Permission_GranteeType = 3
)

// Enum value maps for Permission_GranteeType.
var (
 Permission_GranteeType_name = map[int32]string{
  0: "GRANTEE_TYPE_UNSPECIFIED",
  1: "USER",
  2:
 "GROUP",
  3: "EVERYONE",
 }
 Permission_GranteeType_value = map[string]int32{
  "GRANTEE_TYPE_UNSPECIFIED": 0,
  "USER":                     1,
  "GROUP":                    2,
  "EVERYONE":                 3,
 }
)

func (x Permission_GranteeType) Enum() *Permission_GranteeType {
 p := new(Permission_GranteeType)
 *p = x
 return p
}

func (x Permission_GranteeType) String() string {
 return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_GranteeType) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GranteeType) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0]
}

func (x Permission_GranteeType) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
```

```
}

// Deprecated: Use Permission_GranteeType.Descriptor instead.
func (Permission_GranteeType) EnumDescriptor() ([]byte,
 []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

const (
 // The default value. This value is unused.
 Permission_ROLE_UNSPECIFIED Permission_Role = 0
 // Owner can use, update, share and delete the resource.
 Permission_OWNER Permission_Role = 1
 // Writer can use, update and share the resource.
 Permission_WRITER Permission_Role = 2
 // Reader can use the resource.
 Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
 Permission_Role_name = map[int32]string{
  0: "ROLE_UNSPECIFIED",
  1: "OWNER",
  2: "WRITER",
  3: "READER",
 }
 Permission_Role_value = map[string]int32{
  "ROLE_UNSPECIFIED": 0,
  "OWNER":            1,
  "WRITER":           2,
  "READER":           3,
 }
)

func (x Permission_Role) Enum() *Permission_Role {
 p := new(Permission_Role)
 *p = x
 return p
}

func (x Permission_Role) String() string {
 return
 protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}
```

```
func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service accounts,
 you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Output only. Identifier. The permission name. A unique name will be
 // generated on create. Examples:
 //
 // tunedModels/{tuned_model}/permissions/{permission}
 // corpora/{corpus}/permissions/{permission}
 //
 // Output only.
 Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
 // Optional. Immutable. The type of the grantee.
 GranteeType *Permission_GranteeType
```

```
`protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1beta.Permission_GranteeType,oneof"
 json:"grantee_type,omitempty"`
 // Optional. Immutable. The email address of the user of group which this
 // permission refers. Field is not set when permission's grantee type is
 // EVERYONE.
 EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
json:"email_address,omitempty"`
 // Required. The role granted by this permission.
 Role *Permission_Role
`protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1beta.Permission_Role,oneof"
json:"role,omitempty"`
}

func (x *Permission) Reset() {
 *x = Permission{}
 if protoimpl.UnsafeEnabled {
  mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  ms.StoreMessageInfo(mi)
 }
}

func (x *Permission) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}

func (x *Permission)
 ProtoReflect() protoreflect.Message {
 mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
 if protoimpl.UnsafeEnabled && x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0}
}

func (x *Permission) GetName() string {
```

```
 if x != nil {
  return x.Name
 }
 return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
 if x != nil && x.GranteeType != nil {
  return *x.GranteeType
 }
 return Permission_GRANTEE_TYPE_UNSPECIFIED
}

func (x *Permission) GetEmailAddress() string {
 if x != nil && x.EmailAddress != nil {
  return *x.EmailAddress
 }
 return ""
}

func (x *Permission) GetRole() Permission_Role {
 if x != nil && x.Role
 != nil {
  return *x.Role
 }
 return Permission_ROLE_UNSPECIFIED
}

var File_google_ai_generativelanguage_v1beta_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = []byte{
 0x0a, 0x34, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
 0x31, 0x62, 0x65, 0x74, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x23, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x1a, 0x1f, 0x67, 0x6f, 0x6f,
 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65,
 0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a,
 0x19, 0x67, 0x6f,
 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63,
 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x85, 0x05, 0x0a, 0x0a, 0x50, 0x65, 0x72, 0x6d,
 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65, 0x18, 0x01,
 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04, 0x6e, 0x61,
 0x6d, 0x65, 0x12, 0x6b, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f, 0x74, 0x79,
 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3b, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c,
 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50,
```

0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65,
0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x00, 0x52,
0x0b, 0x67,
0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x88, 0x01, 0x01, 0x12,
0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73,
0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x01,
0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x88, 0x01,
0x01, 0x12, 0x52, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01, 0x28, 0x0e, 0x32,
0x34, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65,
0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76,
0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02, 0x52, 0x04, 0x72, 0x6f,
0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65,
0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a,
0x18, 0x47, 0x52, 0x41, 0x4e, 0x54, 0x45, 0x45, 0x5f,
0x54, 0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45, 0x44,
0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01, 0x12, 0x09, 0x0a, 0x05,
0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45, 0x56, 0x45, 0x52, 0x59,
0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c, 0x65, 0x12, 0x14, 0x0a,
0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45,
0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52, 0x10, 0x01, 0x12, 0x0a,
0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a, 0x0a, 0x06, 0x52, 0x45,
0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6, 0x01, 0x0a, 0x2c, 0x67,
0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73,
0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x32, 0x74, 0x75, 0x6e,
0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x5f,
0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x12,
0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f, 0x72, 0x70, 0x75, 0x73,
0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70,
0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b, 0x70, 0x65, 0x72, 0x6d,
0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73,
0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61,
0x64,
0x64, 0x72, 0x65, 0x73, 0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f, 0x72, 0x6f, 0x6c, 0x65, 0x42,
0x9b, 0x01, 0x0a, 0x27, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x42, 0x0f, 0x50, 0x65, 0x72,
0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x50, 0x01, 0x5a, 0x5d,
0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x76, 0x31, 0x62,
0x65, 0x74, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61,
0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74,
0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,

```
 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x62, 0x06, 0x70,
 0x72, 0x6f, 0x74, 0x6f, 0x33,
}

var (
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce sync.Once
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP() []byte {
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce.Do(func() {
  file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData)
 })
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData
}

var file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1beta_permission_proto_goTypes
 = []interface{}{
 (Permission_GranteeType)(0), // 0: google.ai.generativelanguage.v1beta.Permission.GranteeType
 (Permission_Role)(0),        // 1: google.ai.generativelanguage.v1beta.Permission.Role
 (*Permission)(nil),          // 2: google.ai.generativelanguage.v1beta.Permission
}
var file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = []int32{
 0, // 0: google.ai.generativelanguage.v1beta.Permission.grantee_type:type_name ->
google.ai.generativelanguage.v1beta.Permission.GranteeType
 1, // 1: google.ai.generativelanguage.v1beta.Permission.role:type_name ->
google.ai.generativelanguage.v1beta.Permission.Role
 2, // [2:2] is the sub-list for method output_type
 2, // [2:2] is the sub-list for method input_type
 2, // [2:2] is the sub-list for extension type_name
 2, // [2:2] is the sub-list for extension extendee
 0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1beta_permission_proto_init()
 }
func file_google_ai_generativelanguage_v1beta_permission_proto_init() {
 if File_google_ai_generativelanguage_v1beta_permission_proto != nil {
  return
 }
 if !protoimpl.UnsafeEnabled {
  file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].Exporter = func(v interface{}, i int)
interface{} {
   switch v := v.(*Permission); i {
```

```
  case 0:
   return &v.state
  case 1:
   return &v.sizeCache
  case 2:
   return &v.unknownFields
  default:
   return nil
  }
 }
}
file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].OneofWrappers = []interface{}{}
type x struct{}
out := protoimpl.TypeBuilder{
 File: protoimpl.DescBuilder{
  GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
  RawDescriptor: file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc,
  NumEnums:      2,
  NumMessages:   1,
  NumExtensions: 0,
  NumServices:   0,
 },
 GoTypes:           file_google_ai_generativelanguage_v1beta_permission_proto_goTypes,
 DependencyIndexes:
file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs,
 EnumInfos:         file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes,
 MessageInfos:      file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes,
}.Build()
File_google_ai_generativelanguage_v1beta_permission_proto = out.File
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = nil
file_google_ai_generativelanguage_v1beta_permission_proto_goTypes = nil
file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = nil
}

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```

```
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
 "google.golang.org/api/iterator"
)

func ExampleNewLicensesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will
 require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicensesClient_Delete() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
```

```
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.DeleteLicenseRequest{
 //
TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#DeleteLicenseRequest.
}
op, err := c.Delete(ctx, req)
if err != nil {
 // TODO: Handle error.
}

err = op.Wait(ctx)
if err != nil {
 // TODO: Handle error.
}
}

func ExampleLicensesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseRequest.
 }
 resp,
 err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
```

```
 _ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetIamPolicyLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetIamPolicyLicenseRequest.
 }
 resp, err := c.GetIamPolicy(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_Insert()
 {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.InsertLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#InsertLicenseRequest.
 }
 op, err := c.Insert(ctx, req)
 if err != nil {
```

```
 // TODO: Handle error.
 }

 err = op.Wait(ctx)
 if err != nil {
  // TODO: Handle error.
 }
}

func ExampleLicensesClient_List() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template
 only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.ListLicensesRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
 }
 it := c.List(ctx, req)
 for {
  resp, err := it.Next()
  if err == iterator.Done {
   break
  }
  if err != nil {
   // TODO: Handle error.
  }
  // TODO: Use resp.
  _ = resp

  // If you need to access the underlying RPC response,
  // you can do so by casting the `Response` as below.
  // Otherwise, remove this line. Only populated after
  // first call to Next(). Not safe for concurrent access.
  _ = it.Response.(*computepb.LicensesListResponse)
 }
}

func
```

```
ExampleLicensesClient_SetIamPolicy() {
ctx := context.Background()
// This snippet has been automatically generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.SetIamPolicyLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#SetIamPolicyLicenseRequest.
}
resp, err := c.SetIamPolicy(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
ctx := context.Background()
// This snippet has been automatically
generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.TestIamPermissionsLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseRequest.
}
resp, err := c.TestIamPermissions(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
```

```
 _ = resp
}
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package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleNewLicenseCodesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 //
 - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicenseCodesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
```

```
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicenseCodesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.GetLicenseCodeRequest{
 // TODO: Fill request
struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseCodeRequest.
}
resp, err := c.Get(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
ctx := context.Background()
// This snippet has been automatically generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicenseCodesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.TestIamPermissionsLicenseCodeRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseCodeRequest.
}
resp,
err := c.TestIamPermissions(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
```

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package compute

import (
 "bytes"
 "context"
 "fmt"
 "io"
 "math"
 "net/http"
 "net/url"
 "time"

 computepb "cloud.google.com/go/compute/apiv1/computepb"
 gax "github.com/googleapis/gax-go/v2"
 "google.golang.org/api/googleapi"
 "google.golang.org/api/iterator"
 "google.golang.org/api/option"
 "google.golang.org/api/option/internaloption"
 httptransport
 "google.golang.org/api/transport/http"
 "google.golang.org/grpc"
 "google.golang.org/protobuf/encoding/protojson"
 "google.golang.org/protobuf/proto"
)

var newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
 Delete            []gax.CallOption
 Get               []gax.CallOption
 GetIamPolicy      []gax.CallOption
 Insert            []gax.CallOption
 List              []gax.CallOption
```

```
 SetIamPolicy       []gax.CallOption
 TestIamPermissions []gax.CallOption
}

func defaultLicensesRESTCallOptions() *LicensesCallOptions {
 return &LicensesCallOptions{
  Delete: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
  Get: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
   }),
  },
  GetIamPolicy:
 []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
   }),
  },
  Insert: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
  List: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
   }),
```

```
  },
  SetIamPolicy: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
  TestIamPermissions: []gax.CallOption{
   gax.WithTimeout(600000
 * time.Millisecond),
  },
 }
}

// internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
 Close() error
 setGoogleClientInfo(...string)
 Connection() *grpc.ClientConn
 Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
 Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
 GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
 List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
 SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse,
 error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The Licenses API.
type LicensesClient struct {
 // The internal transport-dependent client.
 internalClient internalLicensesClient

 // The call options for this service.
 CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
 return c.internalClient.Close()
```

```
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
 c.internalClient.setGoogleClientInfo(keyval...)
}

//
 Connection returns a connection to the API service.
//
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicensesClient) Connection() *grpc.ClientConn {
 return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
 return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
 return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy
 for a resource. May be empty if no such policy or resource exists. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
 return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
```

belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.

```
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption)
*LicenseIterator {
 return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use
 only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
 return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
type licensesRESTClient struct {
 // The http endpoint to connect to.
 endpoint string

 // The http client.
 httpClient *http.Client

 // operationClient is used to call the operation-specific management service.
 operationClient *GlobalOperationsClient

 // The x-goog-* headers to be sent with each request.
 xGoogHeaders []string

 // Points back to the CallOptions field of the containing LicensesClient
 CallOptions **LicensesCallOptions
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx
```

```
 context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
 clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
 httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
 if err != nil {
  return nil, err
 }

 callOpts := defaultLicensesRESTCallOptions()
 c := &licensesRESTClient{
  endpoint:    endpoint,
  httpClient:  httpClient,
  CallOptions: &callOpts,
 }
 c.setGoogleClientInfo()

 o := []option.ClientOption{
  option.WithHTTPClient(httpClient),
  option.WithEndpoint(endpoint),
 }
 opC, err := NewGlobalOperationsRESTClient(ctx, o...)
 if err != nil {
  return nil, err
 }
 c.operationClient = opC

 return &LicensesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
 return []option.ClientOption{
  internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
  internaloption.WithDefaultEndpointTemplate("https://compute.UNIVERSE_DOMAIN"),
  internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
  internaloption.WithDefaultUniverseDomain("googleapis.com"),
  internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
  internaloption.WithDefaultScopes(DefaultAuthScopes()...),
 }
}

//
 setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
 kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
 kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
 c.xGoogHeaders = []string{
  "x-goog-api-client", gax.XGoogHeader(kv...),
```

```
 }
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
 // Replace httpClient with nil to force cleanup.
 c.httpClient = nil
 if err := c.operationClient.Close();
 err != nil {
  return err
 }
 return nil
}

// Connection returns a connection to the API service.
//
// Deprecated: This method always returns nil.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
 return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v",
 "project", url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Delete[0:len((*c.CallOptions).Delete):len((*c.CallOptions).Delete)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
```

```
resp := &computepb.Operation{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
 if settings.Path != "" {
  baseUrl.Path = settings.Path
 }
 httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if
err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
}, opts...)
if e != nil {
 return nil, e
}
op := &Operation{
 &globalOperationsHandle{
  c:       c.operationClient,
  proto:   resp,
  project: req.GetProject(),
 },
}
return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
```

```
who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense()))}

 hds
 = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.License{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return
```

```
 err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
req.GetResource())

 params := url.Values{}
 if req != nil && req.OptionsRequestedPolicyVersion != nil {
  params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params",
 fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "resource",
url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).GetIamPolicy[0:len((*c.CallOptions).GetIamPolicy):len((*c.CallOptions).GetIamPolicy)],
opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
```

```
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return
err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetLicenseResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
```

```
baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

params := url.Values{}
if req != nil && req.RequestId != nil {
 params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
}

baseUrl.RawQuery
= params.Encode()

// Build HTTP headers from client and context metadata.
hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v", "project", url.QueryEscape(req.GetProject()))}

hds = append(c.xGoogHeaders, hds...)
hds = append(hds, "Content-Type", "application/json")
headers := gax.BuildHeaders(ctx, hds...)
opts = append((*c.CallOptions).Insert[0:len((*c.CallOptions).Insert):len((*c.CallOptions).Insert)], opts...)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.Operation{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
 if settings.Path != "" {
  baseUrl.Path = settings.Path
 }
 httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if
err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
```

```
 }

 return nil
}, opts...)
if e != nil {
 return nil, e
}
op := &Operation{
 &globalOperationsHandle{
  c:       c.operationClient,
  proto:   resp,
  project: req.GetProject(),
 },
}
return op, nil
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) List(ctx context.Context, req
 *computepb.ListLicensesRequest, opts ...gax.CallOption) *LicenseIterator {
 it := &LicenseIterator{}
 req = proto.Clone(req).(*computepb.ListLicensesRequest)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
  resp := &computepb.LicensesListResponse{}
  if pageToken != "" {
   req.PageToken = proto.String(pageToken)
  }
  if pageSize > math.MaxInt32 {
   req.MaxResults = proto.Uint32(math.MaxInt32)
  } else if pageSize != 0 {
   req.MaxResults = proto.Uint32(uint32(pageSize))
  }
  baseUrl, err := url.Parse(c.endpoint)
  if err != nil {
   return nil, "", err
  }
  baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

  params := url.Values{}
  if req != nil && req.Filter != nil {
   params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
  }
  if req != nil && req.MaxResults != nil {
```

```
 params.Add("maxResults", fmt.Sprintf("%v",
req.GetMaxResults()))
 }
 if req != nil && req.OrderBy != nil {
  params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
 }
 if req != nil && req.PageToken != nil {
  params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
 }
 if req != nil && req.ReturnPartialSuccess != nil {
  params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := append(c.xGoogHeaders, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if
err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }
```

```
  return nil
 }, opts...)
 if e != nil {
  return nil, "", e
 }
 it.Response = resp
 return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
 items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
 if err != nil {
  return "", err
 }
 it.items = append(it.items, items...)
 return nextPageToken, nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()

return it
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only by third-party partners who are creating
 Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetGlobalSetPolicyRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}
```

```
 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).SetIamPolicy[0:len((*c.CallOptions).SetIamPolicy):len((*c.CallOptions).SetIamPolicy)],
 opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource
```

```
 is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetTestPermissionsRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx,
 hds...)
 opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).Tes
tIamPermissions)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.TestPermissionsResponse{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()
```

```
 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
}, opts...)
if e != nil {
 return
nil, e
}
return resp, nil
}
```

# 1.473 platformdirs 2.6.2

## 1.473.1 Available under license :

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```
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```

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# 1.475 libapt-pkg6.0t64 2.8.3

## 1.475.1 Available under license :

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Version 2, June 1991

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```
package openapi3

import (
 "context"
 "encoding/json"
 "errors"
)

// License is specified by OpenAPI/Swagger standard version 3.
// See https://github.com/OAI/OpenAPI-Specification/blob/main/versions/3.0.3.md#license-object
type License struct {
 Extensions map[string]interface{} `json:"-" yaml:"-"`

 Name string `json:"name" yaml:"name"` // Required
 URL  string `json:"url,omitempty" yaml:"url,omitempty"`
}

// MarshalJSON returns the JSON encoding of License.
func (license License) MarshalJSON() ([]byte, error) {
 m := make(map[string]interface{}, 2+len(license.Extensions))
 for k, v := range license.Extensions {
  m[k] = v
 }
 m["name"] = license.Name
 if x := license.URL; x != "" {
```

```
 m["url"] = x
 }
 return json.Marshal(m)
}

// UnmarshalJSON sets License to a copy of data.
func (license *License) UnmarshalJSON(data []byte) error {
 type LicenseBis License
 var x LicenseBis
 if err := json.Unmarshal(data, &x); err != nil {
  return err
 }
 _ = json.Unmarshal(data, &x.Extensions)
 delete(x.Extensions,
 "name")
 delete(x.Extensions, "url")
 *license = License(x)
 return nil
}

// Validate returns an error if License does not comply with the OpenAPI spec.
func (license *License) Validate(ctx context.Context, opts ...ValidationOption) error {
 ctx = WithValidationOptions(ctx, opts...)

 if license.Name == "" {
  return errors.New("value of license name must be a non-empty string")
 }

 return validateExtensions(ctx, license.Extensions)
}
```

# 1.477 sysvinit-utils 3.08-6ubuntu3

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

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# 1.480 alpine-keys 2.6-r0

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

#!/bin/sh

Found in path(s):
* /aports-v2-6-zip/aports-v2.6/abuild-keygen.in
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/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/abuild-sign.in#!/bin/sh
/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/abuild-tar.c/* abuild-tar.c - A TAR mangling utility for .APK packages
/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/abuild.in#!/bin/sh
/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/newapkbuild.in#!/bin/sh

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*

# 1.481 sarama 1.43.3

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```
Index: tdbsa/tdb.c
===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
 /*
-   Unix SMB/CIFS implementation.
+   trivial database library - standalone version

-   trivial database library - private includes
-
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Upstream-Name: e2fsprogs
Upstream-Contact: Theodore Ts'o <tytso@mit.edu>
Source: http://sourceforge.net/projects/e2fsprogs
Comment:
This is the Debian GNU/Linux prepackaged version of the EXT2 file
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debugfs/do_journal.c
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    Theodore Ts'o
    23-June-2007

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 Ty Coon, President of Vice

That's all there is to it!
#
# This is a Makefile stub which handles the creation of BSD shared
# libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#

all:: image

real-subdirs:: Makefile
 @echo " MKDIR pic"
 @mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:  $(BSD_LIB)

$(BSD_LIB): $(OBJS)
 (cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
 $(MV) pic/$(BSD_LIB) .
 $(RM) -f ../$(BSD_LIB)
 (cd ..; $(LN) $(LINK_BUILD_FLAGS) \
  `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
 @echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
 @$(INSTALL_PROGRAM) $(BSD_LIB) \

```
 $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
 $(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
 $(RM)
 -rf pic
 $(RM) -f $(BSD_LIB)
 $(RM) -f ../$(BSD_LIB)
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```

# 1.484 mail 2.3.1

# 1.484.1 Available under license :

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STANDARD

Errata

Network Working Group

P. Mockapetris

Request for Comments: 1035

ISI

November 1987

Obsoletes: RFCs 882, 883, 973

DOMAIN NAMES - IMPLEMENTATION AND SPECIFICATION

1. STATUS OF THIS MEMO

This RFC describes the details of the domain system and protocol, and assumes that the reader is familiar with the concepts discussed in a companion RFC, "Domain Names - Concepts and Facilities" [RFC-1034].

The domain system is a mixture of functions and data types which are an official protocol and
functions and data types which are still
experimental. Since the domain system is intentionally extensible, new data types and experimental behavior should always be expected in parts of the system beyond the official protocol. The official protocol parts include standard queries, responses and the Internet class RR data formats (e.g., host addresses). Since the previous RFC set, several definitions have changed, so some previous definitions are obsolete.

Experimental or obsolete features are clearly marked in these RFCs, and such information should be used with caution.

The reader is especially cautioned not to depend on the values which appear in examples to be current or complete, since their purpose is primarily pedagogical. Distribution of this memo is unlimited.

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## 2. INTRODUCTION

### 2.1. Overview

The goal of domain names is to provide a mechanism for naming resources in such a way that the names are usable in different hosts, networks, protocol families, internets, and administrative organizations.

From the user's point of view, domain names are useful as arguments to a local agent, called a resolver, which retrieves information associated with the domain name. Thus a user might ask for the host address or mail information associated with a particular domain name. To enable the user to request a particular type of information, an appropriate query type is passed to the resolver with the domain name. To the user, the domain
tree is a single information space; the resolver is
responsible for hiding the distribution of data among name servers from the user.

From the resolver's point of view, the database that makes up the domain space is distributed among various name servers. Different parts of the domain space are stored in different name servers, although a particular data item will be stored redundantly in two or more name servers. The resolver starts with knowledge of at least one name server. When the resolver processes a user query it asks a known name server for the information; in return, the resolver either receives the desired information or a referral to another name server. Using these referrals, resolvers learn the identities and contents of other name servers. Resolvers are responsible for dealing with the distribution of the domain space and dealing with the effects of name server failure by consulting redundant databases in other servers.

Name servers manage two kinds of data. The
first kind of data held in
sets called zones; each zone is the complete database for a particular "pruned" subtree of the domain space. This data is called authoritative. A name server periodically checks to make sure that its zones are up to date, and if not, obtains a new copy of updated zones





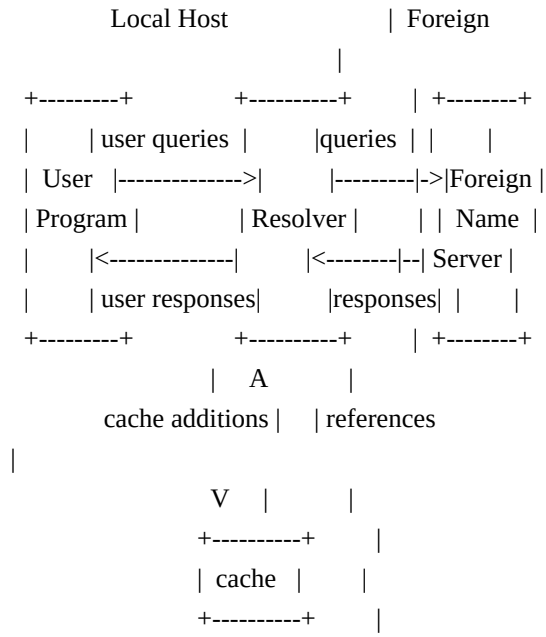
from master files stored locally or in another name server. The second kind of data is cached data which was acquired by a local resolver. This data may be incomplete, but improves the performance of the retrieval process when non-local data is repeatedly accessed. Cached data is eventually discarded by a timeout mechanism.

This functional structure isolates the problems of user interface, failure recovery, and distribution in the resolvers and isolates the database update and refresh problems in the name servers.

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2.2. Common configurations

A
host can participate in the domain name system in a number of ways, depending on whether the host runs programs that retrieve information from the domain system, name servers that answer queries from other hosts, or various combinations of both functions. The simplest, and perhaps most typical, configuration is shown below:




User programs interact with the domain name space through resolvers; the format of user queries and user responses is specific to the host and its operating system. User queries will typically be operating system calls, and the resolver and its cache will be part of the host operating system. Less capable hosts may choose to implement the resolver as a subroutine to be linked in with every program that needs its services. Resolvers answer user queries with information they acquire via queries to foreign name servers and the local cache.

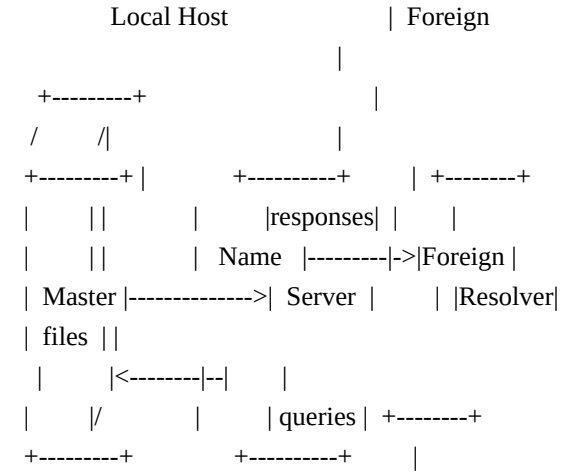
Note that the resolver may have to make several queries to several different foreign name servers to answer a particular user query, and hence the resolution of a user query may involve several network accesses and an arbitrary amount
of time. The queries to foreign name
servers and the corresponding responses have a standard format described



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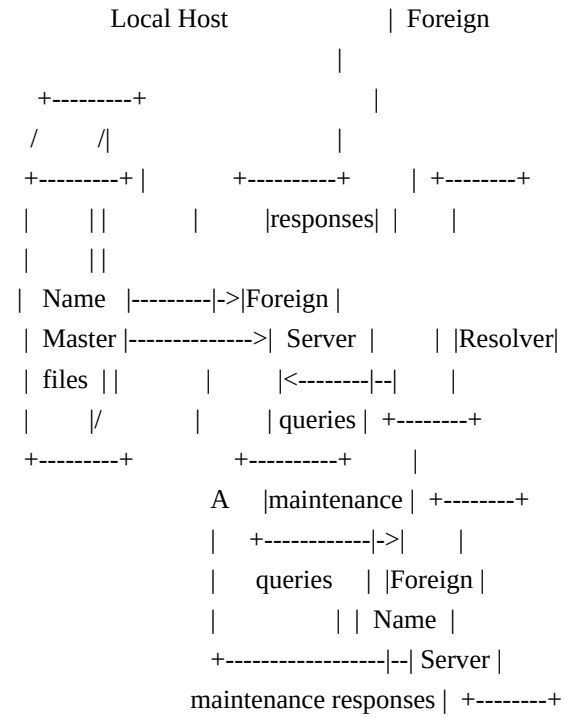
in this memo, and may be datagrams.

Depending on its capabilities, a name server could be a stand alone program on a dedicated machine or a process or processes on a large timeshared host. A simple configuration might be:




Here a primary name server acquires information about one or more zones by reading master files from its local file system, and answers queries about those zones that arrive from foreign resolvers.

The DNS requires that all zones be redundantly supported by more than one name server. Designated secondary servers can acquire zones and check for updates from the primary server using the zone transfer protocol of the DNS. This configuration is shown below:

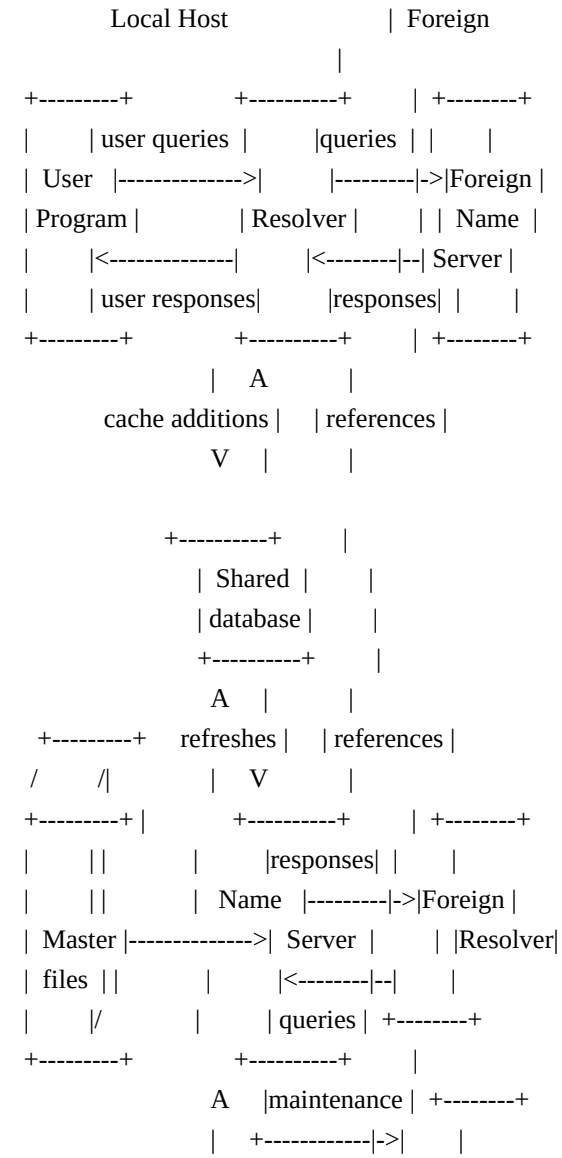


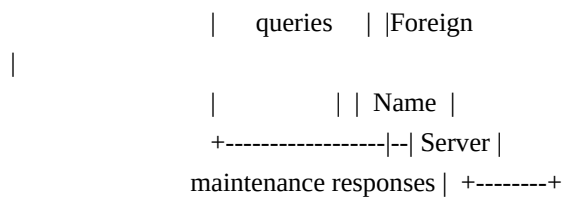
In this configuration, the name server periodically establishes a virtual circuit to a foreign name server to acquire a copy of a zone or to check that an existing copy has not changed. The messages sent for



these maintenance activities follow the same form as queries and responses, but the message sequences are somewhat different.

The information flow in a host that supports all aspects of the domain name system is shown below:



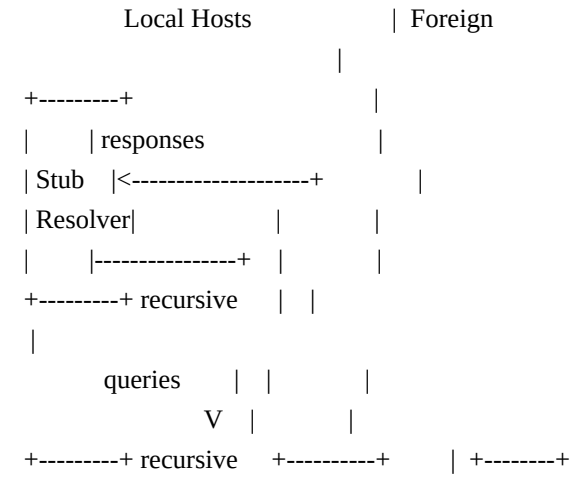


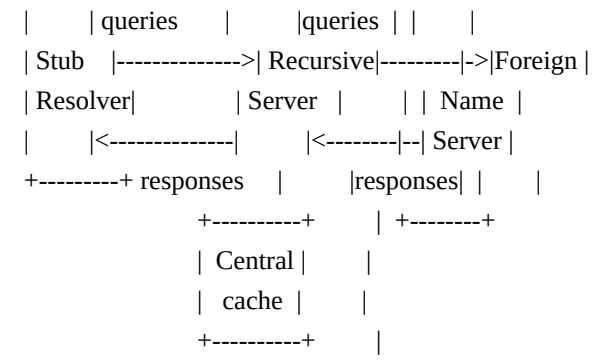

The shared database holds domain space data for the local name server and resolver. The contents of the shared database will typically be a mixture of authoritative data maintained by the periodic refresh operations of the name server and cached data from previous resolver requests. The structure of the domain data and the necessity for synchronization between name servers and resolvers imply the general characteristics of this database, but the actual format is up to the local implementor.





Information flow can also be tailored so that a group of hosts act together to optimize activities. Sometimes this is done to offload less capable hosts
so that they do not have to implement a full resolver.
This can be appropriate for PCs or hosts which want to minimize the amount of new network code which is required. This scheme can also allow a group of hosts can share a small number of caches rather than maintaining a large number of separate caches, on the premise that the centralized caches will have a higher hit ratio. In either case, resolvers are replaced with stub resolvers which act as front ends to resolvers located in a recursive server in one or more name servers known to perform that service:






In any case, note that domain components are always replicated for reliability whenever possible.

2.3. Conventions

The domain system has several conventions dealing with low-level, but fundamental, issues. While the implementor is free to violate these conventions WITHIN
HIS OWN SYSTEM, he must observe these conventions in
ALL behavior observed from other hosts.

2.3.1. Preferred name syntax

The DNS specifications attempt to be as general as possible in the rules for constructing domain names. The idea is that the name of any existing object can be expressed as a domain name with minimal changes.



However, when assigning a domain name for an object, the prudent user will select a name which satisfies both the rules of the domain system and any existing rules for the object, whether these rules are published or implied by existing programs.

For example, when naming a mail domain, the user should satisfy both the rules of this memo and those in RFC-822. When creating a new host name, the old rules for HOSTS.TXT should be followed. This avoids problems when old software is converted to use domain names.

The
following syntax will result in fewer problems with many

applications that use domain names (e.g., mail, TELNET).

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<domain> ::= <subdomain> | " "

<subdomain> ::= <label> | <subdomain> "." <label>

<label> ::= <letter> [ [ <ldh-str> ] <let-dig> ]

<ldh-str> ::= <let-dig-hyp> | <let-dig-hyp> <ldh-str>

<let-dig-hyp> ::= <let-dig> | "-"

<let-dig> ::= <letter> | <digit>

<letter> ::= any one of the 52 alphabetic characters A through Z in upper case and a through z in lower case

<digit> ::= any one of the ten digits 0 through 9

Note that while upper and lower case letters are allowed in domain names, no significance is attached to the case. That is, two names with the same spelling but different case are to be treated as if identical.

The labels must follow the rules for ARPANET host names. They must start with a letter, end with a letter or digit, and have as interior characters only letters, digits, and hyphen. There are also some restrictions on the length. Labels must be 63 characters or less.

For example, the following strings identify hosts in the Internet:

A.ISI.EDU XX.LCS.MIT.EDU SRI-NIC.ARPA

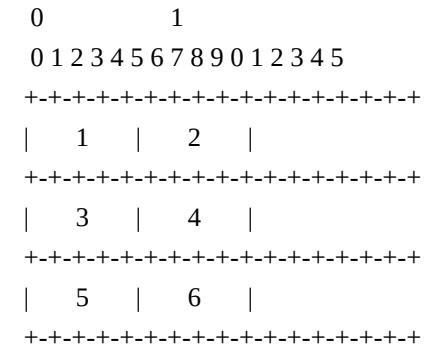
2.3.2. Data Transmission Order

The order of transmission of the header and data described in this document is resolved to the octet level. Whenever a diagram shows a

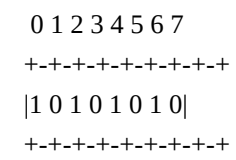


group of octets, the order of transmission of those octets is the normal order in which they are read in English. For example, in the following diagram, the octets are transmitted in the order they are numbered.

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Whenever
an octet represents a numeric quantity, the left most bit in
the diagram is the high order or most significant bit. That is, the bit
labeled 0 is the most significant bit. For example, the following
diagram represents the value 170 (decimal).




Similarly, whenever a multi-octet field represents a numeric quantity
the left most bit of the whole field is the most significant bit. When
a multi-octet quantity is transmitted the most significant octet is
transmitted first.

2.3.3. Character Case

For all parts of the DNS that are part of the official protocol, all
comparisons between character strings (e.g., labels, domain names, etc.)
are done in a case-insensitive manner. At present, this rule is in
force throughout the domain system without exception. However, future
additions beyond current usage may need to use the full binary octet
capabilities in names, so attempts to store domain names
in 7-bit ASCII
or use of special bytes to terminate labels, etc., should be avoided.

When data enters the domain system, its original case should be
preserved whenever possible. In certain circumstances this cannot be
done. For example, if two RRs are stored in a database, one at x.y and
one at X.Y, they are actually stored at the same place in the database,
and hence only one casing would be preserved. The basic rule is that
case can be discarded only when data is used to define structure in a
database, and two names are identical when compared in a case
insensitive manner.

Loss of case sensitive data must be minimized. Thus while data for x.y and X.Y may both be stored under a single location x.y or X.Y, data for a.x and B.X would never be stored under A.x, A.X, b.x, or b.X. In general, this preserves the case of the first label of a domain name, but forces standardization of interior node labels.

Systems administrators who enter data into the domain database should take care to represent the data they supply to the domain system in a case-consistent manner if their system is case-sensitive. The data distribution system in the domain system will ensure that consistent representations are preserved.

2.3.4. Size limits

Various objects and parameters in the DNS have size limits. They are listed below. Some could be easily changed, others are more fundamental.

labels 63 octets or less

names 255 octets or less

TTL positive values of a signed 32 bit number.

UDP messages 512 octets or less

3. DOMAIN NAME SPACE AND RR DEFINITIONS

3.1. Name space definitions

Domain names in messages are expressed in terms of a sequence of labels. Each label is represented as a one octet length field followed by that number of octets. Since every domain name ends with the null label of the root, a domain name is terminated by a length byte of zero. The high order two bits of every length octet must be zero, and the remaining six bits of the length field limit the label to 63 octets or less.

To simplify implementations, the total length of a domain name (i.e., label octets and label length octets) is restricted to 255 octets or

less.

Although labels can contain any 8 bit values in octets that make up a label, it is strongly recommended that labels follow the preferred syntax described elsewhere in this memo, which is compatible with existing host naming conventions. Name servers and resolvers must compare labels in a case-insensitive manner (i.e., A=a), assuming ASCII with zero parity. Non-alphabetic codes must match exactly.

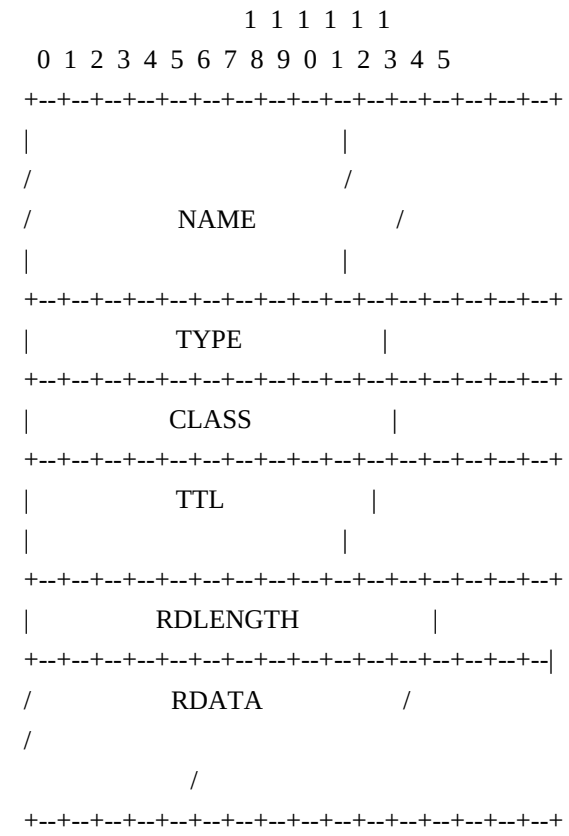




### 3.2. RR definitions

#### 3.2.1. Format

All RRs have the same top level format shown below:




where:

NAME an owner name, i.e., the name of the node to which this

resource record pertains.

TYPE two octets containing one of the RR TYPE codes.

CLASS two octets containing one of the RR CLASS codes.

TTL a 32 bit signed integer that specifies the time interval that the resource record may be cached before the source of the information should again be consulted. Zero values are interpreted to mean that the RR can only be used for the transaction in progress, and should not be cached. For example, SOA records are always distributed with a zero TTL to prohibit caching. Zero values can also be used for extremely volatile data.

RDLENGTH an unsigned 16 bit integer that specifies the length in octets of the
RDATA field.





RDATA a variable length string of octets that describes the resource. The format of this information varies according to the TYPE and CLASS of the resource record.

3.2.2. TYPE values

TYPE fields are used in resource records. Note that these types are a subset of QTYPEs.

| TYPE | value and meaning |
|---|---|
| A | 1 a host address |
| NS | 2 an authoritative name server |
| MD | 3 a mail destination (Obsolete - use MX) |
| MF | 4 a mail forwarder (Obsolete - use MX) |
| CNAME | 5 the canonical name for an alias |
| SOA | 6 marks the start of a zone of authority |

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MB 7 a mailbox domain name (EXPERIMENTAL)

MG 8 a mail group member (EXPERIMENTAL)

MR 9 a mail rename domain name (EXPERIMENTAL)

NULL
10 a null RR (EXPERIMENTAL)

WKS 11 a well known service description

PTR 12 a domain name pointer

HINFO 13 host information

MINFO 14 mailbox or mail list information

MX 15 mail exchange

TXT 16 text strings

3.2.3. QTYPE values

QTYPE fields appear in the question part of a query. QTYPES are a superset of TYPEs, hence all TYPEs are valid QTYPEs. In addition, the following QTYPEs are defined:





AXFR 252 A request for a transfer of an entire zone

MAILB 253 A request for mailbox-related records (MB, MG or MR)

MAILA 254 A request for mail agent RRs (Obsolete - see MX)

* 255 A request for all records

3.2.4. CLASS values

CLASS fields appear in resource records. The following CLASS mnemonics and values are defined:

IN

1 the Internet

CS 2 the CSNET class (Obsolete - used only for examples in some obsolete RFCs)

CH 3 the CHAOS class

HS 4 Hesiod [Dyer 87]

3.2.5. QCLASS values

QCLASS fields appear in the question section of a query. QCLASS values are a superset of CLASS values; every CLASS is a valid QCLASS. In addition to CLASS values, the following QCLASSes are defined:

* 255 any class

3.3. Standard RRs

The following RR definitions are expected to occur, at least potentially, in all classes. In particular, NS, SOA, CNAME, and PTR will be used in all classes, and have the same format in all classes. Because their RDATA format is known, all domain names in the RDATA section of these RRs may be compressed.

<domain-name> is a domain name represented as a series of labels, and terminated by a label with zero length. <character-string> is a single length octet followed by that number of characters. <character-string> is
treated as binary information, and can be up to 256 characters in length (including the length octet).



3.3.1. CNAME RDATA format

+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+

```
/                CNAME                  /
/                                       /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

where:

CNAME A <domain-name> which specifies the canonical or primary name for the owner. The owner name is an alias.

CNAME RRs cause no additional section processing, but name servers may choose to restart the query at the canonical name in certain cases. See the description of name server logic in [RFC-1034] for details.

3.3.2. HINFO RDATA format

```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/                CPU                    /
/                                       /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/                OS                     /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

where:

CPU A <character-string> which specifies the CPU type.

OS A <character-string> which specifies the operating system type.

Standard values for CPU and OS can be found in [RFC-1010].

HINFO records are used to acquire general information about a host. The main use is for protocols such as FTP that can use special procedures when talking between machines or operating systems of the same type.

3.3.3. MB RDATA format (EXPERIMENTAL)

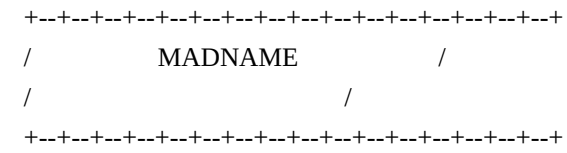
```
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
/                MADNAME                /
/                                       /
+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+--+
```

where:

MADNAME A <domain-name> which specifies a host which has the specified mailbox.

MB records cause additional section processing which looks up an A type RRs corresponding to MADNAME.

3.3.4. MD RDATA format (Obsolete)



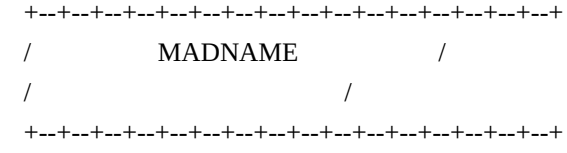

where:

MADNAME A <domain-name> which specifies a host which has a mail agent for the domain which should be able to deliver mail for the domain.

MD records cause additional section processing which looks up an A type record corresponding to MADNAME.

MD is obsolete. See the definition of MX and [RFC-974] for details of the new scheme. The recommended policy for dealing with MD RRs found in a master file is to reject them, or to convert them to MX RRs with a preference of 0.

3.3.5. MF RDATA format (Obsolete)




where:

MADNAME A <domain-name> which specifies a host which has a mail agent for the domain which will accept mail for forwarding to the domain.

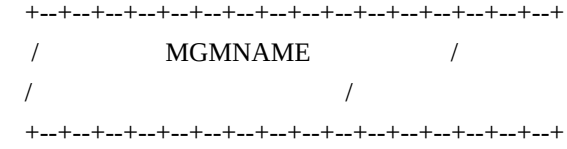
MF records cause additional section processing which looks up an A type record corresponding to MADNAME.

MF is obsolete. See the definition of MX and [RFC-974] for details ofw the new scheme. The recommended policy for dealing with MD RRs found in a master file is to reject them, or to convert them to MX RRs with a preference of 10.





3.3.6. MG RDATA format (EXPERIMENTAL)

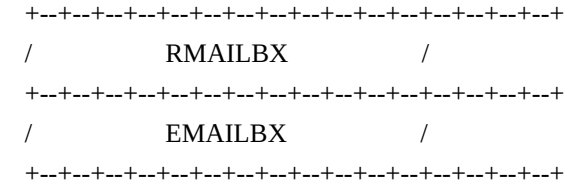



where:

MGMNAME A <domain-name> which specifies a mailbox which is a member of the mail group specified by the domain name.

MG records cause no additional section processing.

3.3.7. MINFO RDATA format (EXPERIMENTAL)




where:

RMAILBX A <domain-name> which specifies a mailbox which is responsible for the mailing list or mailbox. If this domain name names the root, the owner of the MINFO RR is responsible for itself. Note that many existing mailing lists use a mailbox X-request for the RMAILBX field of mailing list X, e.g., Msgroup-request for Msgroup. This field provides a more general mechanism.

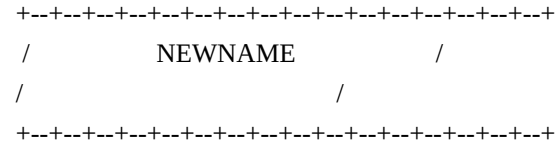
EMAILBX A <domain-name> which specifies a mailbox which is to receive error messages related to the mailing list or mailbox specified by the owner of the MINFO RR (similar to the ERRORS-TO: field which has been proposed). If this domain name names the root, errors should be returned to the sender of the message.

MINFO records cause no additional section processing. Although these records can be associated with a simple mailbox, they are usually used with a mailing list.





3.3.8. MR RDATA format (EXPERIMENTAL)

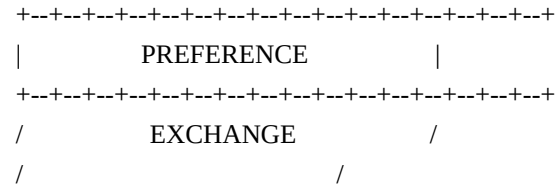



where:

NEWNAME A <domain-name> which specifies a mailbox which is the proper rename of the specified mailbox.

MR records cause no additional section processing. The main use for MR is as a forwarding entry for a user who has moved to a different mailbox.

3.3.9. MX RDATA format



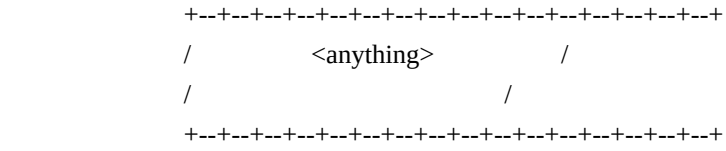
where:

PREFERENCE A 16 bit integer which specifies the preference given to this RR among others at the same owner. Lower values are preferred.

EXCHANGE A <domain-name> which specifies a host willing to act as a mail exchange for the owner name.

MX records cause type A additional section processing for the host specified by EXCHANGE. The use of MX RRs is explained in detail in [RFC-974].

3.3.10. NULL RDATA format (EXPERIMENTAL)



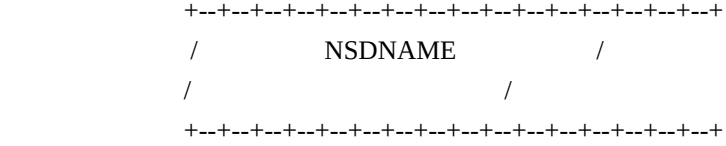

Anything at all may be in the RDATA field so long as it is 65535 octets or less.





NULL records cause no additional section processing. NULL RRs are not allowed in master files. NULLs are used as placeholders in some experimental extensions of the DNS.

3.3.11. NS RDATA format




where:

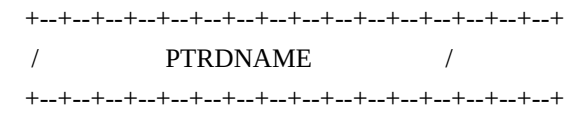
NSDNAME A <domain-name> which specifies a host which should be

authoritative for the specified class and domain.

NS records cause both the usual additional section processing to locate a type A record, and, when used in a referral, a special search of the zone in which they reside for glue information.

The NS RR states that the named host should be expected to have a zone starting at owner name of the specified class. Note that the class may not indicate the protocol family which should be used to communicate with the host, although it is typically a strong hint. For example, hosts which are name servers for either Internet (IN) or Hesiod (HS) class information are normally queried using IN class protocols.

3.3.12. PTR RDATA format



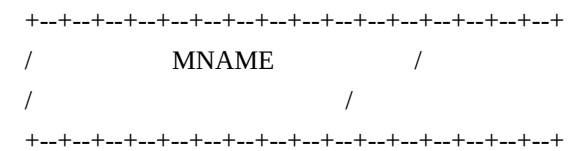

where:

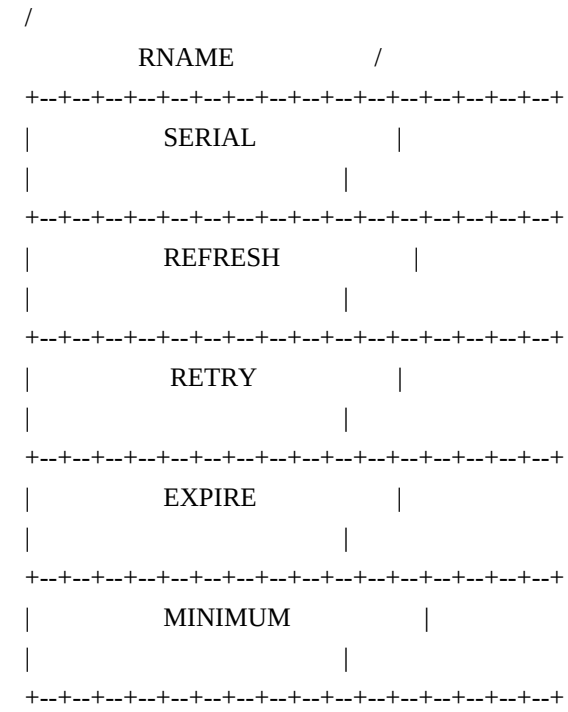
PTRDNAME A <domain-name> which points to some location in the domain name space.

PTR records cause no additional section processing. These RRs are used in special domains to point to some other location in the domain space. These records are simple data, and don't imply any special processing similar to that performed by CNAME, which identifies aliases. See the description of the IN-ADDR.ARPA domain for an example.



3.3.13. SOA RDATA format






where:

MNAME The <domain-name> of the name server that was the

original or primary source of data for this zone.

RNAME A <domain-name> which specifies the mailbox of the person responsible for this zone.

SERIAL The unsigned 32 bit version number of the original copy of the zone. Zone transfers preserve this value. This value wraps and should be compared using sequence space arithmetic.

REFRESH A 32 bit time interval before the zone should be refreshed.

RETRY A 32 bit time interval that should elapse before a failed refresh should be retried.

EXPIRE A 32 bit time value that specifies the upper limit on the time interval that can elapse before the zone is no longer authoritative.



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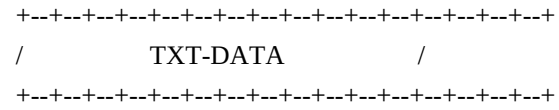
MINIMUM The unsigned 32 bit minimum TTL field that should be
exported with any RR from this zone.

SOA records cause no additional section processing.

All times are in units of seconds.

Most of these fields are pertinent only for name server maintenance operations. However, MINIMUM is used in all query operations that retrieve RRs from a zone. Whenever a RR is sent in a response to a query, the TTL field is set to the maximum of the TTL field from the RR and the MINIMUM field in the appropriate SOA. Thus MINIMUM is a lower bound on the TTL field for all RRs in a zone. Note that this use of MINIMUM should occur when the RRs are copied into the response and not when the zone is loaded from a master file or via a zone transfer. The reason for this provison is to allow future dynamic update facilities to change the SOA RR with known semantics.

3.3.14. TXT RDATA format



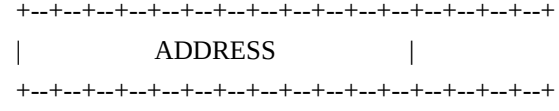

where:

TXT-DATA
One or more <character-string>s.

TXT RRs are used to hold descriptive text. The semantics of the text depends on the domain where it is found.

3.4. Internet specific RRs

3.4.1. A RDATA format




where:

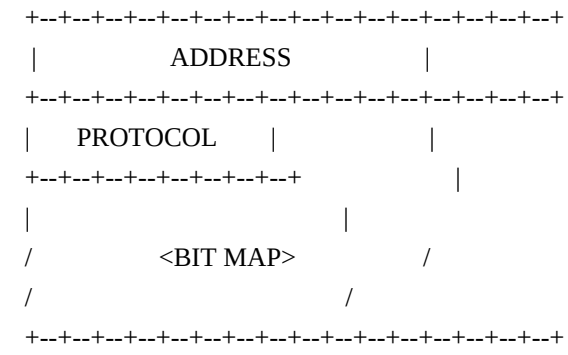
ADDRESS  A 32 bit Internet address.

Hosts that have multiple Internet addresses will have multiple A records.



A records cause no additional section processing. The RDATA section of an A line in a master file is an Internet address expressed as four decimal numbers separated by dots without any imbedded spaces (e.g., "10.2.0.52" or "192.0.5.6").

3.4.2. WKS RDATA format




where:

ADDRESS  An 32 bit Internet address

PROTOCOL  An 8 bit IP protocol number

<BIT MAP>  A variable length bit map. The bit map must be a multiple of 8 bits long.

The WKS record is used to describe the well known services supported by a particular protocol on a particular internet address. The PROTOCOL field specifies an IP protocol number, and the bit map has one bit per port of the specified protocol. The first bit corresponds to port 0, the second to port 1, etc. If the bit map does not include a bit for a protocol of interest, that bit is assumed zero. The appropriate values and mnemonics for ports and protocols are specified in [RFC-1010].

For example, if PROTOCOL=TCP (6), the 26th bit corresponds to TCP port 25 (SMTP). If this bit is set, a SMTP server should be listening on TCP port 25; if zero, SMTP service is not supported on the specified address.

The purpose of WKS RRs is to provide availability information for servers for TCP and UDP. If a server supports both TCP and UDP, or has multiple Internet addresses, then multiple WKS RRs are used.

WKS RRs cause no additional section processing.

In master files, both ports and protocols are expressed using mnemonics or decimal numbers.





### 3.5. IN-ADDR.ARPA domain

The Internet uses a special domain to support gateway location and Internet address to host mapping. Other classes may employ a similar strategy in other domains. The intent of this domain is to provide a guaranteed method to perform host address to host name mapping, and to facilitate queries to locate all gateways on a particular network in the Internet.

Note that both of these services are similar to functions that could be performed by inverse queries; the difference is that this part of the domain name space is structured according to address, and hence can guarantee that the appropriate data can be located without an exhaustive search of the domain space.

The domain begins at IN-ADDR.ARPA and has a substructure which follows the Internet addressing structure.

Domain names in the IN-ADDR.ARPA domain are defined to have up to four labels in addition to the IN-ADDR.ARPA suffix. Each label represents one octet of an Internet address, and is expressed as a character string for a decimal value in the range 0-255 (with leading zeros omitted except in the case of a zero octet which is represented

by a single
zero).

Host addresses are represented by domain names that have all four labels specified. Thus data for Internet address 10.2.0.52 is located at domain name 52.0.2.10.IN-ADDR.ARPA. The reversal, though awkward to read, allows zones to be delegated which are exactly one network of address space. For example, 10.IN-ADDR.ARPA can be a zone containing data for the ARPANET, while 26.IN-ADDR.ARPA can be a separate zone for MILNET. Address nodes are used to hold pointers to primary host names in the normal domain space.

Network numbers correspond to some non-terminal nodes at various depths in the IN-ADDR.ARPA domain, since Internet network numbers are either 1, 2, or 3 octets. Network nodes are used to hold pointers to the primary host names of gateways attached to that network. Since a gateway is, by definition, on more than one network, it will typically have two or more network nodes which point at it. Gateways will also have host level pointers at their fully
qualified addresses.

Both the gateway pointers at network nodes and the normal host pointers at full address nodes use the PTR RR to point back to the primary domain names of the corresponding hosts.

For example, the IN-ADDR.ARPA domain will contain information about the ISI gateway between net 10 and 26, an MIT gateway from net 10 to MIT's



net 18, and hosts A.ISI.EDU and MULTICS.MIT.EDU. Assuming that ISI gateway has addresses 10.2.0.22 and 26.0.0.103, and a name MILNET-GW.ISI.EDU, and the MIT gateway has addresses 10.0.0.77 and 18.10.0.4 and a name GW.LCS.MIT.EDU, the domain database would contain:

```
10.IN-ADDR.ARPA.          PTR MILNET-GW.ISI.EDU.
10.IN-ADDR.ARPA.          PTR GW.LCS.MIT.EDU.
18.IN-ADDR.ARPA.          PTR GW.LCS.MIT.EDU.
26.IN-ADDR.ARPA.          PTR MILNET-GW.ISI.EDU.
22.0.2.10.IN-ADDR.ARPA.
 PTR MILNET-GW.ISI.EDU.
103.0.0.26.IN-ADDR.ARPA.   PTR MILNET-GW.ISI.EDU.
77.0.0.10.IN-ADDR.ARPA.    PTR GW.LCS.MIT.EDU.
```

```
4.0.10.18.IN-ADDR.ARPA.    PTR GW.LCS.MIT.EDU.
103.0.3.26.IN-ADDR.ARPA.   PTR A.ISI.EDU.
6.0.0.10.IN-ADDR.ARPA.     PTR MULTICS.MIT.EDU.
```

Thus a program which wanted to locate gateways on net 10 would originate a query of the form QTYPE=PTR, QCLASS=IN, QNAME=10.IN-ADDR.ARPA. It would receive two RRs in response:

```
10.IN-ADDR.ARPA.          PTR MILNET-GW.ISI.EDU.
10.IN-ADDR.ARPA.          PTR GW.LCS.MIT.EDU.
```

The program could then originate QTYPE=A, QCLASS=IN queries for MILNET-GW.ISI.EDU. and GW.LCS.MIT.EDU. to discover the Internet addresses of these gateways.

A resolver which wanted to find the host name corresponding to Internet host address 10.0.0.6 would pursue a query of the form QTYPE=PTR, QCLASS=IN, QNAME=6.0.0.10.IN-ADDR.ARPA, and would receive:

```
6.0.0.10.IN-ADDR.ARPA.     PTR MULTICS.MIT.EDU.
```

Several cautions apply to the use of these services:

- Since the IN-ADDR.ARPA special domain and the normal domain for a particular host or gateway will be in different zones, the possibility exists that that the data may be inconsistent.

- Gateways will often have two names in separate domains, only one of which can be primary.

- Systems that use the domain database to initialize their routing tables must start with enough gateway information to guarantee that they can access the appropriate name server.

- The gateway data only reflects the existence of a gateway in a manner equivalent to the current HOSTS.TXT file. It doesn't replace the dynamic availability information from GGP or EGP.



3.6. Defining new types, classes, and special namespaces

The previously defined types and classes are the ones in

use as of the
date of this memo. New definitions should be expected. This section makes some recommendations to designers considering additions to the existing facilities. The mailing list NAMEDROPPERS@SRI-NIC.ARPA is the forum where general discussion of design issues takes place.

In general, a new type is appropriate when new information is to be added to the database about an existing object, or we need new data formats for some totally new object. Designers should accept to define types and their RDATA formats that are generally applicable to all classes, and which avoid duplication of information. New classes are appropriate when the DNS is to be used for a new protocol, etc which requires new class-specific data formats, or when a copy of the existing name space is desired, but a separate management domain is necessary.

New types and classes need mnemonics for master files; the format of the master files requires that the mnemonics for type and class be disjoint.

TYPE and
CLASS values must be a proper subset of QTYPEs and QCLASSes respectively.

The present system uses multiple RRs to represent multiple values of a type rather than storing multiple values in the RDATA section of a single RR. This is less efficient for most applications, but does keep RRs shorter. The multiple RRs assumption is incorporated in some experimental work on dynamic update methods.

The present system attempts to minimize the duplication of data in the database in order to insure consistency. Thus, in order to find the address of the host for a mail exchange, you map the mail domain name to a host name, then the host name to addresses, rather than a direct mapping to host address. This approach is preferred because it avoids the opportunity for inconsistency.

In defining a new type of data, multiple RR types should not be used to create an ordering between entries or express different formats for equivalent bindings, instead this information should be carried in the body
of the RR and a single type used. This policy avoids problems with caching multiple types and defining QTYPEs to match multiple types.

For example, the original form of mail exchange binding used two RR types one to represent a "closer" exchange (MD) and one to represent a "less close" exchange (MF). The difficulty is that the presence of one RR type in a cache doesn't convey any information about the other because the query which acquired the cached information might have used a QTYPE of MF, MD, or MAILA (which matched both). The redesigned

service used a single type (MX) with a "preference" value in the RDATA section which can order different RRs. However, if any MX RRs are found in the cache, then all should be there.

# 4. MESSAGES

## 4.1. Format

All communications inside of the domain protocol are carried in a single format called
a message. The top level format of message is divided
into 5 sections (some of which are empty in certain cases) shown below:

```
  +---------------------+
  |       Header        |
  +---------------------+
  |      Question       | the question for the name server
  +---------------------+
  |       Answer        | RRs answering the question
  +---------------------+
  |     Authority       | RRs pointing toward an authority
  +---------------------+
  |     Additional      | RRs holding additional information
  +---------------------+
```

The header section is always present. The header includes fields that specify which of the remaining sections are present, and also specify whether the message is a query or a response, a standard query or some other opcode, etc.

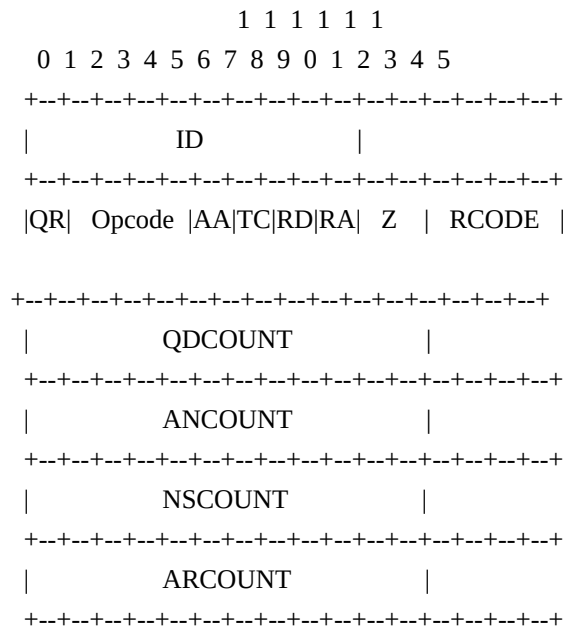
The names of the sections after the header are derived from their use in standard queries. The question section contains fields that describe a question to a name server. These fields are a query type
(QTYPE), a
query class (QCLASS), and a query domain name (QNAME). The last three sections have the same format: a possibly empty list of concatenated resource records (RRs). The answer section contains RRs that answer the question; the authority section contains RRs that point toward an authoritative name server; the additional records section contains RRs which relate to the query, but are not strictly answers for the

question.



4.1.1. Header section format

The header contains the following fields:




where:

ID A 16 bit identifier assigned by the program that generates any kind of query. This identifier is copied the corresponding reply and can be used by the requester to match up replies to outstanding queries.

QR A one bit field that specifies whether this message is a query (0), or a response (1).

OPCODE A four bit field that specifies kind of query in this message. This value is set by the originator of a query and copied into the response. The values are:

0 a standard query (QUERY)

1 an inverse query (IQUERY)

2 a server status request (STATUS)

3-15 reserved for future use

AA Authoritative Answer - this bit is valid in responses, and specifies that the responding name server is an authority for the domain name in question section.

Note that the contents of the answer section may have multiple owner names because of aliases. The AA bit





corresponds to the name which matches the query name, or the first owner name in the answer section.

TC TrunCation - specifies that this message was truncated due to length greater than that permitted on the transmission channel.

RD Recursion Desired - this bit may be set in a query and is copied into the response. If RD is set, it directs the name server to pursue the query recursively. Recursive query support is optional.

RA Recursion Available - this be is set or cleared in a response, and denotes whether recursive query support is available in the name server.

Z Reserved for future use. Must be zero in all queries and responses.

RCODE Response code - this 4 bit field is set as part of responses. The values have the following interpretation:

0 No error condition

1 Format error - The name server was unable
to interpret the query.

2 Server failure - The name server was unable to process this query due to a problem with the name server.

3 Name Error - Meaningful only for responses from an authoritative name server, this code signifies that the domain name referenced in the query does not exist.

4 Not Implemented - The name server does not support the requested kind of query.

5 Refused - The name server refuses to perform the specified operation for policy reasons. For example, a name server may not wish to provide the

information to the particular requester,
or a name server may not wish to perform a particular operation (e.g., zone



transfer) for particular data.

6-15 Reserved for future use.

QDCOUNT an unsigned 16 bit integer specifying the number of entries in the question section.

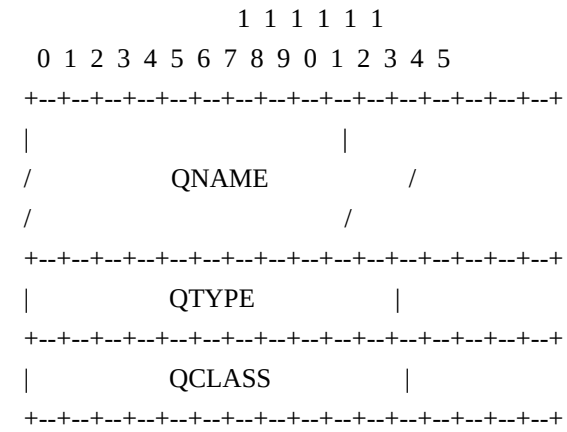
ANCOUNT an unsigned 16 bit integer specifying the number of resource records in the answer section.

NSCOUNT an unsigned 16 bit integer specifying the number of name server resource records in the authority records section.

ARCOUNT an unsigned 16 bit integer specifying the number of resource records in the additional records section.

4.1.2.
Question section format

The question section is used to carry the "question" in most queries, i.e., the parameters that define what is being asked. The section contains QDCOUNT (usually 1) entries, each of the following format:




where:

QNAME a domain name represented as a sequence of labels, where each label consists of a length octet followed by that

number of octets. The domain name terminates with the zero length octet for the null label of the root. Note that this field may be an odd number of octets; no padding is used.

QTYPE a two octet code which specifies the type of the query. The values for this field include all codes valid for a TYPE field, together with some more general codes which can match more than one type of RR.

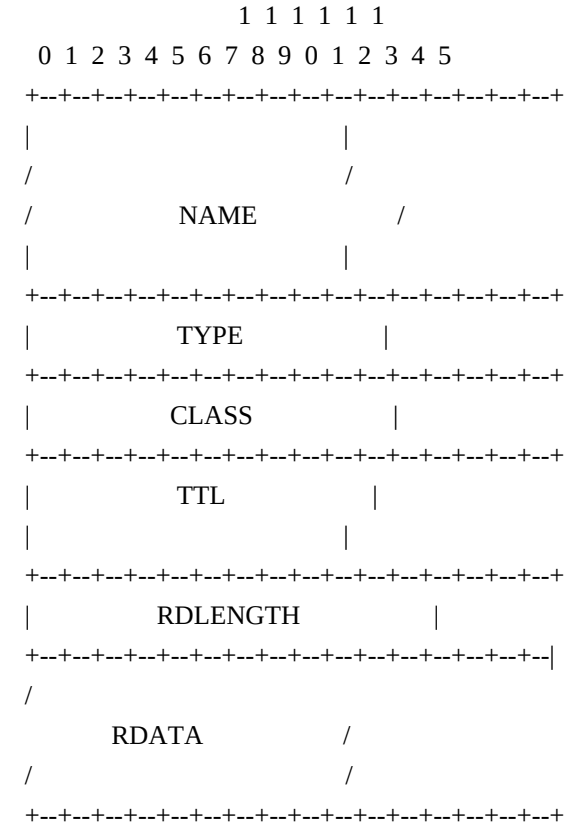


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QCLASS a two octet code that specifies the class of the query. For example, the QCLASS field is IN for the Internet.

4.1.3. Resource record format

The answer, authority, and additional sections all share the same format: a variable number of resource records, where the number of records is specified in the corresponding count field in the header.
Each resource record has the following format:




where:

NAME a domain name to which this resource record pertains.

TYPE two octets containing one of the RR type codes. This field specifies the meaning of the data in the RDATA field.

CLASS two octets which specify the class of the data in the RDATA field.

TTL a 32 bit unsigned integer that specifies the time interval (in seconds) that the resource record may be cached before it should be discarded. Zero values are interpreted to mean that the RR can only be used for the

transaction in progress, and should not be cached.



RDLENGTH
an unsigned 16 bit integer that specifies the length in octets of the RDATA field.

RDATA a variable length string of octets that describes the resource. The format of this information varies according to the TYPE and CLASS of the resource record. For example, the if the TYPE is A and the CLASS is IN, the RDATA field is a 4 octet ARPA Internet address.

4.1.4. Message compression

In order to reduce the size of messages, the domain system utilizes a compression scheme which eliminates the repetition of domain names in a message. In this scheme, an entire domain name or a list of labels at the end of a domain name is replaced with a pointer to a prior occurance of the same name.

The pointer takes the form of a two octet sequence:




The first two bits are ones. This allows a pointer to be distinguished from a label, since the label must begin with two zero bits because labels are restricted to 63 octets or less. (The 10 and 01 combinations are reserved for future use.) The OFFSET field specifies an offset from the start of the message (i.e., the first octet of the ID field in the domain header). A zero offset specifies the first byte of the ID field, etc.

The compression scheme allows a domain name in a message to be represented as either:

- a sequence of labels ending in a zero octet

- a pointer

- a sequence of labels ending with a pointer

Pointers can only be used for occurances of a domain name where the format is not class specific. If this were not the case, a name server or resolver would be required to know the format of all RRs it handled. As yet, there are no such cases, but they may occur in future RDATA formats.

If a domain name is contained in a part of the message subject to a length field (such as the RDATA section of an RR), and compression is

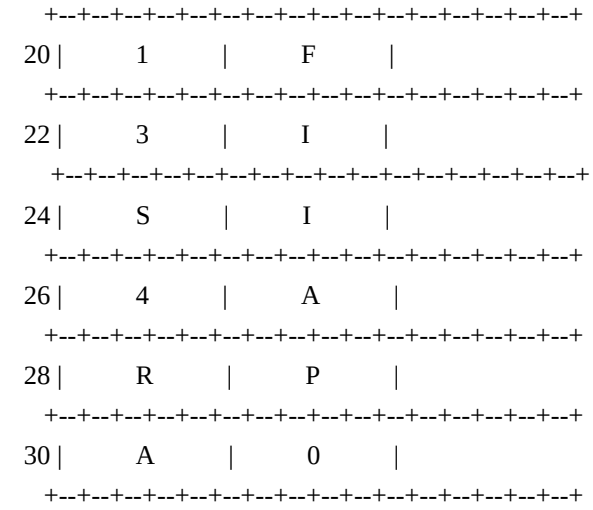


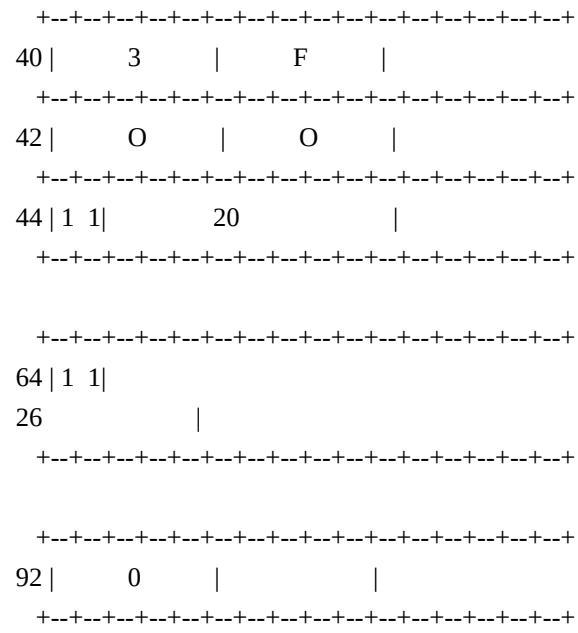


used, the length of the compressed name is used in the length calculation, rather than the length of the expanded name.

Programs are free to avoid using pointers in messages they generate, although this will reduce datagram capacity, and may cause truncation. However all programs are required to understand arriving messages that contain pointers.

For example, a datagram might need to use the domain names F.ISI.ARPA, FOO.F.ISI.ARPA, ARPA, and the root. Ignoring the other fields of the message, these domain names might be represented as:






The domain name for F.ISI.ARPA is shown at offset 20. The domain name FOO.F.ISI.ARPA is shown at offset 40; this definition uses a pointer to concatenate a label for FOO to the previously defined F.ISI.ARPA. The domain name ARPA is defined at offset 64 using a pointer to the ARPA component of the name F.ISI.ARPA at 20; note that this pointer relies on ARPA being the last label in the string at 20. The root domain name is





defined by a single octet of zeros at 92; the root domain name has no labels.

### 4.2. Transport

The DNS assumes that messages will be transmitted as datagrams or in a byte stream carried by a virtual circuit. While virtual circuits can be used for any DNS activity, datagrams are preferred for queries due to their lower overhead and better performance. Zone refresh activities must use virtual circuits because of the need for reliable transfer.

The Internet supports name server access using TCP [RFC-793] on server port 53 (decimal) as well as datagram access using UDP [RFC-768] on UDP port 53 (decimal).

#### 4.2.1. UDP usage

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Messages sent using UDP user server port 53 (decimal).

Messages carried by UDP are restricted to 512 bytes (not counting the IP or UDP headers). Longer messages are truncated and the TC bit is set in the header.

UDP is not acceptable for zone transfers, but is the recommended method for standard queries in the Internet. Queries sent using UDP may be lost, and hence a retransmission strategy is required. Queries or their responses may be reordered by the network, or by processing in name servers, so resolvers should not
depend on them being returned in order.

The optimal UDP retransmission policy will vary with performance of the Internet and the needs of the client, but the following are recommended:

- The client should try other servers and server addresses before repeating a query to a specific address of a server.

- The retransmission interval should be based on prior statistics if possible. Too aggressive retransmission can easily slow responses for the community at large. Depending on how well connected the client is to its expected servers, the minimum retransmission interval should be 2-5 seconds.

More suggestions on server selection and retransmission policy can be found in the resolver section of this memo.

4.2.2. TCP usage

Messages sent over TCP connections use server port 53 (decimal). The message is prefixed with a two byte length field which gives the message





length, excluding the two byte length field. This length field allows the low-level processing to assemble a complete message before beginning to parse it.

Several connection management policies are recommended:

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- The server should not block other activities waiting for TCP
  data.

- The server should support multiple connections.

- The server should assume that the client will initiate
  connection closing, and should delay closing its end of the
  connection until all outstanding client requests have been
  satisfied.

- If the server needs to close a dormant connection to reclaim
  resources, it should wait until the connection has been idle
  for a period on the order of two minutes. In particular, the
  server should allow the SOA and AXFR request sequence (which
  begins a refresh operation) to be made on a single connection.
  Since the server would be unable to answer queries
anyway, a
  unilateral close or reset may be used instead of a graceful
  close.

## 5. MASTER FILES

Master files are text files that contain RRs in text form. Since the contents of a zone can be expressed in the form of a list of RRs a master file is most often used to define a zone, though it can be used to list a cache's contents. Hence, this section first discusses the format of RRs in a master file, and then the special considerations when a master file is used to create a zone in some name server.

### 5.1. Format

The format of these files is a sequence of entries. Entries are predominantly line-oriented, though parentheses can be used to continue a list of items across a line boundary, and text literals can contain CRLF within the text. Any combination of tabs and spaces act as a delimiter between the separate items that make up an entry. The end of any line in the master file can end with a comment. The comment starts with a ";" (semicolon).

The following entries are
defined:

  <blank>[<comment>]



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$ORIGIN <domain-name> [<comment>]

$INCLUDE <file-name> [<domain-name>] [<comment>]

<domain-name><rr> [<comment>]

<blank><rr> [<comment>]

Blank lines, with or without comments, are allowed anywhere in the file.

Two control entries are defined: $ORIGIN and $INCLUDE. $ORIGIN is followed by a domain name, and resets the current origin for relative domain names to the stated name. $INCLUDE inserts the named file into the current file, and may optionally specify a domain name that sets the relative domain name origin for the included file. $INCLUDE may also have a comment. Note that a $INCLUDE entry never changes the relative origin of the parent file, regardless of changes to the relative origin made within the included file.

The last two forms represent RRs. If an entry for an RR begins with a blank, then the RR is assumed to be owned by the last stated owner. If an RR entry begins with a <domain-name>, then the owner name is reset.

<rr> contents take one of the following forms:

[<TTL>] [<class>] <type> <RDATA>

[<class>] [<TTL>] <type> <RDATA>

The RR begins with optional TTL and class fields, followed by a type and RDATA field appropriate to the type and class. Class and type use the standard mnemonics, TTL is a decimal integer. Omitted class and TTL values are default to the last explicitly stated values. Since type and class mnemonics are disjoint, the parse is unique. (Note that this order is different from the order used in examples and the order used in the actual RRs; the given order allows easier parsing and defaulting.)

<domain-name>s make up a large share of the data in the master file. The labels in the domain name are expressed as character strings and separated by dots. Quoting conventions allow arbitrary characters to be stored in domain names. Domain names that end in a dot are called absolute, and are taken as complete. Domain names which do not end in a

dot are called relative; the actual domain name is the concatenation of the relative part with an origin specified in a $ORIGIN, $INCLUDE, or as an argument to the master file loading routine. A relative name is an error when no origin is available.



<character-string> is expressed in one or two ways: as a contiguous set of characters without interior spaces, or as a string beginning with a " and ending with a ". Inside a " delimited string any character can occur, except for a " itself, which must be quoted using \ (back slash).

Because these files are text files several special encodings are necessary to allow arbitrary data to be loaded. In particular:

of the root.

@
A free standing @ is used to denote the current origin.

\X where X is any character other than a digit (0-9), is used to quote that character so that its special meaning does not apply. For example, "\." can be used to place a dot character in a label.

\DDD where each D is a digit is the octet corresponding to the decimal number described by DDD. The resulting octet is assumed to be text and is not checked for special meaning.

( ) Parentheses are used to group data that crosses a line boundary. In effect, line terminations are not recognized within parentheses.

; Semicolon is used to start a comment; the remainder of the line is ignored.

5.2. Use of master files to define zones

When a master file is used to load a zone, the operation should be suppressed if any errors are encountered

in the master file. The
rationale for this is that a single error can have widespread
consequences. For example, suppose that the RRs defining a delegation
have syntax errors; then the server will return authoritative name
errors for all names in the subzone (except in the case where the
subzone is also present on the server).

Several other validity checks that should be performed in addition to
insuring that the file is syntactically correct:

1. All RRs in the file should have the same class.

2. Exactly one SOA RR should be present at the top of the zone.

3. If delegations are present and glue information is required,
   it should be present.





4. Information present outside of the authoritative nodes in the
   zone should be glue information, rather than the result of an
   origin or similar error.

## 5.3. Master file example

The following is an example file which might be used to define the
ISI.EDU zone.and is loaded with an origin of ISI.EDU:

```
@   IN  SOA     VENERA      Action\.domains (
                            20     ; SERIAL
                            7200   ; REFRESH
                            600    ; RETRY
                            3600000; EXPIRE
                            60)    ; MINIMUM

        NS      A.ISI.EDU.
        NS      VENERA
        NS      VAXA
        MX      10      VENERA
        MX      20      VAXA

A       A       26.3.0.103
```

```
VENERA  A       10.1.0.52
    A       128.9.0.32

VAXA    A       10.2.0.27
    A       128.9.0.33


$INCLUDE <SUBSYS>ISI-MAILBOXES.TXT
```

Where the file <SUBSYS>ISI-MAILBOXES.TXT is:

```
  MOE     MB      A.ISI.EDU.
  LARRY   MB      A.ISI.EDU.
  CURLEY  MB      A.ISI.EDU.
  STOOGES MG      MOE
        MG      LARRY
        MG      CURLEY
```

Note the use of the \ character in the SOA
RR to specify the responsible
person mailbox "Action.domains@E.ISI.EDU".



## 6. NAME SERVER IMPLEMENTATION

### 6.1. Architecture

The optimal structure for the name server will depend on the host operating system and whether the name server is integrated with resolver operations, either by supporting recursive service, or by sharing its database with a resolver. This section discusses implementation considerations for a name server which shares a database with a resolver, but most of these concerns are present in any name server.

#### 6.1.1. Control

A name server must employ multiple concurrent activities, whether they

are implemented as separate tasks in the host's OS or multiplexing inside a single name server program. It is simply not acceptable for a name server to block the service of UDP requests while it waits for TCP data for refreshing
or query activities. Similarly, a name server
should not attempt to provide recursive service without processing such requests in parallel, though it may choose to serialize requests from a single client, or to regard identical requests from the same client as duplicates. A name server should not substantially delay requests while it reloads a zone from master files or while it incorporates a newly refreshed zone into its database.

6.1.2. Database

While name server implementations are free to use any internal data structures they choose, the suggested structure consists of three major parts:

- A "catalog" data structure which lists the zones available to this server, and a "pointer" to the zone data structure. The main purpose of this structure is to find the nearest ancestor zone, if any, for arriving standard queries.

- Separate data structures for each of the zones held by the name server.

- A data structure for cached data. (or perhaps separate
caches
for different classes)

All of these data structures can be implemented an identical tree structure format, with different data chained off the nodes in different parts: in the catalog the data is pointers to zones, while in the zone and cache data structures, the data will be RRs. In designing the tree framework the designer should recognize that query processing will need to traverse the tree using case-insensitive label comparisons; and that



in real data, a few nodes have a very high branching factor (100-1000 or more), but the vast majority have a very low branching factor (0-1).

One way to solve the case problem is to store the labels for each node

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in two pieces: a standardized-case representation of the label where all ASCII characters are in a single case, together with a bit mask that denotes which characters
are actually of a different case. The
branching factor diversity can be handled using a simple linked list for a node until the branching factor exceeds some threshold, and transitioning to a hash structure after the threshold is exceeded. In any case, hash structures used to store tree sections must insure that hash functions and procedures preserve the casing conventions of the DNS.

The use of separate structures for the different parts of the database is motivated by several factors:

- The catalog structure can be an almost static structure that need change only when the system administrator changes the zones supported by the server. This structure can also be used to store parameters used to control refreshing activities.

- The individual data structures for zones allow a zone to be replaced simply by changing a pointer in the catalog. Zone refresh operations can build a new structure and, when complete, splice it into the database
via a simple pointer
replacement. It is very important that when a zone is refreshed, queries should not use old and new data simultaneously.

- With the proper search procedures, authoritative data in zones will always "hide", and hence take precedence over, cached data.

- Errors in zone definitions that cause overlapping zones, etc., may cause erroneous responses to queries, but problem determination is simplified, and the contents of one "bad" zone can't corrupt another.

- Since the cache is most frequently updated, it is most vulnerable to corruption during system restarts. It can also become full of expired RR data. In either case, it can easily be discarded without disturbing zone data.

A major aspect of database design is selecting a structure which allows the name server to deal with crashes of the name server's host. State information which a name server should save across system crashes

includes the catalog structure (including the state of refreshing for each zone) and the zone data itself.

6.1.3. Time

Both the TTL data for RRs and the timing data for refreshing activities depends on 32 bit timers in units of seconds. Inside the database, refresh timers and TTLs for cached data conceptually "count down", while data in the zone stays with constant TTLs.

A recommended implementation strategy is to store time in two ways: as a relative increment and as an absolute time. One way to do this is to use positive 32 bit numbers for one type and negative numbers for the other. The RRs in zones use relative times; the refresh timers and cache data use absolute times. Absolute numbers are taken with respect to some known origin and converted to relative values when placed in the response to a query. When an absolute TTL is negative after conversion to relative, then the data is expired and should be ignored.

6.2. Standard query processing

The major algorithm for standard query processing is presented in [RFC-1034].

When processing queries with QCLASS=*, or some other QCLASS which matches multiple classes, the response should never be authoritative unless the server can guarantee that the response covers all classes.

When composing a response, RRs which are to be inserted in the additional section, but duplicate RRs in the answer or authority sections, may be omitted from the additional section.

When a response is so long that truncation is required, the truncation should start at the end of the response and work forward in the datagram. Thus if there is any data for the authority section, the answer section is guaranteed to be unique.

The MINIMUM value in the SOA should be used to set a floor on the TTL of data distributed from a zone. This floor function should be done when the data is copied into a response.

This will allow future dynamic
update protocols to change the SOA MINIMUM field without ambiguous
semantics.

6.3. Zone refresh and reload processing

In spite of a server's best efforts, it may be unable to load zone data
from a master file due to syntax errors, etc., or be unable to refresh a
zone within the its expiration parameter. In this case, the name server



should answer queries as if it were not supposed to possess the zone.

If a master is sending a zone out via AXFR, and a new version is created
during the transfer, the master should continue to send the old version
if possible. In any case, it should never send part of one version and
part of another. If completion is not possible, the master should reset
the connection on which the zone transfer is taking place.

6.4. Inverse queries (Optional)

Inverse queries are an
optional part of the DNS. Name servers are not
required to support any form of inverse queries. If a name server
receives an inverse query that it does not support, it returns an error
response with the "Not Implemented" error set in the header. While
inverse query support is optional, all name servers must be at least
able to return the error response.

6.4.1. The contents of inverse queries and responses Inverse
queries reverse the mappings performed by standard query operations;
while a standard query maps a domain name to a resource, an inverse
query maps a resource to a domain name. For example, a standard query
might bind a domain name to a host address; the corresponding inverse
query binds the host address to a domain name.

Inverse queries take the form of a single RR in the answer section of
the message, with an empty question section. The owner name of the
query RR and its TTL are not significant. The response carries
questions in the question section which identify
all names possessing
the query RR WHICH THE NAME SERVER KNOWS. Since no name server knows

about all of the domain name space, the response can never be assumed to be complete. Thus inverse queries are primarily useful for database management and debugging activities. Inverse queries are NOT an acceptable method of mapping host addresses to host names; use the IN-ADDR.ARPA domain instead.

Where possible, name servers should provide case-insensitive comparisons for inverse queries. Thus an inverse query asking for an MX RR of "Venera.isi.edu" should get the same response as a query for "VENERA.ISI.EDU"; an inverse query for HINFO RR "IBM-PC UNIX" should produce the same result as an inverse query for "IBM-pc unix". However, this cannot be guaranteed because name servers may possess RRs that contain character strings but the name server does not know that the data is character.

When a name server processes an inverse query, it either returns:

1. zero, one, or multiple domain names for the specified resource as QNAMEs in the question section



2. an error code indicating that the name server doesn't support inverse mapping of the specified resource type.

When the response to an inverse query contains one or more QNAMEs, the owner name and TTL of the RR in the answer section which defines the inverse query is modified to exactly match an RR found at the first QNAME.

RRs returned in the inverse queries cannot be cached using the same mechanism as is used for the replies to standard queries. One reason for this is that a name might have multiple RRs of the same type, and only one would appear. For example, an inverse query for a single address of a multiply homed host might create the impression that only one address existed.

6.4.2. Inverse query and response example The overall structure of an inverse query for retrieving the domain name that corresponds to Internet address 10.1.0.52 is shown below:

```
            +-----------------------------------------+
 Header     |        OPCODE=IQUERY, ID=997            |
            +-----------------------------------------+
Question    |              <empty>                    |
            +-----------------------------------------+
 Answer     |      <anyname> A IN 10.1.0.52           |
            +-----------------------------------------+
Authority   |              <empty>                    |
            +-----------------------------------------+
Additional  |              <empty>                    |
            +-----------------------------------------+
```

This query asks for a question whose answer is the Internet style address 10.1.0.52. Since the owner name is not known, any domain name can be used as a placeholder (and is ignored). A single octet of zero, signifying the root, is usually used because it minimizes the length of the message. The TTL of the RR is not significant. The response to this query might be:





```
            +-----------------------------------------+
 Header     |        OPCODE=RESPONSE, ID=997          |
            +-----------------------------------------+
Question    |QTYPE=A, QCLASS=IN, QNAME=VENERA.ISI.EDU |
            +-----------------------------------------+
 Answer     | VENERA.ISI.EDU  A IN 10.1.0.52          |
            +-----------------------------------------+
Authority   |              <empty>                    |
            +-----------------------------------------+
```

| Additional | <empty> |
|---|---|

Note that the QTYPE in a response to an inverse query is the same as the TYPE field in the answer section of the inverse query. Responses to inverse queries may contain multiple questions when the inverse is not unique. If the question section in the response is not empty, then the RR in the answer section is modified to correspond to be an exact copy of an RR at the first QNAME.

6.4.3. Inverse query processing

Name servers that support inverse queries can support these operations through exhaustive searches of their databases, but this becomes impractical as the size of the database increases. An alternative approach is to invert the database according to the search key.

For name servers that support multiple zones and a large amount of data, the recommended approach is separate inversions for each zone. When a particular zone is changed during a refresh, only its inversions need to be redone.

Support for transfer of this type of inversion may be included in future versions of the domain system, but is not supported in this version.

6.5. Completion queries and responses

The optional completion services described in RFC-882 and RFC-883 have been deleted. Redesigned services may become available in the future.



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## 7. RESOLVER IMPLEMENTATION

The top levels of the recommended resolver algorithm are discussed in [RFC-1034]. This section discusses implementation details assuming the database structure suggested in the name server implementation section of this memo.

### 7.1. Transforming a user request into a query

The first step a resolver takes is to transform the client's request, stated in a format suitable to the local OS, into a search specification for RRs at a specific name which match a specific QTYPE and QCLASS. Where possible, the QTYPE and QCLASS should correspond to a single type and a single class, because this makes the use of cached data much simpler. The reason for this is that the presence of data of one type in a cache doesn't confirm the existence or non-existence of data of other types, hence the only way to be sure is to consult an authoritative source. If QCLASS=* is used, then authoritative answers won't be available.

Since a resolver must be able to multiplex multiple requests if it is to perform its function efficiently, each pending request is usually represented in some block of state information. This state block will typically contain:

- A timestamp indicating the time the request began.
  The timestamp is used to decide whether RRs in the database can be used or are out of date. This timestamp uses the absolute time format previously discussed for RR storage in zones and caches. Note that when an RRs TTL indicates a relative time, the RR must be timely, since it is part of a zone. When the RR has an absolute time, it is part of a cache, and the TTL of the RR is compared against the timestamp for the start of the request.

  Note that using the timestamp is superior to using a current time, since it allows RRs with TTLs of zero to be entered in the cache in the usual manner, but still used by the current request, even after intervals of many seconds due to system load, query retransmission timeouts, etc.

- Some sort of parameters to limit the amount of work which will be performed for this request.

  The amount of work which a resolver will do in response to a client request must be limited to guard against errors in the

database, such as circular CNAME references, and operational problems, such as network partition which prevents the



resolver from accessing the name servers it needs. While local limits on the number of times a resolver will retransmit a particular query to a particular name server address are essential, the resolver should have a global per-request counter to limit work on a single request. The counter should be set to some initial value and decremented whenever the resolver performs any action (retransmission timeout, retransmission, etc.) If the counter passes zero, the request is terminated with a temporary error.

Note that if the resolver structure allows one request to start others in parallel, such as when the need to access a name server for one request causes a parallel resolve for the name server's addresses, the spawned request should be started with a lower counter. This prevents circular references in the database from starting a chain reaction of resolver activity.

- The SLIST data structure discussed in [RFC-1034].

This structure keeps track of the state of a request if it must wait for answers from foreign name servers.

7.2. Sending the queries

As described in [RFC-1034], the basic task of the resolver is to formulate a query which will answer the client's request and direct that query to name servers which can provide the information. The resolver will usually only have very strong hints about which servers to ask, in the form of NS RRs, and may have to revise the query, in response to CNAMEs, or revise the set of name servers the resolver is asking, in response to delegation responses which point the resolver to name servers closer to the desired information. In addition to the information requested by the client, the resolver may have to call upon its own services to determine the address of name servers it wishes to contact.

In any
case, the model used in this memo assumes that the resolver is multiplexing attention between multiple requests, some from the client, and some internally generated. Each request is represented by some state information, and the desired behavior is that the resolver transmit queries to name servers in a way that maximizes the probability that the request is answered, minimizes the time that the request takes, and avoids excessive transmissions. The key algorithm uses the state information of the request to select the next name server address to query, and also computes a timeout which will cause the next action should a response not arrive. The next action will usually be a transmission to some other server, but may be a temporary error to the





client.

The resolver always starts with a list of server names to query (SLIST). This list
will be all NS RRs which correspond to the nearest ancestor zone that the resolver knows about. To avoid startup problems, the resolver should have a set of default servers which it will ask should it have no current NS RRs which are appropriate. The resolver then adds to SLIST all of the known addresses for the name servers, and may start parallel requests to acquire the addresses of the servers when the resolver has the name, but no addresses, for the name servers.

To complete initialization of SLIST, the resolver attaches whatever history information it has to the each address in SLIST. This will usually consist of some sort of weighted averages for the response time of the address, and the batting average of the address (i.e., how often the address responded at all to the request). Note that this information should be kept on a per address basis, rather than on a per name server basis, because the response time and batting average of a particular server may vary considerably
from address to address. Note
also that this information is actually specific to a resolver address / server address pair, so a resolver with multiple addresses may wish to keep separate histories for each of its addresses. Part of this step must deal with addresses which have no such history; in this case an expected round trip time of 5-10 seconds should be the worst case, with lower estimates for the same local network, etc.

Note that whenever a delegation is followed, the resolver algorithm reinitializes SLIST.

The information establishes a partial ranking of the available name server addresses. Each time an address is chosen and the state should be altered to prevent its selection again until all other addresses have been tried. The timeout for each transmission should be 50-100% greater than the average predicted value to allow for variance in response.

Some fine points:

- The resolver may encounter a situation where no addresses are available for any of the name servers named in SLIST, and where the servers in the list are precisely those which would normally be used to look up their own addresses. This situation typically occurs when the glue address RRs have a smaller TTL than the NS RRs marking delegation, or when the resolver caches the result of a NS search. The resolver should detect this condition and restart the search at the next ancestor zone, or alternatively at the root.



- If a resolver gets a server error or other bizarre response from a name server, it should remove it from SLIST, and may wish to schedule an immediate transmission to the next candidate server address.

7.3. Processing responses

The first step in processing arriving response datagrams is to parse the response. This procedure should include:

- Check the header for reasonableness. Discard datagrams which are queries when responses are expected.

- Parse the sections of the message, and insure that all RRs are correctly formatted.

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- As an optional step, check the TTLs of arriving data looking for RRs with excessively long TTLs. If a RR has an excessively long TTL, say greater than 1 week, either discard the whole response, or limit all TTLs in the response to 1 week.

The next step is to match the response to a current resolver request. The recommended strategy is to do a preliminary matching using the ID field in the domain header, and then to verify that the question section corresponds to the information currently desired. This requires that the transmission algorithm devote several bits of the domain ID field to a request identifier of some sort. This step has several fine points:

- Some name servers send their responses from different addresses than the one used to receive the query. That is, a resolver cannot rely that a response will come from the same address which it sent the corresponding query to. This name server bug is typically encountered in UNIX systems.

- If the resolver retransmits a particular request to a name server it should be able to use a response from any of the transmissions. However, if it is using the response to sample the round trip time to access the name server, it must be able to determine which transmission matches the response (and keep transmission times for each outgoing message), or only calculate round trip times based on initial transmissions.

- A name server will occasionally not have a current copy of a zone which it should have according to some NS RRs. The resolver should simply remove the name server from the current SLIST, and continue.



7.4. Using the cache

In general, we expect a resolver to cache all data which it receives in responses since it may be useful in answering future client requests. However, there are several types of data which should not be cached:

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- When several RRs of the same type are available for a particular owner name, the resolver should either cache them all or none at all. When a response is truncated, and a resolver doesn't know whether it has a complete set, it should not cache a possibly partial set of RRs.

- Cached data should never be used in preference to authoritative data, so if caching would cause this to happen the data should not be cached.

- The results of an inverse query should not be cached.

- The results of standard queries where the QNAME contains "*" labels if the data might be used to construct wildcards. The reason is that the cache does not necessarily contain existing

RRs or zone boundary information which is necessary to restrict the application of the wildcard RRs.

- RR data in responses of dubious reliability. When a resolver receives unsolicited responses or RR data other than that requested, it should discard it without caching it. The basic implication is that all sanity checks on a packet should be performed before any of it is cached.

In a similar vein, when a resolver has a set of RRs for some name in a response, and wants to cache the RRs, it should check its cache for already existing RRs. Depending on the circumstances, either the data in the response or the cache is preferred, but the two should never be combined. If the data in the response is from authoritative data in the answer section, it is always preferred.

## 8. MAIL SUPPORT

The domain system defines a standard for mapping mailboxes into domain names, and two methods for using the mailbox information to derive mail routing information. The first
method is called mail exchange binding
and the other method is mailbox binding. The mailbox encoding standard and mail exchange binding are part of the DNS official protocol, and are the recommended method for mail routing in the Internet. Mailbox binding is an experimental feature which is still under development and subject to change.

The mailbox encoding standard assumes a mailbox name of the form "<local-part>@<mail-domain>". While the syntax allowed in each of these sections varies substantially between the various mail internets, the preferred syntax for the ARPA Internet is given in [RFC-822].

The DNS encodes the <local-part> as a single label, and encodes the <mail-domain> as a domain name. The single label from the <local-part> is prefaced to the domain name from <mail-domain> to form the domain name corresponding to
the mailbox. Thus the mailbox HOSTMASTER@SRI-
NIC.ARPA is mapped into the domain name HOSTMASTER.SRI-NIC.ARPA. If the <local-part> contains dots or other special characters, its representation in a master file will require the use of backslash quoting to ensure that the domain name is properly encoded. For example, the mailbox Action.domains@ISI.EDU would be represented as Action\.domains.ISI.EDU.

8.1. Mail exchange binding

Mail exchange binding uses the <mail-domain> part of a mailbox specification to determine where mail should be sent. The <local-part> is not even consulted. [RFC-974] specifies this method in detail, and should be consulted before attempting to use mail exchange support.

One of the advantages of this method is that it decouples mail destination naming from the hosts used to support mail service, at the cost of another layer of indirection in the lookup function. However, the addition layer should eliminate the need for complicated "%", "!", etc encodings in
<local-part>.

The essence of the method is that the <mail-domain> is used as a domain name to locate type MX RRs which list hosts willing to accept mail for <mail-domain>, together with preference values which rank the hosts according to an order specified by the administrators for <mail-domain>.

In this memo, the <mail-domain> ISI.EDU is used in examples, together with the hosts VENERA.ISI.EDU and VAXA.ISI.EDU as mail exchanges for ISI.EDU. If a mailer had a message for Mockapetris@ISI.EDU, it would route it by looking up MX RRs for ISI.EDU. The MX RRs at ISI.EDU name VENERA.ISI.EDU and VAXA.ISI.EDU, and type A queries can find the host addresses.

8.2. Mailbox binding (Experimental)

In mailbox binding, the mailer uses the entire mail destination specification to construct a domain name. The encoded domain name for the mailbox is used as the QNAME field in a QTYPE=MAILB query.

Several outcomes are possible for this query:





1. The query can return a name error indicating that the mailbox does not exist as a domain name.

   In the long term, this would indicate that the specified mailbox doesn't exist. However, until the use of mailbox binding is universal, this error condition should be interpreted to mean that the organization identified by the global part does not support mailbox binding. The appropriate procedure is to revert to exchange binding at this point.

2. The query can return a Mail Rename (MR) RR.

   The MR RR carries new mailbox specification in its RDATA field. The mailer should replace the old mailbox with the new one and retry the operation.

3. The query can return a MB RR.

   The MB RR carries a domain name for a host in its RDATA field. The mailer should deliver the message to that host via whatever
protocol is applicable, e.g., b,SMTP.

4. The query can return one or more Mail Group (MG) RRs.

   This condition means that the mailbox was actually a mailing list or mail group, rather than a single mailbox. Each MG RR has a RDATA field that identifies a mailbox that is a member of the group. The mailer should deliver a copy of the message to each member.

5. The query can return a MB RR as well as one or more MG RRs.

This condition means the the mailbox was actually a mailing list. The mailer can either deliver the message to the host specified by the MB RR, which will in turn do the delivery to all members, or the mailer can use the MG RRs to do the expansion itself.

In any of these cases, the response may include a Mail Information (MINFO) RR. This RR is usually associated with a mail group, but is legal with a MB. The MINFO RR identifies two mailboxes. One of these identifies a responsible person for the original mailbox name. This mailbox should be used for requests to be added to a mail group, etc. The second mailbox name in the MINFO RR identifies a mailbox that should receive error messages for mail failures. This is particularly appropriate for mailing lists when errors in member names should be reported to a person other than the one who sends a message to the list.



New fields may be added to this RR in the future.

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in path(s):
* /mikel-mail-2-3-1-0-g2cc19d5-tar-gz/mikel-mail-2cc19d5/reference/rfc1035 Domain Implementation and Specification.txt
No license file was found, but licenses were detected in source scan.

Network Working Group P. Resnick, Editor
Request for Comments: 2822 QUALCOMM Incorporated
Obsoletes: 822 April 2001
Category: Standards Track

## Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

## Copyright Notice

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## Abstract

This standard specifies a syntax for text messages that are sent between computer users, within the framework of "electronic mail" messages. This standard supersedes the one specified in Request For Comments (RFC) 822, "Standard for the Format of ARPA Internet Text Messages", updating it to reflect current practice and incorporating incremental changes that were specified in other RFCs.

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# 1. Introduction

## 1.1. Scope

This standard specifies a syntax for text messages that are sent between computer users, within the framework of "electronic mail" messages. This standard supersedes the one specified in Request For Comments (RFC) 822, "Standard for the Format of ARPA Internet Text Messages" [RFC822], updating it to reflect current practice and incorporating incremental changes that were specified in other RFCs [STD3].

This standard specifies a syntax only for text messages. In particular,
it makes no provision for the transmission of images, audio, or other sorts of structured data in electronic mail messages. There are several extensions published, such as the MIME document series [RFC2045, RFC2046, RFC2049], which describe mechanisms for the transmission of such data through electronic mail, either by extending the syntax provided here or by structuring such messages to conform to this syntax. Those mechanisms are outside of the scope of this standard.

In the context of electronic mail, messages are viewed as having an envelope and contents. The envelope contains whatever information is needed to accomplish transmission and delivery. (See [RFC2821] for a discussion of the envelope.) The contents comprise the object to be

delivered to the recipient. This standard applies only to the format and some of the semantics of message contents. It contains no specification of the information in the envelope.

However, some message systems may use information from the contents to create the envelope. It is intended that this standard facilitate the acquisition of such information by programs.

This specification is intended as a definition of what message content format is to be passed between systems. Though some message systems locally store messages in this format (which eliminates the need for translation between formats) and others use formats that differ from the one specified in this standard, local storage is outside of the scope of this standard.





Note: This standard is not intended to dictate the internal formats used by sites, the specific message system features that they are expected to support, or any of the characteristics of user interface programs that create or read messages. In addition, this standard does not specify an encoding of the characters for either transport or storage; that is, it does not specify the number of bits used or how those bits are specifically transferred over the wire or stored on disk.

### 1.2. Notational conventions

#### 1.2.1. Requirements notation

This document occasionally uses terms that appear in capital letters. When the terms "MUST", "SHOULD", "RECOMMENDED", "MUST NOT", "SHOULD NOT", and "MAY" appear capitalized, they are being used to indicate particular requirements of this specification. A discussion of the meanings of these terms appears in [RFC2119].

#### 1.2.2. Syntactic notation

This standard uses the Augmented Backus-Naur Form (ABNF) notation specified in [RFC2234] for the formal definitions of the syntax of messages. Characters will be specified either by a decimal value

(e.g., the value %d65 for uppercase A and %d97 for lowercase A) or by a case-insensitive literal value enclosed in quotation marks (e.g., "A" for either uppercase or lowercase A). See [RFC2234] for the full description of the notation.

### 1.3. Structure of this document

This document is divided into several sections.

This section, section 1, is a short introduction to the document.

Section 2 lays out the general description of a message and its constituent parts. This is an overview to help the reader understand some of the general principles used in the later portions of this document. Any examples in this section MUST NOT be taken as specification of the formal syntax of any part of a message.

Section 3 specifies formal ABNF rules for the structure of each part of a message (the syntax) and describes the relationship between those parts and their meaning in the context of a message (the semantics). That is, it describes the actual rules for the structure of each part of a message (the syntax) as well as a description of the parts and instructions on how they ought to be interpreted (the semantics). This includes analysis of the syntax and semantics of



subparts of messages that have specific structure. The syntax included in section 3 represents messages as they MUST be created. There are also notes in section 3 to indicate if any of the options specified in the syntax SHOULD be used over any of the others.

Both sections 2 and 3 describe messages that are legal to generate for purposes of this standard.

Section 4 of this document specifies an "obsolete" syntax. There are references in section 3 to these obsolete syntactic elements. The rules of the obsolete syntax are elements that have appeared in earlier revisions of this standard or have previously been widely used in Internet messages. As such, these elements MUST be interpreted by parsers of messages

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in order to be conformant to this
standard. However, since items in this syntax have been determined to be non-interoperable or to cause significant problems for recipients of messages, they MUST NOT be generated by creators of conformant messages.

Section 5 details security considerations to take into account when implementing this standard.

Section 6 is a bibliography of references in this document.

Section 7 contains the editor's address.

Section 8 contains acknowledgements.

Appendix A lists examples of different sorts of messages. These examples are not exhaustive of the types of messages that appear on the Internet, but give a broad overview of certain syntactic forms.

Appendix B lists the differences between this standard and earlier standards for Internet messages.

Appendix C has copyright and intellectual property notices.

## 2. Lexical Analysis of Messages

### 2.1. General Description

At the most basic level, a message is
a series of characters. A
message that is conformant with this standard is comprised of characters with values in the range 1 through 127 and interpreted as US-ASCII characters [ASCII]. For brevity, this document sometimes refers to this range of characters as simply "US-ASCII characters".



Note: This standard specifies that messages are made up of characters in the US-ASCII range of 1 through 127. There are other documents, specifically the MIME document series [RFC2045, RFC2046, RFC2047, RFC2048, RFC2049], that extend this standard to allow for values

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outside of that range. Discussion of those mechanisms is not within the scope of this standard.

Messages are divided into lines of characters. A line is a series of characters that is delimited with the two characters carriage-return and line-feed;
that is, the carriage return (CR) character (ASCII value 13) followed immediately by the line feed (LF) character (ASCII value 10). (The carriage-return/line-feed pair is usually written in this document as "CRLF".)

A message consists of header fields (collectively called "the header of the message") followed, optionally, by a body. The header is a sequence of lines of characters with special syntax as defined in this standard. The body is simply a sequence of characters that follows the header and is separated from the header by an empty line (i.e., a line with nothing preceding the CRLF).

2.1.1. Line Length Limits

There are two limits that this standard places on the number of characters in a line. Each line of characters MUST be no more than 998 characters, and SHOULD be no more than 78 characters, excluding the CRLF.

The 998 character limit is due to limitations in many implementations which send, receive, or store Internet
Message Format messages that simply cannot handle more than 998 characters on a line. Receiving implementations would do well to handle an arbitrarily large number of characters in a line for robustness sake. However, there are so many implementations which (in compliance with the transport requirements of [RFC2821]) do not accept messages containing more than 1000 character including the CR and LF per line, it is important for implementations not to create such messages.

The more conservative 78 character recommendation is to accommodate the many implementations of user interfaces that display these messages which may truncate, or disastrously wrap, the display of more than 78 characters per line, in spite of the fact that such implementations are non-conformant to the intent of this specification (and that of [RFC2821] if they actually cause information to be lost). Again, even though this limitation is put on messages, it is encumbant upon
implementations which display messages

to handle an arbitrarily large number of characters in a line (certainly at least up to the 998 character limit) for the sake of robustness.

## 2.2. Header Fields

Header fields are lines composed of a field name, followed by a colon (":"), followed by a field body, and terminated by CRLF. A field name MUST be composed of printable US-ASCII characters (i.e., characters that have values between 33 and 126, inclusive), except colon. A field body may be composed of any US-ASCII characters, except for CR and LF. However, a field body may contain CRLF when used in header "folding" and "unfolding" as described in section 2.2.3. All field bodies MUST conform to the syntax described in sections 3 and 4 of this standard.

### 2.2.1. Unstructured Header Field Bodies

Some field bodies in this standard are defined simply as "unstructured" (which is specified below as any US-ASCII characters, except for CR and LF) with no further restrictions. These are referred to as unstructured field bodies. Semantically, unstructured field bodies are simply to be treated as a single line of characters with no further processing (except for header "folding" and "unfolding" as described in section 2.2.3).

### 2.2.2. Structured Header Field Bodies

Some field bodies in this standard have specific syntactical structure more restrictive than the unstructured field bodies described above. These are referred to as "structured" field bodies. Structured field bodies are sequences of specific lexical tokens as described in sections 3 and 4 of this standard. Many of these tokens are allowed (according to their syntax) to be introduced or end with comments (as described in section 3.2.3) as well as the space (SP, ASCII value 32)
and horizontal tab (HTAB, ASCII value 9) characters (together known as the white space characters, WSP), and those WSP characters are subject to header "folding" and "unfolding" as described in section 2.2.3. Semantic analysis of structured field bodies is given along with their syntax.

### 2.2.3. Long Header Fields

Each header field is logically a single line of characters comprising the field name, the colon, and the field body. For convenience however, and to deal with the 998/78 character limitations per line, the field body portion of a header field can be split into a multiple line representation; this is called "folding". The general rule is



that wherever this standard allows for folding white space (not simply WSP characters), a CRLF may be inserted before any WSP. For example, the header field:

```
Subject: This is a test
```

can be represented as:

```
Subject: This
 is a test
```

Note: Though structured field bodies are defined in such a way that folding can take place between many of the lexical tokens (and even within some of the lexical tokens), folding SHOULD be limited to placing the CRLF at higher-level syntactic breaks. For instance, if a field body is defined as comma-separated values, it is recommended that folding occur after the comma separating the structured items in preference to other places where the field could be folded, even if it is allowed elsewhere.

The process of moving from this folded multiple-line representation of a header field to its single line representation is called "unfolding". Unfolding is accomplished by simply removing any CRLF that is immediately followed by WSP. Each header field should be treated in its unfolded form for further syntactic and semantic evaluation.

## 2.3. Body

The body of a message is simply lines of US-ASCII characters. The only two limitations on the body are as follows:

- CR and LF MUST only occur together as CRLF; they MUST NOT appear
  independently in the body.

- Lines of characters in the body MUST be limited to 998 characters,
  and SHOULD be limited to 78 characters, excluding the CRLF.

Note: As was stated earlier, there are other standards documents,
specifically the MIME documents [RFC2045, RFC2046, RFC2048, RFC2049]
that extend this standard to allow for different sorts of message
bodies. Again, these mechanisms are beyond the scope of this
document.





## 3. Syntax

### 3.1. Introduction

The syntax as given in this section defines the legal syntax of
Internet messages. Messages that are conformant to this standard
MUST conform
to the syntax in this section. If there are options in
this section where one option SHOULD be generated, that is indicated
either in the prose or in a comment next to the syntax.

For the defined expressions, a short description of the syntax and
use is given, followed by the syntax in ABNF, followed by a semantic
analysis. Primitive tokens that are used but otherwise unspecified
come from [RFC2234].

In some of the definitions, there will be nonterminals whose names
start with "obs-". These "obs-" elements refer to tokens defined in
the obsolete syntax in section 4. In all cases, these productions
are to be ignored for the purposes of generating legal Internet
messages and MUST NOT be used as part of such a message. However,
when interpreting messages, these tokens MUST be honored as part of
the legal syntax. In this sense, section 3 defines a grammar for

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generation of messages, with "obs-" elements that are to be ignored, while
section 4 adds grammar for interpretation of messages.

### 3.2. Lexical Tokens

The following rules are used to define an underlying lexical analyzer, which feeds tokens to the higher-level parsers. This section defines the tokens used in structured header field bodies.

Note: Readers of this standard need to pay special attention to how these lexical tokens are used in both the lower-level and higher-level syntax later in the document. Particularly, the white space tokens and the comment tokens defined in section 3.2.3 get used in the lower-level tokens defined here, and those lower-level tokens are in turn used as parts of the higher-level tokens defined later. Therefore, the white space and comments may be allowed in the higher-level tokens even though they may not explicitly appear in a particular definition.

#### 3.2.1. Primitive Tokens

The following are primitive tokens referred to elsewhere in this standard, but not otherwise defined in [RFC2234]. Some of them will
not appear anywhere else in the syntax, but they are convenient to refer to in other parts of this document.



Note: The "specials" below are just such an example. Though the specials token does not appear anywhere else in this standard, it is useful for implementers who use tools that lexically analyze messages. Each of the characters in specials can be used to indicate a tokenization point in lexical analysis.

```
NO-WS-CTL       =       %d1-8 /         ; US-ASCII control characters
                        %d11 /          ;  that do not include the
                        %d12 /          ;  carriage return, line feed,
                        %d14-31 /       ;  and white space characters
                        %d127
```

```
text        =   %d1-9 /         ; Characters excluding CR and LF
                %d11 /
                %d12 /
                %d14-127 /
                obs-text

specials    =   "(" / ")" /     ; Special characters used in
                "<" / ">" /     ;  other parts of the syntax
                "[" / "]" /
                ":" / ";" /
                "@" / "\" /
                "," / "." /
                DQUOTE
```

No special semantics are attached to these tokens. They are simply single characters.

3.2.2. Quoted characters

Some characters are reserved for special interpretation, such as delimiting lexical tokens. To permit use of these characters as uninterpreted data, a quoting mechanism is provided.

```
quoted-pair =   ("\" text) / obs-qp
```

Where any quoted-pair appears, it is to be interpreted as the text character alone. That is to say, the "\" character that appears as part of a quoted-pair is semantically "invisible".

Note: The "\" character may appear in a message where it is not part of a quoted-pair. A "\" character that does not appear in a quoted-pair is not semantically invisible. The only places in this standard where quoted-pair currently appears are ccontent, qcontent, dcontent, no-fold-quote, and no-fold-literal.



3.2.3. Folding white space and comments

White space characters, including white space used in folding (described in section 2.2.3), may appear between many elements in

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header field bodies. Also, strings of characters that are treated as comments may be included in structured field bodies as characters enclosed in parentheses. The following defines the folding white space (FWS) and comment constructs.

Strings of characters enclosed in parentheses are considered comments so long as they
do not appear within a "quoted-string", as defined in section 3.2.5. Comments may nest.

There are several places in this standard where comments and FWS may be freely inserted. To accommodate that syntax, an additional token for "CFWS" is defined for places where comments and/or FWS can occur. However, where CFWS occurs in this standard, it MUST NOT be inserted in such a way that any line of a folded header field is made up entirely of WSP characters and nothing else.

```
FWS             =       ([*WSP CRLF] 1*WSP) /   ; Folding white space
                        obs-FWS

ctext           =       NO-WS-CTL /     ; Non white space controls

                        %d33-39 /       ; The rest of the US-ASCII
                        %d42-91 /       ;  characters not including "(",
                        %d93-126        ;  ")", or "\"

ccontent        =       ctext / quoted-pair / comment

comment         =       "(" *([FWS] ccontent) [FWS] ")"

CFWS            =
   *([FWS] comment) (([FWS] comment) / FWS)
```

Throughout this standard, where FWS (the folding white space token) appears, it indicates a place where header folding, as discussed in section 2.2.3, may take place. Wherever header folding appears in a message (that is, a header field body containing a CRLF followed by any WSP), header unfolding (removal of the CRLF) is performed before any further lexical analysis is performed on that header field according to this standard. That is to say, any CRLF that appears in FWS is semantically "invisible."

A comment is normally used in a structured field body to provide some human readable informational text. Since a comment is allowed to contain FWS, folding is permitted within the comment. Also note that since quoted-pair is allowed in a comment, the parentheses and

backslash characters may appear in a comment so long as they appear as a quoted-pair. Semantically, the enclosing parentheses are not part of the comment; the comment is what is contained between the two parentheses. As stated earlier, the "\" in any quoted-pair and the CRLF in any FWS that appears within the comment are semantically "invisible" and therefore not part of the comment either.

Runs of FWS, comment or CFWS that occur between lexical tokens in a structured field header are semantically interpreted as a single space character.

### 3.2.4. Atom

Several productions in structured header field bodies are simply strings of certain basic characters. Such productions are called atoms.

Some of the structured header field bodies also allow the period character (".", ASCII value 46) within runs of atext. An additional "dot-atom" token is defined for those purposes.

```
atext           =       ALPHA / DIGIT / ; Any character except
controls,
                        "!" / "#" /     ;  SP, and specials.
                        "$" / "%" /     ;  Used for atoms
                        "&" / "'" /
                        "*" / "+" /
                        "-" / "/" /
                        "=" / "?" /
                        "^" / "_" /
                        "`" / "{" /
                        "|" / "}" /
                        "~"

atom            =       [CFWS] 1*atext [CFWS]

dot-atom        =       [CFWS] dot-atom-text [CFWS]

dot-atom-text   =       1*atext *("." 1*atext)
```

Both atom and dot-atom are interpreted as a single unit, comprised of

the string of characters that make it up. Semantically, the optional comments and FWS surrounding the rest of the characters are not part of the atom; the atom is only the run of atext characters in an atom, or the atext and "." characters in a dot-atom.





3.2.5. Quoted strings

Strings of characters that include characters other than those allowed in atoms may be represented in a quoted string format, where the characters are surrounded by quote (DQUOTE, ASCII value 34) characters.

```
qtext          =       NO-WS-CTL /     ; Non white space controls

                       %d33 /          ; The rest of the US-ASCII
                       %d35-91 /       ;  characters not including "\"
                       %d93-126        ;  or the quote character

qcontent       =       qtext / quoted-pair

quoted-string  =       [CFWS]
                       DQUOTE *([FWS] qcontent) [FWS] DQUOTE
                       [CFWS]
```

A quoted-string is treated as a unit. That is, quoted-string is identical to atom, semantically. Since a quoted-string is allowed to contain FWS, folding is permitted. Also note that since quoted-pair is allowed in a quoted-string, the quote and backslash characters may appear in a quoted-string so long as they appear as a quoted-pair.

Semantically, neither the optional CFWS outside of the quote characters nor the quote characters themselves are part of the quoted-string; the quoted-string is what is contained between the two quote characters. As stated earlier, the "\" in any quoted-pair and the CRLF in any FWS/CFWS that appears within the quoted-string are

semantically "invisible" and therefore not part of the quoted-string either.

3.2.6. Miscellaneous tokens

Three additional tokens are defined, word and phrase for combinations of atoms and/or quoted-strings, and unstructured for use in unstructured header fields and in some places within structured header fields.

word = atom / quoted-string

phrase = 1*word / obs-phrase





utext = NO-WS-CTL / ; Non white space controls
%d33-126 / ; The rest of US-ASCII
obs-utext

unstructured = *([FWS] utext) [FWS]

3.3. Date and Time Specification

Date and time occur in several header fields. This section specifies the syntax for a full date and time specification. Though folding white space is permitted throughout the date-time specification, it is RECOMMENDED that a single space be used in each place that FWS appears (whether it is required or optional); some older implementations may not interpret other occurrences of folding white space correctly.

date-time = [ day-of-week "," ] date FWS time [CFWS]

day-of-week = ([FWS] day-name) / obs-day-of-week

day-name = "Mon" / "Tue" / "Wed" / "Thu" /

"Fri" / "Sat" / "Sun"

date = day month year

year =
4*DIGIT / obs-year

month = (FWS month-name FWS) / obs-month

month-name = "Jan" / "Feb" / "Mar" / "Apr" /
"May" / "Jun" / "Jul" / "Aug" /
"Sep" / "Oct" / "Nov" / "Dec"

day = ([FWS] 1*2DIGIT) / obs-day

time = time-of-day FWS zone

time-of-day = hour ":" minute [ ":" second ]

hour = 2DIGIT / obs-hour

minute = 2DIGIT / obs-minute

second = 2DIGIT / obs-second

zone = (( "+" / "-" ) 4DIGIT) / obs-zone



The day is the numeric day of the month. The year is any numeric year 1900 or later.

The time-of-day specifies the number of hours, minutes, and optionally seconds since midnight of the date indicated.

The date and time-of-day SHOULD express local time.

The zone specifies the offset from Coordinated Universal Time (UTC, formerly referred to as "Greenwich Mean Time") that the date and time-of-day represent. The "+" or "-" indicates whether the

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time-of-day is ahead of (i.e., east of) or behind (i.e., west of) Universal Time. The first two digits indicate the number of hours difference from Universal Time, and the last two digits indicate the number of minutes difference from Universal Time. (Hence, +hhmm means +(hh * 60 + mm) minutes, and -hhmm means -(hh * 60 + mm) minutes). The form "+0000" SHOULD be used to indicate a time zone at Universal Time. Though "-0000" also indicates Universal Time, it is used to indicate that the time was generated on a system that may be in a local time zone other than Universal Time and therefore indicates that the date-time contains no information about the local time zone.

A date-time specification MUST be semantically valid. That is, the day-of-the-week (if included) MUST be the day implied by the date, the numeric day-of-month MUST be between 1 and the number of days allowed for the specified month (in the specified year), the time-of-day MUST be in the range 00:00:00 through 23:59:60 (the number of seconds allowing for a leap second; see [STD12]), and the zone MUST be within the range -9959 through +9959.

### 3.4. Address Specification

Addresses occur in several message header fields to indicate senders and recipients of messages. An address may either be an individual mailbox, or a group of mailboxes.

address = mailbox / group

mailbox = name-addr / addr-spec

name-addr = [display-name] angle-addr

angle-addr = [CFWS] "<" addr-spec ">" [CFWS] / obs-angle-addr

group = display-name ":" [mailbox-list / CFWS] ";" [CFWS]



display-name = phrase

mailbox-list = (mailbox *("," mailbox)) / obs-mbox-list

address-list = (address *("," address)) / obs-addr-list

A mailbox receives mail. It is a conceptual entity which does not necessarily pertain to file storage. For example, some sites may choose to print mail on a printer and deliver the output to the addressee's desk. Normally, a mailbox is comprised of two parts: (1) an optional display name that indicates the name of the recipient (which could be a person or a system) that could be displayed to the user of a mail application, and (2) an addr-spec address enclosed in angle brackets ("<" and ">"). There is also an alternate simple form of a mailbox where the addr-spec address appears alone, without the recipient's name or the angle brackets. The Internet addr-spec address is described in section 3.4.1.

Note:
Some legacy implementations used the simple form where the addr-spec appears without the angle brackets, but included the name of the recipient in parentheses as a comment following the addr-spec. Since the meaning of the information in a comment is unspecified, implementations SHOULD use the full name-addr form of the mailbox, instead of the legacy form, to specify the display name associated with a mailbox. Also, because some legacy implementations interpret the comment, comments generally SHOULD NOT be used in address fields to avoid confusing such implementations.

When it is desirable to treat several mailboxes as a single unit (i.e., in a distribution list), the group construct can be used. The group construct allows the sender to indicate a named group of recipients. This is done by giving a display name for the group, followed by a colon, followed by a comma separated list of any number of mailboxes (including zero and one), and ending with a semicolon.
Because the list of mailboxes can be empty, using the group construct is also a simple way to communicate to recipients that the message was sent to one or more named sets of recipients, without actually providing the individual mailbox address for each of those recipients.

3.4.1. Addr-spec specification

An addr-spec is a specific Internet identifier that contains a locally interpreted string followed by the at-sign character ("@", ASCII value 64) followed by an Internet domain. The locally interpreted string is either a quoted-string or a dot-atom. If the string can be represented as a dot-atom (that is, it contains no

characters other than atext characters or "." surrounded by atext



characters), then the dot-atom form SHOULD be used and the quoted-string form SHOULD NOT be used. Comments and folding white space SHOULD NOT be used around the "@" in the addr-spec.

```
addr-spec       =       local-part "@" domain

local-part      =       dot-atom / quoted-string / obs-local-part

domain          =       dot-atom / domain-literal / obs-domain

domain-literal  =       [CFWS] "[" *([FWS] dcontent) [FWS] "]" [CFWS]

dcontent        =       dtext / quoted-pair

dtext           =       NO-WS-CTL /     ; Non white space controls

                        %d33-90 /       ; The rest of the US-ASCII
                        %d94-126        ;  characters not including "[",
                                        ;  "]", or "\"
```

The domain portion identifies the point to which the mail is delivered. In the dot-atom form, this is interpreted as an Internet domain name (either a host name or a mail exchanger name) as described in [STD3, STD13, STD14]. In the domain-literal form, the domain is interpreted as the literal Internet address of the particular host. In both cases, how addressing is used and how messages are transported to a particular host is covered in the mail transport document [RFC2821]. These mechanisms are outside of the scope of this document.

The local-part portion is a domain dependent string. In addresses, it is simply interpreted on the particular host as a name of a particular mailbox.

### 3.5 Overall message syntax

A message consists of header fields, optionally followed by a message

body. Lines in a message MUST be a maximum of 998 characters excluding the CRLF, but it is RECOMMENDED that lines be limited to 78 characters excluding the CRLF. (See section 2.1.1 for explanation.) In a message body, though all of the characters listed in the text rule MAY be used, the use of US-ASCII control characters (values 1 through 8, 11, 12, and 14 through 31) is discouraged since their interpretation by receivers for display is not guaranteed.





```
message     =   (fields / obs-fields)
                [CRLF body]

body        =   *(*998text CRLF) *998text
```

The header fields carry most of the semantic information and are defined in section 3.6. The body is simply a series of lines of text which are uninterpreted for the purposes of this standard.

## 3.6. Field definitions

The header fields of a message are defined here. All header fields have the same general syntactic structure: A field name, followed by a colon, followed by the field body. The specific syntax for each header field is defined in the subsequent sections.

Note: In the ABNF syntax for each field in subsequent sections, each field name is followed by the required colon. However, for brevity sometimes the colon is not referred to in the textual description of the syntax. It is, nonetheless,
required.

It is important to note that the header fields are not guaranteed to be in a particular order. They may appear in any order, and they have been known to be reordered occasionally when transported over the Internet. However, for the purposes of this standard, header fields SHOULD NOT be reordered when a message is transported or transformed. More importantly, the trace header fields and resent

header fields MUST NOT be reordered, and SHOULD be kept in blocks prepended to the message. See sections 3.6.6 and 3.6.7 for more information.

The only required header fields are the origination date field and the originator address field(s). All other header fields are syntactically optional. More information is contained in the table following this definition.

```
fields      =    *(trace
                 *(resent-date /
                   resent-from /
                   resent-sender /

          resent-to /
                   resent-cc /
                   resent-bcc /
                   resent-msg-id))
                *(orig-date /
                from /
                sender /
                reply-to /
```





```
                to /
                cc /
                bcc /
                message-id /
                in-reply-to /
                references /
                subject /
                comments /
                keywords /
                optional-field)
```

The following table indicates limits on the number of times each field may occur in a message header as well as any special limitations on the use of those fields. An asterisk next to a value in the minimum
or maximum column indicates that a special restriction appears in the Notes column.

| Field | Min number | Max number | Notes |
|---|---|---|---|
| trace | 0 | unlimited | Block prepended - see 3.6.7 |
| resent-date | 0* | unlimited* | One per block, required if other resent fields present - see 3.6.6 |
| resent-from | 0 | unlimited* | One per block - see 3.6.6 |
| resent-sender | 0* | unlimited* | One per block, MUST occur with multi-address resent-from - see 3.6.6 |
| resent-to | 0 | unlimited* | One per block - see 3.6.6 |
| resent-cc | 0 | unlimited* | One per block - see 3.6.6 |
| resent-bcc | 0 | unlimited* | One per block - see 3.6.6 |
| resent-msg-id | 0 | unlimited* | One per block - see 3.6.6 |
| orig-date | 1 | 1 | |
| from | 1 | 1 | See sender and 3.6.2 |



| | | | |
|---|---|---|---|
| sender | 0* | 1 | MUST occur with multi-address from - see 3.6.2 |
| reply-to | 0 | 1 | |
| to | 0 | 1 | |
| cc | 0 | 1 | |

bcc 0 1

message-id 0* 1 SHOULD be present - see 3.6.4

in-reply-to 0* 1 SHOULD occur in some replies - see 3.6.4

references 0* 1 SHOULD occur in some replies - see 3.6.4

subject 0 1

comments 0 unlimited

keywords 0 unlimited

optional-field 0 unlimited

The exact interpretation of each field is described in subsequent sections.

### 3.6.1. The origination date field

The origination date field consists of the field name "Date" followed by a date-time specification.

orig-date = "Date:" date-time CRLF

The origination date specifies the date and time at which the creator of the message indicated that the message was complete and ready to enter the mail delivery system. For instance, this might be the time that a user pushes the "send" or "submit" button in an application program. In any case, it is specifically not intended to convey the time that the message is actually transported, but rather the time at which the human or other creator of the message has put the message into its final form, ready for transport. (For example, a portable computer user who is not connected to a network might queue a message



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for delivery. The origination date is intended to contain the date and time that the user queued the message, not the time when the user connected to the network to send the message.)

3.6.2. Originator fields

The originator fields of a message consist of the from field, the sender field (when applicable), and optionally the reply-to field. The from field consists of the field name "From" and a comma-separated list of one or more mailbox specifications. If the from field contains more than one mailbox specification in the mailbox-list, then the sender field, containing the field name "Sender" and a single mailbox specification, MUST appear in the message. In either case, an optional reply-to field MAY also be included, which contains the field name "Reply-To" and a comma-separated list of one or more addresses.

from = "From:" mailbox-list CRLF

sender = "Sender:" mailbox CRLF

reply-to = "Reply-To:" address-list CRLF

The originator fields indicate the mailbox(es) of the source of the message. The "From:" field specifies the author(s) of the message, that is, the mailbox(es) of the person(s) or system(s) responsible for the writing of the message. The "Sender:" field specifies the mailbox of the agent responsible for the actual transmission of the message. For example, if a secretary were to send a message for another person, the mailbox of the secretary would appear in the "Sender:" field and the mailbox of the actual author would appear in the "From:" field. If the originator of the message can be indicated by a single mailbox and the author and transmitter are identical, the "Sender:" field SHOULD NOT be used. Otherwise, both fields SHOULD appear.

The originator fields also provide the information required when replying to a message. When the "Reply-To:" field is present, it indicates the mailbox(es) to which the author of the message suggests that replies be sent. In the absence of the "Reply-To:" field, replies SHOULD by default be sent to the mailbox(es) specified in the "From:" field unless otherwise specified by the person composing the reply.

In all cases, the "From:" field SHOULD NOT contain any mailbox that

does not belong to the author(s) of the message. See also section 3.6.3 for more information on forming the destination addresses for a reply.



3.6.3. Destination address fields

The destination fields of a message consist of three possible fields, each of the same form: The field name, which is either "To", "Cc", or "Bcc", followed by a comma-separated list of one or more addresses (either mailbox or group syntax).

to = "To:" address-list CRLF

cc = "Cc:" address-list CRLF

bcc = "Bcc:" (address-list / [CFWS]) CRLF

The destination fields specify the recipients of the message. Each destination field may have one or more addresses, and each of the addresses indicate the intended recipients of the message. The only difference between the three fields is how each is used.

The "To:" field contains the address(es) of the primary recipient(s) of the message.

The "Cc:" field (where the "Cc" means "Carbon Copy" in the sense of making a copy on a typewriter using carbon paper) contains the addresses of others who are to receive the message, though the content of the message may not be directed at them.

The "Bcc:" field (where the "Bcc" means "Blind Carbon Copy") contains addresses of recipients of the message whose addresses are not to be revealed to other recipients of the message. There are three ways in which the "Bcc:" field is used. In the first case, when a message containing a "Bcc:" field is prepared to be sent, the "Bcc:" line is removed even though all of the recipients (including those specified in the "Bcc:" field) are sent a copy of the message. In the second case, recipients specified in the "To:" and "Cc:" lines each are sent a copy of the message with the "Bcc:" line removed as above, but the

recipients on the "Bcc:" line get a separate copy of the message containing a "Bcc:" line. (When there are multiple recipient addresses in the "Bcc:" field, some implementations actually send a separate copy of the message to each recipient with a "Bcc:" containing only the address of that particular recipient.) Finally, since a "Bcc:" field may contain no addresses, a "Bcc:" field can be sent without any addresses indicating to the recipients that blind copies were sent to someone. Which method to use with "Bcc:" fields is implementation dependent, but refer to the "Security Considerations" section of this document for a discussion of each.



When a message is a reply to another message, the mailboxes of the authors of the original message (the mailboxes in the "From:" field) or mailboxes specified in the "Reply-To:" field (if it exists) MAY appear in the "To:" field of the reply since these would normally be the primary recipients of the reply. If a reply is sent to a message that has destination fields, it is often desirable to send a copy of the reply to all of the recipients of the message, in addition to the author. When such a reply is formed, addresses in the "To:" and "Cc:" fields of the original message MAY appear in the "Cc:" field of the reply, since these are normally secondary recipients of the reply. If a "Bcc:" field is present in the original message, addresses in that field MAY appear in the "Bcc:" field of the reply, but SHOULD NOT appear in the "To:" or "Cc:" fields.

Note: Some mail applications have automatic reply commands that include the destination addresses of the original message in the destination addresses of the reply. How those reply commands behave is implementation dependent and is beyond the scope of this document. In particular, whether or not to include the original destination addresses when the original message had a "Reply-To:" field is not addressed here.

3.6.4. Identification fields

Though optional, every message SHOULD have a "Message-ID:" field. Furthermore, reply messages SHOULD have "In-Reply-To:" and "References:" fields as appropriate, as described below.

The "Message-ID:" field contains a single unique message identifier. The "References:" and "In-Reply-To:" field each contain one or more unique message identifiers, optionally separated by CFWS.

The message identifier (msg-id) is similar in syntax to an angle-addr construct without the internal CFWS.

message-id = "Message-ID:" msg-id CRLF

in-reply-to = "In-Reply-To:" 1*msg-id CRLF

references = "References:" 1*msg-id CRLF

msg-id = [CFWS] "<" id-left "@" id-right ">" [CFWS]

id-left = dot-atom-text / no-fold-quote / obs-id-left

id-right = dot-atom-text / no-fold-literal / obs-id-right

no-fold-quote = DQUOTE *(qtext / quoted-pair) DQUOTE



no-fold-literal = "[" *(dtext / quoted-pair) "]"

The "Message-ID:" field provides a unique message identifier that refers to a particular version of a particular message. The uniqueness of the message identifier is guaranteed by the host that generates it (see below). This message identifier is intended to be machine readable and not necessarily meaningful to humans. A message identifier pertains to exactly one instantiation of a particular message; subsequent revisions to the message each receive new message identifiers.

Note: There are many instances when messages are "changed", but those changes do not constitute a new instantiation of that message, and therefore the message would not get a new message identifier. For example, when messages are introduced into the transport system, they

are often prepended
with additional header fields such as trace
fields (described in section 3.6.7) and resent fields (described in
section 3.6.6). The addition of such header fields does not change
the identity of the message and therefore the original "Message-ID:"
field is retained. In all cases, it is the meaning that the sender
of the message wishes to convey (i.e., whether this is the same
message or a different message) that determines whether or not the
"Message-ID:" field changes, not any particular syntactic difference
that appears (or does not appear) in the message.

The "In-Reply-To:" and "References:" fields are used when creating a
reply to a message. They hold the message identifier of the original
message and the message identifiers of other messages (for example,
in the case of a reply to a message which was itself a reply). The
"In-Reply-To:" field may be used to identify the message (or
messages) to which the new message is a reply, while
the
"References:" field may be used to identify a "thread" of
conversation.

When creating a reply to a message, the "In-Reply-To:" and
"References:" fields of the resultant message are constructed as
follows:

The "In-Reply-To:" field will contain the contents of the "Message-
ID:" field of the message to which this one is a reply (the "parent
message"). If there is more than one parent message, then the "In-
Reply-To:" field will contain the contents of all of the parents'
"Message-ID:" fields. If there is no "Message-ID:" field in any of
the parent messages, then the new message will have no "In-Reply-To:"
field.



The "References:" field will contain the contents of the parent's
"References:" field (if any) followed by the contents of the parent's
"Message-ID:" field (if any). If
the parent message does not contain
a "References:" field but does have an "In-Reply-To:" field

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containing a single message identifier, then the "References:" field will contain the contents of the parent's "In-Reply-To:" field followed by the contents of the parent's "Message-ID:" field (if any). If the parent has none of the "References:", "In-Reply-To:", or "Message-ID:" fields, then the new message will have no "References:" field.

Note: Some implementations parse the "References:" field to display the "thread of the discussion". These implementations assume that each new message is a reply to a single parent and hence that they can walk backwards through the "References:" field to find the parent of each message listed there. Therefore, trying to form a "References:" field for a reply that has multiple parents is discouraged and how to do so is not defined in this document.

The message identifier (msg-id) itself MUST be a globally unique identifier for a message. The generator of the message identifier MUST guarantee that the msg-id is unique. There are several algorithms that can be used to accomplish this. Since the msg-id has a similar syntax to angle-addr (identical except that comments and folding white space are not allowed), a good method is to put the domain name (or a domain literal IP address) of the host on which the message identifier was created on the right hand side of the "@", and put a combination of the current absolute date and time along with some other currently unique (perhaps sequential) identifier available on the system (for example, a process id number) on the left hand side. Using a date on the left hand side and a domain name or domain literal on the right hand side makes it possible to guarantee uniqueness since no two hosts use the same domain name or IP address at the same time. Though other algorithms will work, it is RECOMMENDED that the right hand side contain some domain identifier (either of the host itself or otherwise) such that the generator of the message identifier can guarantee the uniqueness of the left hand side within the scope of that domain.

Semantically, the angle bracket characters are not part of the msg-id; the msg-id is what is contained between the two angle bracket characters.

### 3.6.5. Informational fields

The informational fields are all optional. The "Keywords:" field contains a comma-separated list of one or more words or quoted-strings. The "Subject:" and "Comments:" fields are unstructured fields as defined in section 2.2.1, and therefore may contain text or folding white space.

```
subject      =    "Subject:" unstructured CRLF

comments     =    "Comments:" unstructured CRLF

keywords
     =    "Keywords:" phrase *("," phrase) CRLF
```

These three fields are intended to have only human-readable content with information about the message. The "Subject:" field is the most common and contains a short string identifying the topic of the message. When used in a reply, the field body MAY start with the string "Re: " (from the Latin "res", in the matter of) followed by the contents of the "Subject:" field body of the original message. If this is done, only one instance of the literal string "Re: " ought to be used since use of other strings or more than one instance can lead to undesirable consequences. The "Comments:" field contains any additional comments on the text of the body of the message. The "Keywords:" field contains a comma-separated list of important words and phrases that might be useful for the recipient.

### 3.6.6. Resent fields

Resent fields SHOULD be added to any message that is reintroduced by a user into the
transport system. A separate set of resent fields
SHOULD be added each time this is done. All of the resent fields corresponding to a particular resending of the message SHOULD be together. Each new set of resent fields is prepended to the message; that is, the most recent set of resent fields appear earlier in the message. No other fields in the message are changed when resent fields are added.

Each of the resent fields corresponds to a particular field elsewhere in the syntax. For instance, the "Resent-Date:" field corresponds to

the "Date:" field and the "Resent-To:" field corresponds to the "To:" field. In each case, the syntax for the field body is identical to the syntax given previously for the corresponding field.

When resent fields are used, the "Resent-From:" and "Resent-Date:" fields MUST be sent. The "Resent-Message-ID:" field SHOULD be sent. "Resent-Sender:" SHOULD NOT be used if "Resent-Sender:" would be identical to
"Resent-From:".



resent-date = "Resent-Date:" date-time CRLF

resent-from = "Resent-From:" mailbox-list CRLF

resent-sender = "Resent-Sender:" mailbox CRLF

resent-to = "Resent-To:" address-list CRLF

resent-cc = "Resent-Cc:" address-list CRLF

resent-bcc = "Resent-Bcc:" (address-list / [CFWS]) CRLF

resent-msg-id = "Resent-Message-ID:" msg-id CRLF

Resent fields are used to identify a message as having been reintroduced into the transport system by a user. The purpose of using resent fields is to have the message appear to the final recipient as if it were sent directly by the original sender, with all of the original fields remaining the same. Each set of resent fields correspond to a particular resending event. That is, if a message is resent
multiple times, each set of resent fields gives identifying information for each individual time. Resent fields are strictly informational. They MUST NOT be used in the normal processing of replies or other such automatic actions on messages.

Note: Reintroducing a message into the transport system and using resent fields is a different operation from "forwarding". "Forwarding" has two meanings: One sense of forwarding is that a mail reading program can be told by a user to forward a copy of a message to another person, making the forwarded message the body of the new

message. A forwarded message in this sense does not appear to have come from the original sender, but is an entirely new message from the forwarder of the message. On the other hand, forwarding is also used to mean when a mail transport program gets a message and forwards it on to a different destination for final delivery. Resent header fields are not intended for use with either type of forwarding.

The resent originator fields indicate the mailbox of the person(s) or system(s) that resent the message. As with the regular originator fields, there are two forms: a simple "Resent-From:" form which contains the mailbox of the individual doing the resending, and the more complex form, when one individual (identified in the "Resent-Sender:" field) resends a message on behalf of one or more others (identified in the "Resent-From:" field).

Note: When replying to a resent message, replies behave just as they would with any other message, using the original "From:",





"Reply-To:", "Message-ID:", and other fields. The resent fields are only informational and MUST NOT be used in the normal processing of replies.

The "Resent-Date:" indicates the date and time at which the resent message is dispatched by the resender of the message. Like the "Date:" field, it is not the date and time that the message was actually transported.

The "Resent-To:", "Resent-Cc:", and "Resent-Bcc:" fields function identically to the "To:", "Cc:", and "Bcc:" fields respectively, except that they indicate the recipients of the resent message, not the recipients of the original message.

The "Resent-Message-ID:" field provides a unique identifier for the resent message.

### 3.6.7. Trace fields

The trace fields are a group of header fields consisting of an

optional "Return-Path:" field, and one or more "Received:" fields. The "Return-Path:" header field contains a pair of angle brackets that enclose an optional addr-spec. The "Received:" field contains a (possibly empty) list of name/value pairs followed by a semicolon and a date-time specification. The first item of the name/value pair is defined by item-name, and the second item is either an addr-spec, an atom, a domain, or a msg-id. Further restrictions may be applied to the syntax of the trace fields by standards that provide for their use, such as [RFC2821].

```
trace          =       [return]
                       1*received

return         =       "Return-Path:" path CRLF

path           =       ([CFWS] "<" ([CFWS] / addr-spec) ">" [CFWS]) /
                       obs-path

received       =       "Received:" name-val-list ";" date-time CRLF

name-val-list  =       [CFWS] [name-val-pair *(CFWS name-val-pair)]

name-val-pair  =       item-name CFWS item-value

item-name      =       ALPHA *(["-"] (ALPHA / DIGIT))

item-value     =       1*angle-addr / addr-spec /
                       atom / domain / msg-id
```



A full discussion of the Internet mail use of trace fields is contained in [RFC2821]. For the purposes of this standard, the trace fields are strictly informational, and any formal interpretation of them is outside of the scope of this document.

3.6.8. Optional fields

Fields may appear in messages that are otherwise unspecified in this standard. They MUST conform to the syntax of an optional-field. This is a field name, made up of the printable US-ASCII characters

except SP and colon, followed by a colon, followed by any text which conforms to unstructured.

The field names of any optional-field MUST NOT be identical to any field name specified elsewhere in this standard.

```
optional-field  =       field-name ":" unstructured CRLF

field-name      =       1*ftext

ftext           =       %d33-57 /               ; Any character except
                        %d59-126                ;  controls, SP, and
                                                ;  ":".
```

For the purposes of this standard, any optional field is uninterpreted.

## 4. Obsolete Syntax

Earlier versions of this standard allowed for different (usually more liberal) syntax than is allowed in this version. Also, there have been syntactic elements used in messages on the Internet whose interpretation have never been documented. Though some of these syntactic forms MUST NOT be generated according to the grammar in section 3, they MUST be accepted and parsed by a conformant receiver. This section documents many of these syntactic elements. Taking the grammar in section 3 and adding the definitions presented in this section will result in the grammar to use for interpretation of messages.

Note: This section identifies syntactic forms that any implementation MUST reasonably interpret. However, there are certainly Internet messages which do not conform to even the additional syntax given in this section. The fact that a particular form does not appear in any section of this document is not justification for computer programs to crash or for malformed data to be irretrievably lost by any implementation. To repeat an example, though this document requires lines in messages to be no longer than 998 characters, silently



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discarding the 999th and subsequent characters in a line without warning would still be bad behavior for an implementation. It is up to the implementation to deal with messages robustly.

One important difference between the obsolete (interpreting) and the current (generating) syntax is that in structured header field bodies (i.e., between the colon and the CRLF of any structured header field), white space characters, including folding white space, and comments can be freely inserted between any syntactic tokens. This allows many complex forms that have proven difficult for some implementations to parse.

Another key difference between the obsolete and the current syntax is that the rule in section 3.2.3 regarding lines composed entirely of white space in comments and folding white space does not apply. See the discussion of folding white space in section 4.2 below.

Finally, certain characters that were formerly allowed in messages appear in this section. The NUL character (ASCII value 0) was once allowed, but is no longer for compatibility reasons. CR and LF were allowed to appear in messages other than as CRLF; this use is also shown here.

Other differences in syntax and semantics are noted in the following sections.

### 4.1. Miscellaneous obsolete tokens

These syntactic elements are used elsewhere in the obsolete syntax or in the main syntax. The obs-char and obs-qp elements each add ASCII value 0. Bare CR and bare LF are added to obs-text and obs-utext. The period character is added to obs-phrase. The obs-phrase-list provides for "empty" elements in a comma-separated list of phrases.

Note: The "period" (or "full stop") character (".") in obs-phrase is not a form that was allowed in earlier versions of this or any other standard. Period (nor any other character from specials) was not allowed in phrase because it introduced a parsing difficulty distinguishing between phrases and portions of an addr-spec (see section 4.4). It appears here because the period character is currently used in many messages in the display-name portion of addresses, especially for initials in names, and therefore must be interpreted properly. In the future, period may appear in the regular syntax of phrase.

```
obs-qp      =   "\" (%d0-127)

obs-text    =   *LF *CR *(obs-char *LF *CR)
```

obs-char = %d0-9
/ %d11 / ; %d0-127 except CR and
%d12 / %d14-127 ; LF

obs-utext = obs-text

obs-phrase = word *(word / "." / CFWS)

obs-phrase-list = phrase / 1*([phrase] [CFWS] "," [CFWS]) [phrase]

Bare CR and bare LF appear in messages with two different meanings. In many cases, bare CR or bare LF are used improperly instead of CRLF to indicate line separators. In other cases, bare CR and bare LF are used simply as ASCII control characters with their traditional ASCII meanings.

4.2. Obsolete folding white space

In the obsolete syntax, any amount of folding white space MAY be inserted where the obs-FWS rule is allowed. This creates the possibility of having two consecutive "folds" in a line, and therefore the possibility that a line which makes up a folded header field could be composed entirely of white space.

obs-FWS = 1*WSP *(CRLF 1*WSP)

4.3. Obsolete Date and Time

The
syntax for the obsolete date format allows a 2 digit year in the date field and allows for a list of alphabetic time zone specifications that were used in earlier versions of this standard. It also permits comments and folding white space between many of the tokens.

obs-day-of-week = [CFWS] day-name [CFWS]

obs-year = [CFWS] 2*DIGIT [CFWS]

obs-month = CFWS month-name CFWS

```
obs-day         =       [CFWS] 1*2DIGIT [CFWS]

obs-hour        =       [CFWS] 2DIGIT [CFWS]

obs-minute      =       [CFWS] 2DIGIT [CFWS]

obs-second      =       [CFWS] 2DIGIT [CFWS]

obs-zone        =       "UT" / "GMT" /          ; Universal Time
```



```
                                ; North American UT
                                ; offsets
                    "EST" / "EDT" /
  ; Eastern:  - 5/ - 4
                    "CST" / "CDT" /         ; Central:  - 6/ - 5
                    "MST" / "MDT" /         ; Mountain: - 7/ - 6
                    "PST" / "PDT" /         ; Pacific:  - 8/ - 7

                    %d65-73 /               ; Military zones - "A"
                    %d75-90 /               ; through "I" and "K"
                    %d97-105 /              ; through "Z", both
                    %d107-122               ; upper and lower case
```

Where a two or three digit year occurs in a date, the year is to be interpreted as follows: If a two digit year is encountered whose value is between 00 and 49, the year is interpreted by adding 2000, ending up with a value between 2000 and 2049. If a two digit year is encountered with a value between 50 and 99, or any three digit year is encountered, the year is interpreted by adding 1900.

In the obsolete time zone, "UT" and "GMT" are indications of "Universal
Time" and "Greenwich Mean Time" respectively and are both semantically identical to "+0000".

The remaining three character zones are the US time zones. The first letter, "E", "C", "M", or "P" stands for "Eastern", "Central", "Mountain" and "Pacific". The second letter is either "S" for "Standard" time, or "D" for "Daylight" (or summer) time. Their interpretations are as follows:

EDT is semantically equivalent to -0400
EST is semantically equivalent to -0500
CDT is semantically equivalent to -0500
CST is semantically equivalent to -0600
MDT is semantically equivalent to -0600
MST is semantically equivalent to -0700
PDT is semantically equivalent to -0700
PST is semantically equivalent to -0800

The 1 character military time zones were defined in a non-standard way in [RFC822] and are therefore unpredictable in their meaning. The original definitions of the military zones "A" through "I" are equivalent to "+0100" through "+0900" respectively; "K", "L", and "M" are equivalent to "+1000", "+1100", and "+1200" respectively; "N" through "Y" are equivalent to "-0100" through "-1200" respectively; and "Z" is equivalent to "+0000". However, because of the error in [RFC822], they SHOULD all be considered equivalent to "-0000" unless there is out-of-band information confirming their meaning.



Other multi-character (usually between 3 and 5) alphabetic time zones have been used in Internet messages. Any such time zone whose meaning is not known SHOULD be considered equivalent to "-0000" unless there is out-of-band information confirming their meaning.

### 4.4. Obsolete Addressing

There are three primary differences in addressing. First, mailbox addresses were allowed to have a route portion before the addr-spec when enclosed in "<" and ">". The route is simply a comma-separated list of domain names, each preceded by "@", and the list terminated by a colon. Second, CFWS were allowed between the period-separated elements of local-part and domain (i.e., dot-atom was not used). In addition, local-part is allowed to contain quoted-string in addition to just atom. Finally, mailbox-list and address-list were allowed to have "null" members. That is, there could be two or more commas in such a list with nothing in between them.

obs-angle-addr = [CFWS] "<" [obs-route] addr-spec ">" [CFWS]

obs-route = [CFWS] obs-domain-list ":" [CFWS]

obs-domain-list = "@" domain *(*(CFWS / "," ) [CFWS] "@" domain)

obs-local-part = word *("." word)

obs-domain = atom *("." atom)

obs-mbox-list = 1*([mailbox] [CFWS] "," [CFWS]) [mailbox]

obs-addr-list = 1*([address] [CFWS] "," [CFWS]) [address]

When interpreting addresses, the route portion SHOULD be ignored.

4.5. Obsolete header fields

Syntactically, the primary difference in the obsolete field syntax is that it allows multiple occurrences of any of the fields and they may occur in any order. Also, any amount of white space is allowed before the ":" at the end of the field name.

obs-fields = *(obs-return /
obs-received /
obs-orig-date /
obs-from /
obs-sender /
obs-reply-to /
obs-to /





obs-cc /
obs-bcc /
obs-message-id /
obs-in-reply-to /
obs-references /
obs-subject /
obs-comments /

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obs-keywords /
obs-resent-date /
obs-resent-from /
obs-resent-send /
obs-resent-rply /
obs-resent-to /
obs-resent-cc /
obs-resent-bcc /
obs-resent-mid /
obs-optional)

Except for destination address fields (described in section 4.5.3), the interpretation of multiple occurrences of fields is unspecified. Also, the interpretation of trace fields and resent fields which do not occur in blocks prepended to the message is unspecified as well. Unless otherwise noted in the following sections, interpretation of other fields is identical to the interpretation of their non-obsolete counterparts in section 3.

4.5.1. Obsolete origination date field

obs-orig-date = "Date" *WSP ":" date-time CRLF

4.5.2. Obsolete originator fields

obs-from
= "From" *WSP ":" mailbox-list CRLF

obs-sender = "Sender" *WSP ":" mailbox CRLF

obs-reply-to = "Reply-To" *WSP ":" mailbox-list CRLF

4.5.3. Obsolete destination address fields

obs-to = "To" *WSP ":" address-list CRLF

obs-cc = "Cc" *WSP ":" address-list CRLF

obs-bcc = "Bcc" *WSP ":" (address-list / [CFWS]) CRLF



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When multiple occurrences of destination address fields occur in a message, they SHOULD be treated as if the address-list in the first occurrence of the field is combined with the address lists of the subsequent occurrences by adding a comma and concatenating.

4.5.4. Obsolete identification fields

The obsolete "In-Reply-To:" and "References:" fields differ from the current syntax in that they allow phrase (words or quoted strings) to appear. The obsolete forms of the left and right sides of msg-id allow interspersed CFWS, making them syntactically identical to local-part and domain respectively.

obs-message-id = "Message-ID" *WSP ":" msg-id CRLF

obs-in-reply-to = "In-Reply-To" *WSP ":" *(phrase / msg-id) CRLF

obs-references = "References" *WSP ":" *(phrase / msg-id) CRLF

obs-id-left = local-part

obs-id-right = domain

For purposes of interpretation, the phrases in the "In-Reply-To:" and "References:" fields are ignored.

Semantically, none of the optional CFWS surrounding the local-part and the domain are part of the obs-id-left and obs-id-right respectively.

4.5.5. Obsolete informational fields

obs-subject = "Subject" *WSP ":" unstructured CRLF

obs-comments = "Comments" *WSP ":" unstructured CRLF

obs-keywords = "Keywords" *WSP ":" obs-phrase-list CRLF

4.5.6. Obsolete resent fields

The obsolete syntax adds a "Resent-Reply-To:" field, which consists of the field name, the optional comments and folding white space, the colon, and a comma separated list of addresses.

obs-resent-from = "Resent-From" *WSP ":" mailbox-list CRLF

obs-resent-send = "Resent-Sender" *WSP ":" mailbox CRLF



obs-resent-date = "Resent-Date" *WSP ":" date-time CRLF

obs-resent-to = "Resent-To" *WSP ":" address-list CRLF

obs-resent-cc = "Resent-Cc" *WSP ":" address-list CRLF

obs-resent-bcc = "Resent-Bcc" *WSP ":"
(address-list / [CFWS]) CRLF

obs-resent-mid = "Resent-Message-ID" *WSP ":" msg-id CRLF

obs-resent-rply = "Resent-Reply-To" *WSP ":" address-list CRLF

As with other resent fields, the "Resent-Reply-To:" field is to be treated as trace information only.

4.5.7. Obsolete trace fields

The obs-return and obs-received are again given here as template definitions, just as return and received are in section 3. Their full syntax is given in [RFC2821].

obs-return = "Return-Path" *WSP ":" path CRLF

obs-received = "Received" *WSP ":" name-val-list CRLF

obs-path = obs-angle-addr

4.5.8. Obsolete optional fields

obs-optional = field-name *WSP ":" unstructured CRLF

5. Security Considerations

Care needs to be taken when displaying messages on a terminal or

terminal emulator. Powerful terminals may act on escape sequences and other combinations of ASCII control characters with a variety of consequences. They can remap the keyboard or permit other modifications to the terminal which could lead to denial of service or even damaged data. They can trigger (sometimes programmable) answerback messages which can allow a message to cause commands to be issued on the recipient's behalf. They can also effect the operation of terminal attached devices such as printers. Message viewers may wish to strip potentially dangerous terminal escape sequences from the message prior to display. However, other escape sequences appear in messages for useful purposes (cf. [RFC2045, RFC2046, RFC2047, RFC2048, RFC2049, ISO2022]) and therefore should not be stripped indiscriminately.



Transmission of non-text objects in messages raises additional security issues. These issues are discussed in [RFC2045, RFC2046, RFC2047, RFC2048, RFC2049].

Many implementations use the "Bcc:" (blind carbon copy) field described in section 3.6.3 to facilitate sending messages to recipients without revealing the addresses of one or more of the addressees to the other recipients. Mishandling this use of "Bcc:" has implications for confidential information that might be revealed, which could eventually lead to security problems through knowledge of even the existence of a particular mail address. For example, if using the first method described in section 3.6.3, where the "Bcc:" line is removed from the message, blind recipients have no explicit indication that they have been sent a blind copy, except insofar as their address does not appear in the message header. Because of this, one of the blind addressees could potentially send a reply to all of the shown recipients and accidentally reveal that the message went to the blind recipient. When the second method from section 3.6.3 is used, the blind recipient's address appears in the "Bcc:" field of a separate copy of the message. If the "Bcc:" field sent contains all of the blind addressees, all of the "Bcc:" recipients will be seen by each "Bcc:" recipient. Even if a separate message is sent to each "Bcc:" recipient with only the individual's address, implementations still need to be careful to process replies to the message as per section 3.6.3 so as not to accidentally reveal the

blind recipient to other recipients.

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## Appendix A. Example messages

This section presents a selection of messages. These are intended to assist in the implementation of this standard, but should not be taken as normative; that is to say, although the examples in this section were carefully reviewed, if there happens to be a conflict between these examples and the syntax described in sections 3 and 4 of this document, the syntax in those sections is to be taken as correct.

Messages are delimited in this section between lines of "----". The "----" lines are not part of the message itself.

### A.1. Addressing examples

The following are examples of messages that might be sent between two individuals.

#### A.1.1. A message from one person to another with simple addressing

This could be called a canonical message. It has a single author, John Doe, a single recipient, Mary Smith, a subject, the date, a message identifier, and a textual message in the body.

```
----
From: John
 Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID: <1234@local.machine.example>

This is a message just to say hello.
So, "Hello".
```

---



If John's secretary Michael actually sent the message, though John was the author and replies to this message should go back to him, the sender field would be used:

---
From: John Doe <jdoe@machine.example>
Sender: Michael Jones <mjones@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID: <1234@local.machine.example>

This is a message just to say hello.
So, "Hello".
---

A.1.2. Different types of mailboxes

This message includes multiple addresses in the destination fields and also uses several different forms of addresses.

---
From:
"Joe Q. Public" <john.q.public@example.com>
To: Mary Smith <mary@x.test>, jdoe@example.org, Who? <one@y.test>

Cc: <boss@nil.test>, "Giant; \"Big\" Box" <sysservices@example.net>
Date: Tue, 1 Jul 2003 10:52:37 +0200
Message-ID: <5678.21-Nov-1997@example.com>

Hi everyone.
---

Note that the display names for Joe Q. Public and Giant; "Big" Box needed to be enclosed in double-quotes because the former contains the period and the latter contains both semicolon and double-quote characters (the double-quote characters appearing as quoted-pair construct). Conversely, the display name for Who? could appear without them because the question mark is legal in an atom. Notice also that jdoe@example.org and boss@nil.test have no display names associated with them at all, and jdoe@example.org uses the simpler address form without the angle brackets.





A.1.3. Group addresses

---
From: Pete <pete@silly.example>
To: A Group:Chris Jones <c@a.test>,joe@where.test,John <jdoe@one.test>;
Cc: Undisclosed recipients:;
Date: Thu, 13 Feb 1969 23:32:54 -0330
Message-ID: <testabcd.1234@silly.example>

Testing.
---

In this message, the "To:" field has a single group recipient named A Group which contains 3 addresses, and a "Cc:" field with an empty group recipient named Undisclosed recipients.

A.2. Reply messages

The following is a series of three messages that make up a conversation thread between John and Mary. John firsts sends a message to Mary, Mary then replies to John's message, and then John replies to Mary's reply message.

Note especially the "Message-ID:", "References:", and "In-Reply-To:" fields in each message.

---
From: John Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID:
<1234@local.machine.example>

This is a message just to say hello.
So, "Hello".
---



When sending replies, the Subject field is often retained, though prepended with "Re: " as described in section 3.6.5.

---
From: Mary Smith <mary@example.net>
To: John Doe <jdoe@machine.example>

Reply-To: "Mary Smith: Personal Account" <smith@home.example>
Subject: Re: Saying Hello
Date: Fri, 21 Nov 1997 10:01:10 -0600
Message-ID: <3456@example.net>
In-Reply-To: <1234@local.machine.example>
References: <1234@local.machine.example>

This is a reply to your hello.
---

Note the "Reply-To:" field in the above message. When John replies to Mary's message above, the reply should go to the address in the "Reply-To:" field instead of the address in the "From:" field.

---
To: "Mary Smith: Personal Account" <smith@home.example>
From:
John Doe <jdoe@machine.example>
Subject: Re: Saying Hello
Date: Fri, 21 Nov 1997 11:00:00 -0600
Message-ID: <abcd.1234@local.machine.tld>
In-Reply-To: <3456@example.net>
References: <1234@local.machine.example> <3456@example.net>

This is a reply to your reply.
---

A.3. Resent messages

Start with the message that has been used as an example several times:

---
From: John Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID: <1234@local.machine.example>

This is a message just to say hello.
So, "Hello".
---



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Say that Mary, upon receiving this message, wishes to send a copy of the message to Jane such that (a) the message would appear to have come straight from John; (b) if Jane replies to the message, the reply should go back to John; and (c) all of the original information, like the date the message was originally sent to Mary, the message identifier, and the original addressee, is preserved. In this case, resent fields are prepended to the message:

---
Resent-From: Mary Smith <mary@example.net>
Resent-To: Jane Brown <j-brown@other.example>
Resent-Date: Mon, 24 Nov 1997 14:22:01 -0800
Resent-Message-ID: <78910@example.net>
From: John Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID: <1234@local.machine.example>

This is a message just to say hello.
So, "Hello".
---

If Jane, in turn, wished to resend this message to another person, she would prepend her own set of resent header fields to the above and send that.

### A.4. Messages with trace fields

As messages are sent through the transport system as described in [RFC2821], trace fields are prepended to the message. The following is an example of what those trace fields might look like. Note that there is some folding white space in the first one since these lines can be long.

```
---
Received: from x.y.test
  by example.net
  via TCP
  with ESMTP
  id ABC12345
  for <mary@example.net>;  21 Nov 1997 10:05:43 -0600
Received: from machine.example by x.y.test; 21 Nov 1997 10:01:22 -0600
From: John Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: Fri, 21 Nov 1997 09:55:06 -0600
Message-ID: <1234@local.machine.example>

This is a message just to say hello.
So, "Hello".
---
```

A.5. White space, comments, and other oddities

```
  White space,
 including folding white space, and comments can be
  inserted between many of the tokens of fields.  Taking the example
  from A.1.3, white space and comments can be inserted into all of the
  fields.

----
From: Pete(A wonderful \) chap) <pete(his account)@silly.test(his host)>
To:A Group(Some people)
    :Chris Jones <c@(Chris's host.)public.example>,
        joe@example.org,
 John <jdoe@one.test> (my dear friend); (the end of the group)
Cc:(Empty list)(start)Undisclosed recipients  :(nobody(that I know))  ;
Date: Thu,
     13
       Feb
         1969
     23:32
            -0330 (Newfoundland Time)
Message-ID:             <testabcd.1234@silly.test>

Testing.
----
```

The above example is aesthetically displeasing, but perfectly legal.

Note particularly (1) the comments in the "From:" field (including one that has a ")" character appearing as part of a quoted-pair); (2) the white space absent after the ":" in the "To:" field as well as the comment and
folding white space after the group name, the special character (".") in the comment in Chris Jones's address, and the folding white space before and after "joe@example.org,"; (3) the multiple and nested comments in the "Cc:" field as well as the comment immediately following the ":" after "Cc"; (4) the folding white space (but no comments except at the end) and the missing seconds in the time of the date field; and (5) the white space before (but not within) the identifier in the "Message-ID:" field.

### A.6. Obsoleted forms

The following are examples of obsolete (that is, the "MUST NOT generate") syntactic elements described in section 4 of this document.





#### A.6.1. Obsolete addressing

Note in the below example the lack of quotes around Joe Q. Public, the route that appears in the address for Mary
Smith, the two commas
that appear in the "To:" field, and the spaces that appear around the "." in the jdoe address.

```
----
From: Joe Q. Public <john.q.public@example.com>
To: Mary Smith <@machine.tld:mary@example.net>, , jdoe@test   . example
Date: Tue, 1 Jul 2003 10:52:37 +0200
Message-ID: <5678.21-Nov-1997@example.com>

Hi everyone.
----
```

A.6.2. Obsolete dates

The following message uses an obsolete date format, including a non-numeric time zone and a two digit year. Note that although the day-of-week is missing, that is not specific to the obsolete syntax; it is optional in the current syntax as well.

```
----
From: John Doe <jdoe@machine.example>
To: Mary Smith <mary@example.net>
Subject: Saying Hello
Date: 21 Nov 97 09:55:06 GMT
Message-ID: <1234@local.machine.example>

This is a message just to say hello.
So, "Hello".
----
```

A.6.3. Obsolete white space and comments

White space and comments can appear between many more elements than in the current syntax. Also,
folding lines that are made up entirely
of white space are legal.



```
----
From  : John Doe <jdoe@machine(comment).  example>
To    : Mary Smith
—
       <mary@example.net>
Subject     : Saying Hello
Date  : Fri, 21 Nov 1997 09(comment):   55  :  06 -0600
```

Message-ID : <1234 @ local(blah) .machine .example>

This is a message just to say hello.
So, "Hello".
----

Note especially the second line of the "To:" field. It starts with two space characters. (Note that "__" represent blank spaces.) Therefore, it is considered part of the folding as described in section 4.2. Also, the comments and white space throughout addresses, dates, and message identifiers are all part of the obsolete syntax.

## Appendix B. Differences from earlier standards

This appendix contains a list of changes that have been made in the Internet Message Format from earlier standards, specifically [RFC822] and [STD3]. Items marked with an asterisk (*) below are items which appear in section 4 of this document and therefore can no longer be generated.

1. Period allowed in obsolete form of phrase.
2. ABNF moved out of document to [RFC2234].
3. Four or more digits allowed for year.
4. Header field ordering (and lack thereof) made explicit.
5. Encrypted header field removed.
6. Received syntax loosened to allow any token/value pair.
7. Specifically allow and give meaning to "-0000" time zone.
8. Folding white space is not allowed between every token.
9. Requirement for destinations removed.
10. Forwarding and resending redefined.
11. Extension header fields no longer specifically called out.
12. ASCII 0 (null) removed.*
13. Folding continuation lines cannot contain only white space.*
14. Free insertion of comments not allowed in date.*
15. Non-numeric time zones not allowed.*
16. Two digit years not allowed.*
17. Three digit years interpreted, but not allowed for generation.
18. Routes in addresses not allowed.*
19. CFWS within local-parts and domains not allowed.*
20. Empty members of address lists not allowed.*



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21. Folding white space between field name and colon not allowed.*
22. Comments between field name and colon not allowed.
23. Tightened syntax of in-reply-to and references.*
24. CFWS within msg-id not allowed.*
25. Tightened semantics of resent fields as informational only.
26. Resent-Reply-To not allowed.*
27. No multiple occurrences of fields (except resent and received).*
28. Free CR and LF not allowed.*
29. Routes in return path not allowed.*
30. Line length limits specified.
31. Bcc more clearly specified.

## Appendix C.
## Notices

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Found in path(s):
* /mikel-mail-2-3-1-0-g2cc19d5-tar-gz/mikel-mail-2cc19d5/reference/rfc2822 Internet Message Format.txt
No license file was found, but licenses were detected in source scan.

Network Working Group N. Freed
Request for Comments: 2231 Innosoft
Updates: 2045, 2047, 2183 K. Moore
Obsoletes: 2184 University of Tennessee
Category: Standards Track November 1997

# MIME Parameter Value and Encoded Word Extensions: Character Sets, Languages, and Continuations

## Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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## 1. Abstract

This memo defines extensions to the RFC 2045 media type and RFC 2183 disposition parameter value mechanisms to provide

(1) a means to specify parameter values in character sets other than US-ASCII,

(2) to specify the language to be used should the value be displayed, and

(3) a continuation mechanism for long parameter values to avoid problems with header line wrapping.

This memo also defines an extension to the encoded words defined in RFC 2047 to allow the specification of the language to be used for display as well as the character set.

## 2. Introduction

The Multipurpose Internet Mail Extensions, or MIME [RFC-2045, RFC-2046, RFC-2047, RFC-2048, RFC-2049], define a message format that allows for:





(1) textual message bodies in character sets other than US-ASCII,

(2) non-textual message bodies,

(3) multi-part message bodies, and

(4) textual header information in character sets other than US-ASCII.

MIME is now widely deployed and is used by a variety of Internet protocols, including, of course, Internet email. However, MIME's success has resulted in the need for additional mechanisms that were not provided in the original protocol specification.

In particular, existing MIME mechanisms provide for named media type

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(content-type field) parameters as well as named disposition (content-disposition field). A MIME media type may specify any number of parameters associated with all of its subtypes, and any specific subtype may specify additional parameters for its own use. A MIME disposition value may specify any number of associated parameters, the most important of which is probably the attachment disposition's filename parameter.

These parameter names and values end up appearing in the content-type and content-disposition header fields in Internet email. This inherently imposes three crucial limitations:

(1) Lines in Internet email header fields are folded according to RFC 822 folding rules. This makes long parameter values problematic.

(2) MIME headers, like the RFC 822 headers they often appear in, are limited to 7bit US-ASCII, and the encoded-word mechanisms of RFC 2047 are not available to parameter values. This makes it impossible to have parameter values in character sets other than US-ASCII without specifying some sort of private per-parameter encoding.

(3) It has recently become clear that character set information is not sufficient to properly display some sorts of information -- language information is also needed [RFC-2130]. For example, support for handicapped
users may require reading text string





aloud. The language the text is written in is needed for this to be done correctly. Some parameter values may need to be displayed, hence there is a need to allow for the inclusion of language information.

The last problem on this list is also an issue for the encoded words

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defined by RFC 2047, as encoded words are intended primarily for display purposes.

This document defines extensions that address all of these limitations. All of these extensions are implemented in a fashion that is completely compatible at a syntactic level with existing MIME implementations. In addition, the extensions are designed to have as little impact as possible on existing uses of MIME.

IMPORTANT NOTE: These mechanisms end up being somewhat gibbous when they actually are used. As such, these mechanisms should not be used lightly; they should be reserved for situations where a real need for them exists.

## 2.1. Requirements notation

This document occasionally uses terms that appear in capital letters. When the terms "MUST", "SHOULD", "MUST NOT", "SHOULD NOT", and "MAY" appear capitalized, they are being used to indicate particular requirements of this specification. A discussion of the meanings of these terms appears in [RFC- 2119].

# 3. Parameter Value Continuations

Long MIME media type or disposition parameter values do not interact well with header line wrapping conventions. In particular, proper header line wrapping depends on there being places where linear whitespace (LWSP) is allowed, which may or may not be present in a parameter value, and even if present may not be recognizable as such since specific knowledge of parameter value syntax may not be available to the agent doing the line wrapping. The result is that long parameter values may end up getting truncated or otherwise damaged by incorrect line wrapping implementations.

A mechanism is therefore needed to break up parameter values into smaller units that are amenable to line wrapping. Any such mechanism MUST be compatible with existing MIME processors. This means that

(1) the mechanism MUST NOT change the syntax of MIME media type and disposition lines, and



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(2) the mechanism MUST NOT depend on parameter ordering since MIME states that parameters are not order sensitive. Note that while MIME does prohibit modification of MIME headers during transport, it is still possible that parameters will be reordered when user agent level processing is done.

The obvious solution, then, is to use multiple parameters to contain a single parameter value and to use some kind of distinguished name to indicate when this is being done. And this obvious solution is exactly what is specified here: The asterisk character ("*") followed by a decimal count is employed to indicate that multiple parameters are being used to encapsulate a single parameter value. The count starts at 0 and increments by 1 for each subsequent section of the parameter value. Decimal values are used and neither leading zeroes nor gaps in the sequence are allowed.

The original parameter value is recovered by concatenating the various sections of the parameter, in order. For example, the content-type field

```
Content-Type: message/external-body; access-type=URL;
 URL*0="ftp://";
 URL*1="cs.utk.edu/pub/moore/bulk-mailer/bulk-mailer.tar"
```

is semantically identical to

```
Content-Type: message/external-body; access-type=URL;
  URL="ftp://cs.utk.edu/pub/moore/bulk-mailer/bulk-mailer.tar"
```

Note that quotes around parameter values are part of the value syntax; they are NOT part of the value itself. Furthermore, it is explicitly permitted to have a mixture of quoted and unquoted continuation fields.

## 4. Parameter Value Character Set and Language Information

Some parameter values may need to be qualified with character set or language information. It is clear that a distinguished parameter name is needed to identify when this information is present along with a specific syntax for the information in the value itself. In addition, a lightweight encoding mechanism is needed to accommodate 8 bit information in parameter values.

Asterisks ("*") are reused to provide the indicator that language and character set information is present and encoding is being used. A single quote ("'") is used to delimit the character set and language information at the beginning of the parameter value. Percent signs ("%") are used as the encoding flag, which agrees with RFC 2047.

Specifically, an asterisk at the end of a parameter name acts as an indicator that character set and language information may appear at the beginning of the parameter value. A single quote is used to separate the character set, language, and actual value information in the parameter value string, and an percent sign is used to flag octets encoded in hexadecimal. For example:

```
Content-Type: application/x-stuff;
 title*=us-ascii'en-us'This%20is%20%2A%2A%2Afun%2A%2A%2A
```

Note that it is perfectly permissible to leave either the character set or language field blank. Note also that the single quote delimiters MUST be present even when one of the field values is omitted.
This is done when either character set, language, or both are not relevant to the parameter value at hand. This MUST NOT be done in order to indicate a default character set or language -- parameter field definitions MUST NOT assign a default character set or language.

### 4.1. Combining Character Set, Language, and Parameter Continuations

Character set and language information may be combined with the parameter continuation mechanism. For example:

```
Content-Type: application/x-stuff
 title*0*=us-ascii'en'This%20is%20even%20more%20
 title*1*=%2A%2A%2Afun%2A%2A%2A%20
 title*2="isn't it!"
```

Note that:

(1) Language and character set information only appear at the beginning of a given parameter value.

(2) Continuations do not provide a facility for using more than one character set or language in the same parameter value.

(3) A value presented using multiple continuations may contain a mixture of
encoded and unencoded segments.





(4) The first segment of a continuation MUST be encoded if language and character set information are given.

(5) If the first segment of a continued parameter value is encoded the language and character set field delimiters MUST be present even when the fields are left blank.

## 5. Language specification in Encoded Words

RFC 2047 provides support for non-US-ASCII character sets in RFC 822 message header comments, phrases, and any unstructured text field. This is done by defining an encoded word construct which can appear in any of these places. Given that these are fields intended for display, it is sometimes necessary to associate language information with encoded words as well as just the character set. This specification extends the
definition of an encoded word to allow the
inclusion of such information. This is simply done by suffixing the character set specification with an asterisk followed by the language tag. For example:

From: =?US-ASCII*EN?Q?Keith_Moore?= <moore@cs.utk.edu>

## 6. IMAP4 Handling of Parameter Values

IMAP4 [RFC-2060] servers SHOULD decode parameter value continuations

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when generating the BODY and BODYSTRUCTURE fetch attributes.

## 7. Modifications to MIME ABNF

The ABNF for MIME parameter values given in RFC 2045 is:

```
parameter := attribute "=" value

attribute := token
             ; Matching of attributes
             ; is ALWAYS case-insensitive.
```

This specification changes this ABNF to:

```
parameter := regular-parameter / extended-parameter

regular-parameter := regular-parameter-name "=" value

regular-parameter-name := attribute [section]

attribute := 1*attribute-char
```





```
attribute-char := <any (US-ASCII) CHAR except SPACE, CTLs,
                   "*", "'", "%", or tspecials>

section := initial-section / other-sections

initial-section := "*0"

other-sections := "*" ("1" / "2" / "3" / "4" / "5" /
                       "6" / "7" / "8" / "9") *DIGIT)

extended-parameter := (extended-initial-name "="
                       extended-value) /
                      (extended-other-names "="
                       extended-other-values)

extended-initial-name := attribute [initial-section] "*"
```

extended-other-names := attribute other-sections "*"

extended-initial-value := [charset] "'" [language] "'"
extended-other-values

extended-other-values := *(ext-octet / attribute-char)

ext-octet := "%" 2(DIGIT / "A" / "B" / "C" / "D" / "E" / "F")

charset := <registered character set name>

language
:= <registered language tag [RFC-1766]>

The ABNF given in RFC 2047 for encoded-words is:

encoded-word := "=?" charset "?" encoding "?" encoded-text "?="

This specification changes this ABNF to:

encoded-word := "=?" charset ["*" language] "?" encoded-text "?="

## 8. Character sets which allow specification of language

In the future it is likely that some character sets will provide facilities for inline language labeling. Such facilities are inherently more flexible than those defined here as they allow for language switching in the middle of a string.





If and when such facilities are developed they SHOULD be used in preference to the language labeling facilities specified here. Note that all the mechanisms defined here allow for the omission of language labels so as to be able to accommodate this possible future usage.

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## 9. Security Considerations

This RFC does not discuss security issues and is not believed to raise any security issues not already endemic in electronic mail and present in fully conforming implementations of MIME.

## 10. References


[RFC-822]
Crocker, D., "Standard for the Format of ARPA Internet Text Messages", STD 11, RFC 822 August 1982.

[RFC-1766]
Alvestrand, H., "Tags for the Identification of Languages", RFC 1766, March 1995.

[RFC-2045]
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[RFC-2046]
Freed, N. and N. Borenstein, "Multipurpose Internet Mail Extensions (MIME) Part Two: Media Types", RFC 2046, December 1996.

[RFC-2047]
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[RFC-2048]
Freed, N., Klensin, J. and J. Postel, "Multipurpose Internet Mail Extensions (MIME) Part Four: MIME Registration Procedures", RFC 2048, December 1996.

[RFC-2049]
Freed, N. and N. Borenstein, "Multipurpose Internet Mail Extensions (MIME) Part Five: Conformance Criteria and Examples", RFC 2049, December 1996.





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[RFC-2060]
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[RFC-2183]
Troost, R., Dorner, S. and K. Moore, "Communicating Presentation Information in Internet Messages: The Content-Disposition Header", RFC 2183, August 1997.

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Network Working Group G. Vaudreuil
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Obsoletes: 1892 January 2003
Category: Standards Track

# The Multipart/Report Content Type for the Reporting of Mail System Administrative Messages

## Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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## Abstract

The Multipart/Report Multipurpose Internet Mail Extensions (MIME) content-type is a general "family" or "container" type for electronic mail reports of any kind. Although this memo defines only the use of the Multipart/Report content-type with respect to delivery status reports, mail processing programs will benefit if a single content-type is used to for all kinds of reports.

This document is part of a four document set describing the delivery status report service. This collection includes the Simple Mail Transfer Protocol (SMTP) extensions to request delivery status reports, a MIME content for the reporting of delivery reports, an enumeration of extended status codes, and a multipart container for the delivery report, the original message, and a human-friendly summary of the failure.



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Document Conventions

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this

document are to be interpreted as described in BCP 14, RFC 2119 [RFC2119].

## 1. The Multipart/Report Content Type

The Multipart/Report MIME content-type is a general "family" or "container" type for electronic mail reports of any kind. Although this memo defines only the use of the Multipart/Report content-type with respect to delivery status reports, mail processing programs will benefit if a single content-type is used to for all kinds of reports.

The Multipart/Report content-type is defined as follows:

MIME type name: multipart
MIME subtype name: report
Required parameters: boundary, report-type
Optional parameters: none
Encoding considerations: 7bit should always be adequate
Security considerations: see section 3 of this memo

The syntax of Multipart/Report is identical to the Multipart/Mixed content type defined in [MIME]. When used to send a report, the Multipart/Report content-type must be the top-level MIME content type for any report message. The report-type parameter identifies the type of report. The parameter is the MIME content sub-type of the second body part of the Multipart/Report.

User agents and gateways must be able to automatically determine that a message is a mail system report and should be processed as such. Placing the Multipart/Report as the outermost content provides a mechanism whereby an auto-processor may detect through parsing the RFC 822 headers that the message is a report.



The Multipart/Report content-type contains either two or three sub-parts, in the following order:

1) [Required] The first body part contains human readable message. The purpose of this message is to provide an easily understood

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description of the condition(s) that caused the report to be generated, for a human reader who may not have a user agent capable of interpreting the second section of the Multipart/Report.

The text in the first section may be in any MIME standards-track content-type, charset, or language. Where a description of the error is desired in
several languages or several media, a
Multipart/Alternative construct may be used.

This body part may also be used to send detailed information that cannot be easily formatted into a Message/Report body part.

(2) [Required] A machine parsable body part containing an account of the reported message handling event. The purpose of this body part is to provide a machine-readable description of the condition(s) that caused the report to be generated, along with details not present in the first body part that may be useful to human experts. An initial body part, Message/delivery-status is defined in [DSN].

(3) [Optional] A body part containing the returned message or a portion thereof. This information may be useful to aid human experts in diagnosing problems. (Although it may also be useful to allow the sender to identify the message which the report was issued, it is hoped that the envelope-id and original-recipient-address returned in the
Message/Report body part will replace the traditional use of the returned content for this purpose.)

Return of content may be wasteful of network bandwidth and a variety of implementation strategies can be used. Generally the sender should choose the appropriate strategy and inform the recipient of the required level of returned content required. In the absence of an explicit request for level of return of content such as that provided in [DRPT], the agent that generated the delivery service report should return the full message content.

When 8-bit or binary data not encoded in a 7 bit form is to be returned, and the return path is not guaranteed to be 8-bit or binary capable, two options are available. The original message MAY be re-encoded into a legal 7-bit MIME message or the Text/RFC822-Headers content-type MAY be used to return only the original message headers.

## 2. The Text/RFC822-Headers content-type

The Text/RFC822-Headers MIME content-type provides a mechanism to label and return only the RFC 822 headers of a failed message. These headers are not the complete message and should not be returned as a Message/RFC822. The returned headers are useful for identifying the failed message and for diagnostics based on the received lines.

The Text/RFC822-Headers content-type is defined as follows:

MIME type name: Text
MIME subtype name: RFC822-Headers
Required parameters: None
Optional parameters: None
Encoding considerations: 7 bit is sufficient for normal RFC822 headers, however, if the headers are broken and require encoding to make them legal 7 bit content, they may be encoded in quoted-printable.
Security considerations: See section 3 of this memo.

The Text/RFC822-Headers body part should contain all the RFC822 header lines from the message which caused the report. The RFC822 headers include all lines prior to the blank line in the message. They include the MIME-Version and MIME Content-Headers.

## 3. Security Considerations

Automated use of report types without authentication presents several security issues. Forging negative reports presents the opportunity for denial-of-service attacks when the reports are used for automated maintenance of directories or mailing lists. Forging positive reports may cause the sender to incorrectly believe a message was delivered when it was not.

A signature covering the entire multipart/report structure could be used to prevent such forgeries; such a signature scheme is, however, beyond the scope of this document.

## 4. Normative References

[SMTP] Postel, J., "Simple Mail Transfer Protocol", STD 10, RFC 821, August 1982.

[DSN] Moore, K., and G. Vaudreuil, "An Extensible Message Format for Delivery Status Notifications", RFC 3464, January 2003.

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[MIME] Borenstein, N. and N. Freed, "Multipurpose Internet Mail Extensions (MIME) Part Two: Media Types", RFC 2046, November 1996.

[DRPT] Moore, K., "SMTP Service Extension for Delivery Status Notifications", RFC 3461, January 2003.

[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, March 1997.

Appendix A - Changes from RFC 1892

Changed Authors contact information

Updated required standards boilerplate

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INFORMATIONAL

Errata

Network Working Group J. Klensin

Request for Comments: 3696 February 2004
Category: Informational

# Application Techniques for Checking and Transformation of Names

## Status of this Memo

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## Abstract

Many Internet applications have been designed to deduce top-level domains (or other domain name labels) from partial information. The introduction of new top-level domains, especially non-country-code ones, has exposed flaws in some of the methods used by these applications. These flaws make it more difficult, or impossible, for users of the applications to access the full Internet. This memo discusses some of the techniques that have been used and gives some guidance for minimizing their negative impact as the domain name environment evolves. This document draws summaries of the applicable rules together in one place and supplies references to the actual standards.

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## 1. Introduction

Designers of user interfaces to Internet applications have often found it useful to examine user-provided values for validity before passing them to the Internet tools themselves. This type of test, most commonly involving syntax checks or application of other rules to domain names, email addresses, or "web addresses" (URLs or, occasionally, extended URI forms (see Section 4)) may enable better-quality diagnostics for the user than might be available from the protocol itself. Local validity tests on values are also thought to improve the efficiency of back-office processing programs and to reduce the load on the protocols themselves. Certainly, they are consistent with the well-established principle that it is better to detect errors as early as possible.

The tests must, however, be made correctly or at least safely. If criteria are applied that do not match the protocols, users will be inconvenienced, addresses and sites will effectively become

inaccessible to some groups, and business and communications opportunities will be lost. Experience in recent years indicates that syntax tests are often performed incorrectly and that tests for top-level domain names are applied using obsolete lists and conventions. We assume that most of these incorrect tests are the result of the inability to conveniently locate exact definitions for the criteria to be applied. This document draws summaries of the applicable rules together in one place and supplies references to the





actual standards. It does not add anything to those standards; it merely draws the information together into a form that may be more accessible.

Many experts on Internet protocols believe that tests and rules of these sorts should be avoided in applications and that the tests in the protocols and back-office systems should be relied on instead. Certainly implementations of the protocols cannot assume that the data passed to them will be valid. Unless the standards specify particular behavior, this document takes no position on whether or not the testing is desirable. It only identifies the correct tests to be made if tests are to be applied.

The sections that follow discuss domain names, email addresses, and URLs.

## 2. Restrictions on domain (DNS) names

The authoritative definitions of the format and syntax of domain names appear in RFCs 1035 [RFC1035], 1123 [RFC1123], and 2181 [RFC2181].

Any characters, or combination of bits (as octets), are permitted in DNS names. However, there is a preferred form that is required by most applications. This preferred form has been the only one permitted in the names of top-level domains, or TLDs. In general, it is also the only form permitted in most second-level names registered in TLDs, although some names that are normally not seen by users obey

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other rules. It derives from the original ARPANET rules for the naming of hosts (i.e., the "hostname" rule) and is perhaps better described as the "LDH rule", after the characters that it permits. The LDH rule, as updated, provides that the labels (words or strings separated by periods) that make up a domain name must consist of only the ASCII [ASCII] alphabetic and numeric characters, plus the hyphen. No other symbols or punctuation characters are permitted, nor is blank space. If the hyphen is used, it is not permitted to appear at either the beginning or end of a label. There is an additional rule that essentially requires that top-level domain names not be all-numeric.

When it is necessary to express labels with non-character octets, or to embed periods within labels, there is a mechanism for keying them in that utilizes an escape sequence. RFC 1035 [RFC1035] should be consulted if that mechanism is needed (most common applications, including email and the Web, will generally not permit those escaped strings). A special encoding is now available for non-ASCII characters, see the brief discussion in Section 5.





Most internet applications that reference other hosts or systems assume they will be supplied with "fully-qualified" domain names, i.e., ones that include all of the labels leading to the root, including the TLD name. Those fully-qualified domain names are then passed to either the domain name resolution protocol itself or to the remote systems. Consequently, purported DNS names to be used in applications and to locate resources generally must contain at least one period (".") character. Those that do not are either invalid or require the application to supply additional information. Of course, this principle does not apply when the purpose of the application is to process or query TLD names themselves. The DNS specification also permits a trailing period to be used to denote the root, e.g., "a.b.c" and "a.b.c." are equivalent, but the latter is more explicit and is required to be accepted by applications. This convention is especially important when a TLD name is being referred to directly. For example, while ".COM" has become the popular terminology for referring to that top-level domain, "COM." would be strictly and

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technically correct in talking about the DNS, since it shows that "COM" is a top-level domain name.

There is a long history of applications moving beyond the "one or more periods" test in an attempt to verify that a valid TLD name is actually present. They have done this either by applying some heuristics to the form of the name or by consulting a local list of valid names. The historical heuristics are no longer effective. If one is to keep a local list, much more effort must be devoted to keeping it up-to-date than was the case several years ago.

The heuristics were based on the observation that, since the DNS was first deployed, all top-level domain names were two, three, or four characters in length. All two-character names were associated with "country code" domains, with the specific labels (with a few early exceptions) drawn from the ISO list of codes for countries and similar entities [IS3166]. The three-letter names were "generic" TLDs, whose function was not country-specific, and there was exactly one four-letter TLD, the infrastructure domain "ARPA." [RFC1591]. However, these length-dependent rules were conventions, rather than anything on which the protocols depended.

Before the mid-1990s, lists of valid top-level domain names changed infrequently. New country codes were gradually, and then more rapidly, added as the Internet expanded, but the list of generic domains did not change at all between the establishment of the "INT." domain in 1988 and ICANN's allocation of new generic TLDs in 2000. Some application developers responded by assuming that any two-letter domain name could be valid as a TLD, but the list of generic TLDs was fixed and could be kept locally and tested. Several of these assumptions changed as ICANN started to allocate new top-level





domains: one two-letter domain that does not appear in the ISO 3166-1 table [ISO.3166.1988] was tentatively approved, and new domains were created with three, four, and even six letter codes.

As of the first quarter of 2003, the list of valid, non-country, top-level domains was .AERO, .BIZ, .COM, .COOP, .EDU, .GOV, .INFO, .INT, .MIL, .MUSEUM, .NAME, .NET, .ORG, .PRO, and .ARPA. ICANN is

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expected to expand that list at regular intervals, so the list that appears here should not be used in testing. Instead, systems that filter by testing top-level domain names should regularly update their local tables of TLDs (both "generic" and country-code-related) by polling the list published by IANA [DomainList]. It is likely that the better strategy has now become to make the "at least one period" test, to verify LDH conformance (including verification that the apparent TLD name is not all-numeric), and then to use the DNS to determine domain name validity, rather than trying to maintain a local list of valid TLD names.

A DNS label may be no more than 63 octets long. This is in the form actually stored; if a non-ASCII label is converted to encoded "punycode" form (see Section 5), the length of that form may restrict the number of actual characters (in the original character set) that can be accommodated. A complete, fully-qualified, domain name must not exceed 255 octets.

Some additional mechanisms for guessing correct domain names when incomplete information is provided have been developed for use with the web and are discussed in Section 4.4.

## 3. Restrictions on email addresses

Reference documents: RFC 2821 [RFC2821] and RFC 2822 [RFC2822]

Contemporary email addresses consist of a "local part" separated from a "domain part" (a fully-qualified domain name) by an at-sign ("@"). The syntax of the domain part corresponds to that in the previous section. The concerns identified in that section about filtering and lists of names apply to the domain names used in an email context as well. The domain name can also be replaced by an IP address in square brackets, but that form is strongly discouraged except for testing and troubleshooting purposes.

The local part may appear using the quoting conventions described below. The quoted forms are rarely used in practice, but are required for some legitimate purposes. Hence, they should not be rejected in filtering routines but, should instead be passed to the email system for evaluation by the destination host.



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The exact rule is that any ASCII character, including control characters, may appear quoted, or in a quoted string. When quoting is needed, the backslash character is used to quote the following character. For example

Abc\@def@example.com

is a valid form of an email address. Blank spaces may also appear, as in

Fred\ Bloggs@example.com

The backslash character may also be used to quote itself, e.g.,

Joe.\\Blow@example.com

In addition to quoting using the backslash character, conventional double-quote characters may be used to surround strings. For example

"Abc@def"@example.com

"Fred Bloggs"@example.com

are alternate forms of the first two examples above. These quoted forms are rarely recommended, and are uncommon in practice, but, as discussed above, must be supported by applications that are processing email addresses. In particular, the quoted forms often appear in the context of addresses associated with transitions from other systems and contexts; those transitional requirements do still arise and, since a system that accepts a user-provided email address cannot "know" whether that address is associated with a legacy system, the address forms must be accepted and passed into the email environment.

Without quotes, local-parts may consist of any combination of alphabetic characters, digits, or any of the special characters

! # $ % & ' * + - / = ? ^ _ ` . { | } ~

period (".") may also appear, but may not be used to start or end the local part, nor may two or more consecutive periods appear. Stated differently, any ASCII graphic (printing) character other

than the
at-sign ("@"), backslash, double quote, comma, or square brackets may
appear without quoting. If any of that list of excluded characters
are to appear, they must be quoted. Forms such as

user+mailbox@example.com





customer/department=shipping@example.com

$A12345@example.com

!def!xyz%abc@example.com

_somename@example.com

are valid and are seen fairly regularly, but any of the characters
listed above are permitted. In the context of local parts,
apostrophe ("'") and acute accent ("`") are ordinary characters, not
quoting characters. Some of the characters listed above are used in
conventions about routing or other types of special handling by some
receiving hosts. But, since there is no way to know whether the
remote host is using those conventions or just treating
these
characters as normal text, sending programs (and programs evaluating
address validity) must simply accept the strings and pass them on.

In addition to restrictions on syntax, there is a length limit on
email addresses. That limit is a maximum of 64 characters (octets)
in the "local part" (before the "@") and a maximum of 255 characters
(octets) in the domain part (after the "@") for a total length of 320
characters. Systems that handle email should be prepared to process
addresses which are that long, even though they are rarely
encountered.

## 4. URLs and URIs

### 4.1. URI syntax definitions and issues

The syntax for URLs (Uniform Resource Locators) is specified in
[RFC1738]. The syntax for the more general "URI" (Uniform Resource

Identifier) is specified in [RFC2396]. The URI syntax is extremely general, with considerable variations permitted according to the type of "scheme" (e.g., "http", "ftp", "mailto") that is being used. While it is possible to use the general syntax rules of RFC 2396 to perform syntax checks, they are general enough --essentially only specifying the separation of the scheme name and "scheme specific part" with a colon (":") and excluding some characters that must be escaped if used-- to provide little significant filtering or validation power.

The following characters are reserved in many URIs -- they must be used for either their URI-intended purpose or must be encoded. Some particular schemes may either broaden or relax these restrictions (see the following sections for URLs applicable to "web pages" and electronic mail), or apply them only to particular URI component parts.





; / ? : @ & = + $ , ?

In addition, control characters, the space character, the double-quote (") character,
and the following special characters

< > # %

are generally forbidden and must either be avoided or escaped, as discussed below.

The colon after the scheme name, and the percent sign used to escape characters, are specifically reserved for those purposes, although ":" may also be used elsewhere in some schemes.

When it is necessary to encode these, or other, characters, the method used is to replace it with a percent-sign ("%") followed by two hexidecimal digits representing its octet value. See section 2.4.1 of [RFC2396] for an exact definition. Unless it is used as a delimiter of the URI scheme itself, any character may optionally be encoded this way; systems that are testing URI syntax should be prepared for these encodings to appear in any component of the URI except the scheme name itself.

A "generic URI" syntax is specified and is more restrictive, but using it to test URI strings requires that one know whether or not the particular scheme in use obeys that syntax. Consequently, applications that intend to check or validate URIs should normally identify the scheme name and then apply scheme-specific tests. The rules for two of those -- HTTP [RFC1738] and MAILTO [RFC2368] URLs -- are discussed below, but the author of an application which intends to make very precise checks, or to reject particular syntax rather than just warning the user, should consult the relevant scheme-definition documents for precise syntax and relationships.

### 4.2. The HTTP URL

Absolute HTTP URLs consist of the scheme name, a host name (expressed as a domain name or IP address), and optional port number, and then, optionally, a path, a search part, and a fragment identifier. These are separated, respectively, by a colon and the two slashes that precede the host name, a colon, a slash, a question mark, and a hash mark ("#"). So we have

http://host:port/path?search#fragment

http://host/path/

http://host/path#fragment





http://host/path?search

http://host

and other variations on that form. There is also a "relative" form, but it almost never appears in text that a user might, e.g., enter into a form. See [RFC2616] for details.

The characters

/ ; ?

are reserved within the path and search parts and must be encoded;

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the first of these may be used unencoded, and is often used within the path, to designate hierarchy.

### 4.3. The MAILTO URL

MAILTO is a URL type whose content is an email address. It can be used to encode any of the email address formats discussed in Section 3 above. It can also support multiple addresses and the inclusion of headers (e.g., Subject lines) within the body of the URL. MAILTO is authoritatively defined in RFC 2368 [RFC2368]; anyone expecting to accept and test multiple addresses or mail header or body formats should consult that document carefully.

In accepting text for, or validating, a MAILTO URL, it is important to note that, while it can be used to encode any valid email address, it is not sufficient to copy an email address into a MAILTO URL since email addresses may include a number of characters that are invalid in, or have reserved uses for, URLs. Those characters must be encoded, as outlined in Section 4.1 above, when the addresses are mapped into the URL form. Conversely, addresses in MAILTO URLs cannot, in general, be copied directly into email contexts, since few email programs will reverse the decodings (and doing so might be interpreted as a protocol violation).

The following characters may appear in MAILTO URLs only with the specific defined meanings given. If they appear in an email address (i.e., for some other purpose), they must be encoded:

: The colon in "mailto:"

< > # " % { } | \ ^ ~ `

These characters are "unsafe" in any URL, and must always be encoded.





The following characters must also be encoded if they appear in a MAILTO URL

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? & =
Used to delimit headers and their values when these are encoded into URLs.

Some examples may be helpful:

| Email address | MAILTO URL | Notes |
|---|---|---|
| Joe@example.com | mailto:joe@example.com | 1 |
| user+mailbox@example.com | mailto:user%2Bmailbox@example.com | 2 |
| customer/department=shipping@example.com | mailto:customer%2Fdepartment=shipping@example.com | 3 |
| $A12345@example.com | mailto:$A12345@example.com | 4 |
| !def!xyz%abc@example.com | mailto:!def!xyz%25abc@example.com | 5 |
| _somename@example.com | mailto:_somename@example.com | 4 |

Table 1

Notes on Table

1. No characters appear in the email address that require escaping, so the body of the MAILTO URL is identical to the email address.

2. There is actually some uncertainty as to whether or not the "+" characters requires escaping in MAILTO URLs (the standards are not precisely clear). But, since any character in the address specification may optionally be encoded, it is probably safer to encode it.

3. The "/" character is generally reserved in URLs, and must be encoded as %2F.

4. Neither the "$" nor the "_" character are given any special interpretation in
MAILTO URLs, so need not be encoded.

5. While the "!" character has no special interpretation, the "%" character is used to introduce encoded sequences and hence it must always be encoded.

### 4.4. Guessing domain names in web contexts

Several web browsers have adopted a practice that permits an incomplete domain name to be used as input instead of a complete URL. This has, for example, permitted users to type "microsoft" and have the browser interpret the input as "http://www.microsoft.com/". Other browser versions have gone even further, trying to build DNS names up through a series of heuristics, testing each variation in turn to see if it appears in the DNS, and accepting the first one found as the intended domain name. Still, others automatically invoke search engines if no period appears or if the reference fails. If any of these approaches are to be used, it is often critical that the browser recognize the complete list of TLDs. If an incomplete
list is used, complete domain names may not be recognized as such and the system may try to turn them into completely different names. For example, "example.aero" is a fully-qualified name, since "AERO." is a TLD name. But, if the system doesn't recognize "AERO" as a TLD name, it is likely to try to look up "example.aero.com" and "www.example.aero.com" (and then fail or find the wrong host), rather than simply looking up the user-supplied name.

As discussed in Section 2 above, there are dangers associated with software that attempts to "know" the list of top-level domain names locally and take advantage of that knowledge. These name-guessing heuristics are another example of that situation: if the lists are up-to-date and used carefully, the systems in which they are embedded may provide an easier, and more attractive, experience for at least some users. But finding the wrong host, or being unable to find a host even
when its name is precisely known, constitute bad experiences by any measure.

More generally, there have been bad experiences with attempts to "complete" domain names by adding additional information to them. These issues are described in some detail in RFC 1535 [RFC1535].

## 5. Implications of internationalization

The IETF has adopted a series of proposals ([RFC3490] - [RFC3492]) whose purpose is to permit encoding internationalized (i.e., non-ASCII) names in the DNS. The primary standard, and the group generically, are known as "IDNA". The actual strings stored in the





DNS are in an encoded form: the labels begin with the characters "xn--" followed by the encoded string. Applications should be prepared to accept and process the encoded form (those strings are consistent with the "LDH rule" (see Section 2) so should not raise any separate issues) and the use of local, and potentially other, characters as appropriate to local systems and circumstances.

The IDNA specification describes the exact process to be used to validate a name or encoded string. The process is sufficiently complex that shortcuts or heuristics, especially for versions of labels written directly in Unicode or other coded character sets, are likely to fail and cause problems. In particular, the strings cannot be validated with syntax or semantic rules of any of the usual sorts: syntax validity is defined only in terms of the result of executing a particular function.

In addition to the restrictions imposed by the protocols themselves, many domains are implementing rules about just which non-ASCII names they will permit to be registered (see, e.g., [JET], [RegRestr]). This work is still relatively new, and the rules and conventions are likely to be different for each domain, or at least each language or script group. Attempting to test for those rules in a client program to see if a user-supplied name might possibly exist in the relevant domain would almost certainly be ill-advised.

One quick local test however, may be reasonable: as of the time of this writing, there should be no instances of labels in the DNS that start with two characters, followed by two hyphens, where the two

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characters are not "xn" (in, of course, either upper or lower case). Such label strings, if they appear, are probably erroneous or obsolete, and it may be reasonable to at least warn the user about them.

There is ongoing work in the IETF and elsewhere to define internationalized formats for use in other protocols, including email addresses. Those forms may or may not conform to existing rules for ASCII-only identifiers; anyone designing evaluators or filters should watch that work closely.

## 6. Summary

When an application accepts a string from the user and ultimately passes it on to an API for a protocol, the desirability of testing or filtering the text in any way not required by the protocol itself is hotly debated. If it must divide the string into its components, or otherwise interpret it, it obviously must make at least enough tests to validate that process. With, e.g., domain names or email addresses that can be passed on untouched, the appropriateness of





trying to figure out which ones are valid and which ones are not requires a more complex decision, one that should include considerations of how to make exactly the correct tests and to keep information that changes and evolves up-to-date. A test containing obsolete information, can be extremely frustrating for potential correspondents or customers and may harm desired relationships.

## 7. Security Considerations

Since this document merely summarizes the requirements of existing standards, it does not introduce any new security issues. However, many of the techniques that motivate the document raise important security concerns of their own. Rejecting valid forms of domain names, email addresses, or URIs often denies service to the user of those entities. Worse, guessing at the user's intent when an incomplete address, or other string, is given can result in compromises to privacy or accuracy of reference if the wrong target is found and returned. From a security standpoint, the optimum

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behavior is probably to never guess, but instead, to force the user to specify exactly what is wanted. When that position involves a tradeoff with an acceptable user experience, good judgment should be used and the fact that it is a tradeoff recognized.

Some characters have special or privileged meanings on some systems (i.e., ` on Unix). Applications should be careful to escape those locally if necessary. By the same token, they are valid, and should not be disallowed locally, or escaped when transmitted through Internet protocols, for such reasons if a remote site chooses to use them.

The presence of local checking does not permit remote checking to be bypassed. Note that this can apply to a single machine; in particular, a local MTA should not assume that a local MUA has properly escaped locally-significant special characters.

## 8. Acknowledgements

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# Augmented BNF for Syntax Specifications: ABNF

Status of This Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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Abstract

Internet technical specifications often need to define a formal syntax. Over the years, a modified version of Backus-Naur Form (BNF), called Augmented BNF (ABNF), has been popular among many Internet specifications. The current specification documents ABNF. It balances compactness and simplicity, with reasonable representational power. The differences between standard BNF and ABNF involve naming rules, repetition, alternatives, order-independence, and value ranges. This specification also supplies additional rule definitions and encoding for a core lexical analyzer of the type common to several Internet specifications.





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## 1. INTRODUCTION

Internet technical specifications often need to define a formal syntax and are free to employ whatever notation their authors deem useful. Over the years, a modified version of Backus-Naur Form (BNF), called Augmented BNF (ABNF), has been popular among many Internet specifications.
It balances compactness and simplicity,
with reasonable representational power. In the early days of the Arpanet, each specification contained its own definition of ABNF. This included the email specifications, [RFC733] and then [RFC822], which came to be the common citations for defining ABNF. The current document separates those definitions to permit selective reference. Predictably, it also provides some modifications and enhancements.

The differences between standard BNF and ABNF involve naming rules, repetition, alternatives, order-independence, and value ranges. Appendix B supplies rule definitions and encoding for a core lexical analyzer of the type common to several Internet specifications. It is provided as a convenience and is otherwise separate from the meta



language defined
in the body of this document, and separate from its formal status.

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Changes since [RFC2234]:

In Section 3.7, the phrase: "That is, exactly <N> occurrences of <element>." was corrected to: "That is, exactly <n> occurrences of <element>."

Some continuation comment lines needed to be corrected to begin with comment character (";").

## 2. RULE DEFINITION

### 2.1. Rule Naming

The name of a rule is simply the name itself; that is, a sequence of characters, beginning with an alphabetic character, and followed by a combination of alphabetics, digits, and hyphens (dashes).

NOTE:

Rule names are case-insensitive

The names <rulename>, <Rulename>, <RULENAME>, and <rUlENamE> all refer to the same rule.

Unlike original BNF, angle brackets ("<", ">") are not required. However, angle brackets may be used around a rule name whenever their presence facilitates in discerning the use of a rule name. This is typically restricted
to rule name references in free-form prose, or
to distinguish partial rules that combine into a string not separated by white space, such as shown in the discussion about repetition, below.

### 2.2. Rule Form

A rule is defined by the following sequence:

```
name =  elements crlf
```

where <name> is the name of the rule, <elements> is one or more rule names or terminal specifications, and <crlf> is the end-of-line indicator (carriage return followed by line feed). The equal sign separates the name from the definition of the rule. The elements form a sequence of one or more rule names and/or value definitions, combined according to the various operators defined in this document, such as alternative and repetition.

For visual ease, rule definitions are left aligned. When a rule requires multiple
lines, the continuation lines are indented. The
left alignment and indentation are relative to the first lines of the ABNF rules and need not match the left margin of the document.

## 2.3. Terminal Values

Rules resolve into a string of terminal values, sometimes called characters. In ABNF, a character is merely a non-negative integer. In certain contexts, a specific mapping (encoding) of values into a character set (such as ASCII) will be specified.

Terminals are specified by one or more numeric characters, with the base interpretation of those characters indicated explicitly. The following bases are currently defined:

b = binary

d = decimal

x = hexadecimal

Hence:

CR = %d13

CR = %x0D

respectively specify the decimal and hexadecimal representation of [US-ASCII] for carriage return.

A concatenated string of such values is specified compactly, using a
period (".") to indicate a separation of characters within that value. Hence:

CRLF = %d13.10

ABNF permits the specification of literal text strings directly, enclosed in quotation-marks. Hence:

```
command     =  "command string"
```

Literal text strings are interpreted as a concatenated set of printable characters.



NOTE:

ABNF strings are case-insensitive and the character set for these strings is us-ascii.

Hence:

```
rulename = "abc"
```

and:

```
rulename = "aBc"
```

will match "abc", "Abc", "aBc", "abC", "ABc", "aBC", "AbC", and "ABC".

To specify a rule that IS case SENSITIVE, specify the characters individually.

For example:

```
rulename    =  %d97 %d98 %d99
```

or

```
rulename    =  %d97.98.99
```

will match only the string that comprises only the lowercased characters, abc.

## 2.4. External Encodings

External representations of terminal value characters will vary according to constraints in the storage or transmission environment. Hence, the same ABNF-based grammar may have multiple external encodings, such as one for a 7-bit US-ASCII environment, another for a binary octet environment, and still a different one when 16-bit Unicode is used. Encoding details are beyond the scope of ABNF, although Appendix A (Core) provides definitions for a 7-bit US-ASCII environment as has been common to much of the Internet.

By separating external encoding from the syntax, it is intended that alternate encoding environments can be used for the same syntax.



## 3. OPERATORS

### 3.1. Concatenation: Rule1 Rule2

A rule can
define a simple, ordered string of values (i.e., a
concatenation of contiguous characters) by listing a sequence of rule names. For example:

```
foo     =  %x61         ; a

bar     =  %x62         ; b

mumble  =  foo bar foo
```

So that the rule <mumble> matches the lowercase string "aba".

LINEAR WHITE SPACE: Concatenation is at the core of the ABNF parsing model. A string of contiguous characters (values) is parsed according to the rules defined in ABNF. For Internet specifications, there is some history of permitting linear white space (space and horizontal tab) to be freely and implicitly interspersed around major constructs, such as delimiting special characters or atomic strings.

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NOTE:

This specification for ABNF does not provide for implicit specification of linear white space.

Any grammar that wishes to permit linear white space around delimiters or string segments must specify it explicitly. It is often useful to provide for such white space in "core" rules that are then used variously among higher-level rules. The "core" rules might be formed into a lexical analyzer or simply be part of the main ruleset.

### 3.2. Alternatives: Rule1 / Rule2

Elements separated by a forward slash ("/") are alternatives. Therefore,

foo / bar

will accept <foo> or <bar>.



NOTE:

A quoted string containing alphabetic characters is a special form for specifying alternative characters and is interpreted as a non-terminal representing the set of combinatorial strings with the contained characters, in the specified order but with any mixture of upper and lower case.

### 3.3. Incremental Alternatives: Rule1 =/ Rule2

It is sometimes convenient to specify a list of alternatives in fragments. That is, an initial rule may match one or more

alternatives, with later rule definitions adding to the set of alternatives. This is particularly useful for otherwise, independent specifications that derive from the same parent rule set, such as often occurs with parameter lists. ABNF permits this incremental definition through the construct:

```
oldrule     =/ additional-alternatives
```

So that the rule set

```
ruleset     =  alt1 / alt2

ruleset     =/ alt3

ruleset     =/ alt4 / alt5
```

is the same as specifying

```
ruleset     =  alt1 / alt2 / alt3 / alt4 / alt5
```

### 3.4. Value Range Alternatives: %c##-##

A range of alternative numeric values can be specified compactly, using dash ("-") to indicate the range of alternative values. Hence:

```
DIGIT       =  %x30-39
```

is equivalent to:

```
DIGIT       =  "0" / "1" / "2" / "3" / "4" / "5" / "6" /

               "7" / "8" / "9"
```

Concatenated numeric values and numeric value ranges cannot be specified in the same string. A numeric value may use the dotted notation for concatenation or it may use the dash notation to specify



one value range. Hence, to specify one printable character between end of line sequences, the specification could be:

```
char-line = %x0D.0A %x20-7E %x0D.0A
```

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3.5. Sequence Group: (Rule1 Rule2)

Elements enclosed in parentheses are treated as a single element, whose contents are STRICTLY ORDERED. Thus,

elem (foo / bar) blat

matches (elem foo blat) or (elem bar blat), and

elem foo / bar blat

matches (elem foo) or (bar blat).

NOTE:

It is strongly advised that grouping notation be used, rather than relying on the proper reading of "bare" alternations, when alternatives
consist of multiple rule names or literals.

Hence, it is recommended that the following form be used:

(elem foo) / (bar blat)

It will avoid misinterpretation by casual readers.

The sequence group notation is also used within free text to set off an element sequence from the prose.

3.6. Variable Repetition: *Rule

The operator "*" preceding an element indicates repetition. The full form is:

<a>*<b>element

where <a> and <b> are optional decimal values, indicating at least <a> and at most <b> occurrences of the element.

Default values are 0 and infinity so that *<element> allows any number, including zero; 1*<element> requires at least one; 3*3<element> allows exactly 3 and 1*2<element> allows one or two.

### 3.7. Specific Repetition: nRule

A rule of the form:

<n>element

is equivalent to

<n>*<n>element

That is, exactly <n> occurrences of <element>. Thus, 2DIGIT is a 2-digit number, and 3ALPHA is a string of three alphabetic characters.

### 3.8. Optional Sequence: [RULE]

Square brackets enclose an optional element sequence:

[foo bar]

is equivalent to

*1(foo bar).

### 3.9. Comment: ; Comment

A semi-colon starts a comment that continues to the end of line. This is a simple way of including useful notes in parallel with the specifications.

### 3.10. Operator Precedence

The various mechanisms described above have the following precedence, from highest (binding tightest) at the top, to lowest (loosest) at the bottom:

Strings, Names formation

Comment

Value range

Repetition

Grouping, Optional

Concatenation

Alternative



Use of the alternative operator, freely mixed with concatenations, can be confusing.

Again, it is recommended that the grouping operator be used to make explicit concatenation groups.

## 4. ABNF DEFINITION OF ABNF

NOTES:

1. This syntax requires a formatting of rules that is relatively strict. Hence, the version of a ruleset included in a specification might need preprocessing to ensure that it can be interpreted by an ABNF parser.

2. This syntax uses the rules provided in Appendix B (Core).

```
rulelist       =  1*( rule / (*c-wsp c-nl) )

rule           =  rulename defined-as elements c-nl
                     ; continues if next line starts
                     ;  with white space

rulename       =  ALPHA *(ALPHA / DIGIT / "-")

defined-as     =  *c-wsp ("=" / "=/") *c-wsp
                     ; basic
rules definition and
                     ;  incremental alternatives

elements       =  alternation *c-wsp

c-wsp          =  WSP / (c-nl WSP)
```

```
c-nl          =  comment / CRLF
                    ; comment or newline

comment       =  ";" *(WSP / VCHAR) CRLF

alternation   =  concatenation
              *(*c-wsp "/" *c-wsp concatenation)

concatenation  =  repetition *(1*c-wsp repetition)

repetition    =  [repeat] element

repeat        =  1*DIGIT / (*DIGIT "*" *DIGIT)
```



```
element       =  rulename / group / option /
              char-val / num-val / prose-val

group         =  "(" *c-wsp alternation *c-wsp ")"

option        =  "[" *c-wsp alternation *c-wsp "]"

char-val
=  DQUOTE *(%x20-21 / %x23-7E) DQUOTE
                    ; quoted string of SP and VCHAR
                    ;  without DQUOTE

num-val       =  "%" (bin-val / dec-val / hex-val)

bin-val       =  "b" 1*BIT
              [ 1*("." 1*BIT) / ("-" 1*BIT) ]
                    ; series of concatenated bit values
                    ;  or single ONEOF range

dec-val       =  "d" 1*DIGIT
              [ 1*("." 1*DIGIT) / ("-" 1*DIGIT) ]

hex-val       =  "x" 1*HEXDIG
              [ 1*("." 1*HEXDIG) / ("-" 1*HEXDIG) ]
```

```
prose-val      =  "<" *(%x20-3D / %x3F-7E) ">"
                  ; bracketed string of SP and VCHAR
                  ;  without angles
                  ; prose description, to be used as
                  ;  last resort
```

## 5. SECURITY CONSIDERATIONS

Security is truly believed
to be irrelevant to this document.

## 6. References

### 6.1. Normative References

[US-ASCII] American National Standards Institute, "Coded Character Set -- 7-bit American Standard Code for Information Interchange", ANSI X3.4, 1986.

### 6.2. Informative References

[RFC2234] Crocker, D. and P. Overell, "Augmented BNF for Syntax Specifications: ABNF", RFC 2234, November 1997.



[RFC733] Crocker, D., Vittal, J., Pogran, K., and D. Henderson, "Standard for the format of ARPA network text messages", RFC 733, November 1977.

[RFC822] Crocker, D., "Standard for the format of ARPA Internet text messages", STD 11, RFC 822, August 1982.

Appendix A. ACKNOWLEDGEMENTS

The syntax for ABNF was originally specified in RFC 733. Ken L. Harrenstien, of SRI International, was responsible for re-coding the BNF into an augmented BNF that makes the representation smaller and

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easier to understand.

This recent project began as a simple effort to cull out the portion of RFC 822 that has been repeatedly cited by non-email specification writers, namely the description of augmented BNF. Rather than simply and blindly converting the existing text into a separate document, the working group chose to give careful consideration to the deficiencies, as well as benefits, of the existing specification and related specifications made available over the last 15 years, and therefore to pursue enhancement. This turned the project into something rather more ambitious than was first intended. Interestingly, the result is not massively different from that original, although decisions, such as removing the list notation, came as a surprise.

This "separated" version of the specification was part of the DRUMS working group, with significant contributions from Jerome Abela, Harald Alvestrand, Robert Elz, Roger Fajman, Aviva Garrett, Tom Harsch, Dan Kohn, Bill McQuillan, Keith Moore, Chris Newman, Pete Resnick, and Henning Schulzrinne.

Julian Reschke warrants a special thanks for converting the Draft Standard version to XML source form.

## Appendix B. APPENDIX - CORE ABNF OF ABNF

This Appendix is provided as a convenient core for specific grammars. The definitions may be used as a core set of rules.

### B.1. Core Rules

Certain basic rules are in uppercase, such as SP, HTAB, CRLF, DIGIT, ALPHA, etc.

```
ALPHA          =  %x41-5A / %x61-7A   ; A-Z / a-z

BIT            =  "0" / "1"

CHAR           =  %x01-7F
                  ; any 7-bit US-ASCII character,
                  ;  excluding NUL
```

```
      CR          =  %x0D
                     ; carriage return

      CRLF        =  CR LF
                     ; Internet standard newline

      CTL         =  %x00-1F / %x7F
                     ; controls

      DIGIT       =  %x30-39
                     ; 0-9

      DQUOTE      =  %x22
                     ; " (Double Quote)

      HEXDIG      =  DIGIT / "A" / "B" / "C" / "D" / "E" / "F"

      HTAB        =  %x09
                     ; horizontal tab

      LF          =  %x0A
                     ; linefeed

      LWSP        =  *(WSP / CRLF WSP)
                     ; linear white space (past newline)


   OCTET       =  %x00-FF
                     ; 8 bits of data

      SP          =  %x20

      VCHAR       =  %x21-7E
                     ; visible (printing) characters

      WSP         =  SP / HTAB
                     ; white space
```

B.2. Common Encoding

Externally, data are represented as "network virtual ASCII" (namely, 7-bit US-ASCII in an 8-bit field), with the high (8th) bit set to zero. A string of values is in "network byte order", in which the

higher-valued bytes are represented on the left-hand side and are sent over the network first.



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INFORMATIONAL

Network Working Group E. Hall
Request for Comments: 4155 September 2005
Category: Informational

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## Abstract

This memo requests that the application/mbox media type be authorized for allocation by the IESG, according to the terms specified in RFC 2048. This memo also defines a default format for the mbox database, which must be supported by all conformant implementations.

## 1. Background and Overview

UNIX-like operating systems have historically made widespread use of "mbox" database files for a variety of local email purposes. In the common case, mbox files store linear sequences of one or more electronic mail messages, with local email clients treating the database as a logical folder of email messages. mbox databases are also used by a variety of other messaging tools, such as mailing list management programs, archiving and filtering utilities, messaging servers, and other related applications. In recent years, mbox databases have also become common on a large number of non-UNIX computing platforms, for similar kinds of purposes.

The increased pervasiveness of these files has led to an increased demand for a standardized, network-wide interchange of these files as discrete database objects. In turn, this dictates a need for a general media type definition for mbox files, which is the subject and purpose of this memo.



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## 2. About the mbox Database

The mbox database format is not documented in an authoritative specification, but instead exists as a well-known output format that is anecdotally documented, or which is only authoritatively documented for a specific platform or tool.

mbox databases typically contain a linear sequence of electronic mail messages. Each message begins with a separator line that identifies the message sender, and also identifies the date and time at which the message was received by the final recipient (either the last-hop system in the transfer path, or the system which serves as the recipient's mailstore). Each message is typically terminated by an empty line. The end of the database is usually recognized by either the absence of any additional data, or by the presence of an explicit end-of-file marker.

The structure of the separator lines vary across implementations, but usually contain the exact character sequence of "From", followed by a single Space character (0x20), an email address of some kind, another Space character, a timestamp sequence of some kind, and an end-of-line marker. However, due to the lack of any authoritative specification, each of these attributes are known to vary widely across implementations. For example, the email address can reflect any addressing syntax that has ever been used on any messaging system in all of history (specifically including address forms that are not compatible with Internet messages, as defined by RFC 2822 [RFC2822]). Similarly, the timestamp sequences can also vary according to system output, while the end-of-line sequences will often reflect platform-specific requirements. Different data formats can even appear within a single database as a result of multiple mbox files being concatenated together, or because a single file was accessed by multiple messaging clients, each of which has used its own syntax for the separator line.

Message data within mbox databases often reflects site-specific peculiarities. For example, it is entirely possible for the message body or headers in an mbox database to contain untagged eight-bit character data that implicitly reflects a site-specific default language or locale, or that reflects local defaults for timestamps and email addresses; none of this data is widely portable beyond the

local scope. Similarly, message data can also contain unencoded eight-bit binary data, or can use encoding formats that represent a specific platform (e.g., BINHEX or UUENCODE sequences).



Many implementations are also known to escape message body lines that begin with the character sequence of "From ", so as to prevent confusion with overly-liberal parsers that do not search for full separator lines. In the common case, a leading Greater-Than symbol (0x3E) is used for this purpose (with "From " becoming ">From "). However, other implementations are known not to escape such lines unless they are immediately preceded by a blank line or if they also appear to contain an email address and a timestamp. Other implementations are also known to perform secondary escapes against these lines if they are already escaped or quoted, while others ignore these mechanisms altogether.

A comprehensive description of mbox database files on UNIX-like systems can be found at http://qmail.org./man/man5/mbox.html, which should be treated as mostly authoritative for those variations that are otherwise only documented in anecdotal form. However, readers are advised that many other platforms and tools make use of mbox databases, and that there are many more potential variations that can be encountered in the wild.

In order to mitigate errors that may arise from such vagaries, this specification defines a "format" parameter to the application/mbox media type declaration, which can be used to identify the specific kind of mbox database that is being transferred. Furthermore, this specification defines a "default" database format which MUST be supported by implementations that claim to be compliant with this specification, and which is to be used as the implicit format for undeclared application/mbox data objects. Additional format types are to be defined in subsequent specifications. Messaging systems that receive an mbox database with an unknown format parameter value SHOULD treat the data as an opaque binary object, as if the data had

been declared as application/octet-stream

Refer to Appendix A for a description of the default mbox format.

Note that RFC 2046 [RFC2046] defines
the multipart/digest media type
for transferring platform-independent message files. Because that specification defines a set of neutral and strict formatting rules, the multipart/digest media type already facilitates highly-predictable transfer and conversion operations; as such, implementers are strongly encouraged to support and use that media type where possible.





## 3. Prerequisites and Terminology

Readers of this document are expected to be familiar with the specification for MIME [RFC2045] and MIME-type registrations [RFC2048].

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119 [RFC2119].

## 4. The application/mbox Media Type Registration

This
section provides the media type registration application (as per [RFC2048]).

MIME media type name: application

MIME subtype name: mbox

Required parameters: none

Optional parameters: The "format" parameter identifies the format of the mbox database and the messages contained therein. The default value for the "format" parameter is "default", and refers to the formatting rules defined in Appendix A of this memo. mbox databases that do not have a "format" parameter SHOULD be interpreted as having the implicit "format" value of "default". mbox databases that have an unknown value for the "format" parameter SHOULD be treated as opaque data objects, as if the media type had been specified as application/octet-stream. Additional values for the format parameter are to be defined in subsequent specifications, and registered with IANA.

Encoding considerations: If an email client receives an mbox database as a message attachment, and then
stores that attachment within a
local mbox database, the contents of the two database files may become irreversibly intermingled, such that both databases are rendered unrecognizable. In order to avoid these collisions, messaging systems that support this specification MUST encode an mbox database (or at a minimum, the separator lines) with non-transparent transfer encoding (such as BASE64 or Quoted-Printable) whenever an application/mbox object is transferred via messaging protocols. Other transfer services are generally encouraged to adopt similar encoding strategies in order to allow for any subsequent retransmission that might occur, but this is not a requirement. Implementers should also be prepared to encode mbox data locally if non-compliant data is received.





Security considerations:
mbox data is passive, and does not generally
represent a unique or new security threat. However, there is risk in sharing any kind of data, because unintentional information may be exposed, and this risk certainly applies to mbox data as well.

Interoperability considerations: Due to the lack of a single authoritative specification for mbox databases, there are a large number of variations between database formats (refer to the introduction text for common examples), and it is expected that non-conformant data will be erroneously tagged or exchanged. Although the "default" format specified in this memo does not allow for these

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kinds of vagaries, prior negotiation or agreement between humans may sometimes be needed.

Published specification: see Appendix A.

Applications that use this media type: hundreds of messaging products make use of the mbox database format, in one form or another.

Magic number(s): mbox database files can be recognized by having a leading character sequence of "From", followed by a single Space character (0x20), followed by additional printable character data (refer to the description in Appendix A for details). However, implementers are cautioned that all such files will not be compliant with all of the formatting rules, therefore implementers should treat these files with an appropriate amount of circumspection.

File extension(s): mbox database files sometimes have an ".mbox" extension, but this is not required nor expected. As with magic numbers, implementers should avoid reflexive assumptions about the contents of such files.

Macintosh File Type Code(s): None are known to be common.

Person & email address to contact for further information: Eric A. Hall (ehall@ntrg.com)

Intended usage: COMMON

## 5. Security Considerations

See the discussion in section 4.



## 6. IANA Considerations

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The IANA has registered the application/mbox media type in the MIME registry, using the application provided in section 4 above.

Furthermore, IANA has established and will maintain a registry of values for the "format" parameter as described in this memo. The first registration is the "default" value, using the description provided in Appendix A. Subsequent values for the "format" parameter MUST be accompanied by some form of recognizable, complete, and legitimate specification, such as an IESG-approved specification, or some kind of authoritative vendor documentation.

## 7. Normative References


[RFC2045] Freed, N. and N. Borenstein, "Multipurpose Internet Mail Extensions (MIME) Part One: Format of Internet Message Bodies", RFC 2045, November 1996.

[RFC2046] Freed, N. and N. Borenstein, "Multipurpose Internet Mail

Extensions (MIME) Part Two: Media Types", RFC 2046, November 1996.

[RFC2048] Freed, N., Klensin, J., and J. Postel, "Multipurpose Internet Mail Extensions (MIME) Part Four: Registration Procedures", BCP 13, RFC 2048, November 1996.

[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, March 1997.

[RFC2822] Resnick, P., "Internet Message Format", RFC 2822, April 2001.

## Appendix A. The "default" mbox Database Format

In order to improve interoperability among messaging systems, this memo defines a "default" mbox database format, which MUST be supported by all implementations that claim to be compliant with this specification.

The "default" mbox database format uses a linear sequence of Internet messages, with each message being immediately prefaced by a separator line, and being terminated by an empty line. More specifically:

- Each message within the database MUST follow the syntax and formatting rules defined in RFC 2822 [RFC2822] and its related specifications, with the exception that the canonical mbox database MUST use a single Line-Feed character (0x0A) as the end-of-line sequence, and MUST NOT use a Carriage-Return/Line-Feed pair (NB: this requirement only applies to the canonical mbox database as transferred, and does not override any other specifications). This usage represents the most common historical representation of the mbox database format, and allows for the least amount of conversion.

- Messages within the default mbox database MUST consist of seven-bit characters within an eight-bit stream. Eight-bit data within the stream MUST be converted to a seven-bit form (using appropriate, standardized encoding) and appropriately tagged (with the correct header fields) before the database is transferred.

- Message headers and data in the default mbox database MUST be fully-qualified, as per the relevant specification(s). For example, email addresses in the various header fields MUST have legitimate domain names (as per RFC 2822), while extended characters and encodings MUST be specified in the appropriate location (as per the appropriate MIME specifications), and so forth.

- Each message in the mbox database MUST be immediately preceded

by a single separator line, which MUST conform to the following syntax:

The exact character sequence of "From";

a single Space character (0x20);

the email address of the message sender (as obtained from the message envelope
or other authoritative source), conformant
with the "addr-spec" syntax from RFC 2822;





a single Space character;

a timestamp indicating the UTC date and time when the message was originally received, conformant with the syntax of the traditional UNIX 'ctime' output sans timezone (note that the use of UTC precludes the need for a timezone indicator);

an end-of-line marker.

- Each message in the database MUST be terminated by an empty line, containing a single end-of-line marker.

Note that the first message in an mbox database will only be prefaced by a separator line, while every other message will begin with two end-of-line sequences (one at the end of the message itself, and another to mark the end of the message within the mbox database file
stream) and a separator line (marking the new message). The end of the database is implicitly reached when no more message data or separator lines are found.

Also note that this specification does not prescribe any escape syntax for message body lines that begin with the character sequence of "From ". Recipient systems are expected to parse full separator lines as they are documented above.

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Network Working Group J. Klensin, Editor
Request for Comments: 2821 AT&T Laboratories
Obsoletes: 821, 974, 1869 April 2001
Updates: 1123
Category: Standards Track

# Simple Mail Transfer Protocol

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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Abstract

This document is a self-contained specification of the basic protocol for the Internet electronic mail transport. It consolidates, updates and clarifies, but doesn't add new or change existing functionality of the following:

- the original SMTP (Simple Mail Transfer Protocol) specification of RFC 821 [30],

- domain name system requirements and implications for mail transport from RFC 1035 [22] and RFC 974 [27],

- the clarifications and applicability statements in RFC 1123 [2], and

- material drawn from the SMTP Extension mechanisms [19].

It obsoletes RFC 821, RFC 974, and updates RFC 1123 (replaces the mail transport materials of RFC 1123). However, RFC 821 specifies some features that were not in significant use in the Internet by the mid-1990s and (in appendices) some additional transport models. Those sections are omitted here in the interest of clarity and brevity; readers needing them should refer to RFC 821.

It also includes some additional material from RFC 1123 that required amplification. This material has been identified in multiple ways,

mostly by tracking flaming on various lists and newsgroups and problems of unusual readings or interpretations that have appeared as the SMTP extensions have been deployed. Where this specification moves beyond consolidation and actually differs from earlier documents, it supersedes them technically as well as textually.

Although SMTP was designed as a mail transport and delivery protocol, this specification also contains information that is important to its

use as a 'mail submission' protocol, as recommended for POP [3, 26] and IMAP [6]. Additional submission issues are discussed in RFC 2476 [15].

Section 2.3 provides definitions of terms specific to this document. Except when the historical terminology is necessary for clarity, this document uses the current 'client' and 'server' terminology to identify the sending and receiving SMTP processes, respectively.

A companion document [32] discusses message headers, message bodies and formats
and structures for them, and their relationship.

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## 1. Introduction

The objective of the Simple Mail Transfer Protocol (SMTP) is to transfer mail reliably and efficiently.

SMTP is independent of the particular transmission subsystem and requires only a reliable ordered data stream channel. While this document specifically discusses transport over TCP, other transports are possible. Appendices to RFC 821 describe some of them.

An important feature of SMTP is its capability to transport mail across networks, usually referred to as "SMTP mail relaying" (see section 3.8). A network consists of the mutually-TCP-accessible hosts on the public Internet, the mutually-TCP-accessible hosts on a firewall-isolated TCP/IP Intranet, or hosts in some other LAN or WAN

environment utilizing a non-TCP transport-level protocol. Using

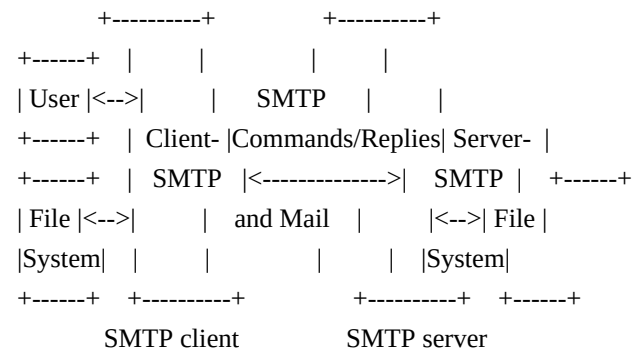
SMTP, a process can transfer mail to another process on the same network or to some other network via a relay or gateway process accessible to both networks.

In this way, a mail message may pass through a number of intermediate relay or gateway hosts on its path from sender to ultimate recipient. The Mail eXchanger mechanisms of the domain name system [22, 27] (and section 5 of this document) are used to identify the appropriate next-hop destination for a message being transported.

## 2. The SMTP Model

### 2.1 Basic Structure

The SMTP design can be pictured as:




When an SMTP client has a message to transmit, it establishes a two-way transmission channel to an SMTP server. The responsibility of an SMTP client is to transfer mail messages to one or more SMTP servers, or report its failure to do so.

The means by which a mail message is presented to an SMTP client, and how that client determines the domain name(s) to which mail messages are to be transferred is a local matter, and is not addressed by this document. In some cases, the domain name(s) transferred to, or determined by, an SMTP client will identify the final destination(s) of the mail message. In other cases, common with SMTP clients associated with implementations of the POP [3, 26] or IMAP [6] protocols, or when the SMTP client is inside an isolated transport service environment, the domain name determined will identify an intermediate destination through which all mail messages are to be relayed. SMTP clients that transfer all traffic, regardless of the target domain names associated with the individual messages, or that do not maintain queues for retrying message transmissions that

initially cannot be completed, may otherwise conform to this specification but are not considered fully-capable. Fully-capable SMTP implementations, including the relays used by these less capable

ones, and their destinations, are expected to support all of the queuing,
retrying, and alternate address functions discussed in this specification.

The means by which an SMTP client, once it has determined a target domain name, determines the identity of an SMTP server to which a copy of a message is to be transferred, and then performs that transfer, is covered by this document. To effect a mail transfer to an SMTP server, an SMTP client establishes a two-way transmission channel to that SMTP server. An SMTP client determines the address of an appropriate host running an SMTP server by resolving a destination domain name to either an intermediate Mail eXchanger host or a final target host.

An SMTP server may be either the ultimate destination or an intermediate "relay" (that is, it may assume the role of an SMTP client after receiving the message) or "gateway" (that is, it may transport the message further using some protocol other than SMTP). SMTP commands are generated by the SMTP client and sent to
the SMTP
server. SMTP replies are sent from the SMTP server to the SMTP client in response to the commands.

In other words, message transfer can occur in a single connection between the original SMTP-sender and the final SMTP-recipient, or can occur in a series of hops through intermediary systems. In either case, a formal handoff of responsibility for the message occurs: the protocol requires that a server accept responsibility for either delivering a message or properly reporting the failure to do so.

Once the transmission channel is established and initial handshaking completed, the SMTP client normally initiates a mail transaction. Such a transaction consists of a series of commands to specify the originator and destination of the mail and transmission of the message content (including any headers or other structure) itself. When the same message is sent to multiple recipients, this protocol encourages the transmission of only one copy
of the data for all
recipients at the same destination (or intermediate relay) host.

The server responds to each command with a reply; replies may indicate that the command was accepted, that additional commands are expected, or that a temporary or permanent error condition exists.

Commands specifying the sender or recipients may include server-permitted SMTP service extension requests as discussed in section 2.2. The dialog is purposely lock-step, one-at-a-time, although this can be modified by mutually-agreed extension requests such as command pipelining [13].

Once a given mail message has been transmitted, the client may either request that the connection be shut down or may initiate other mail transactions. In addition, an SMTP client may use a connection to an SMTP server for ancillary services such as verification of email addresses or retrieval of mailing list subscriber addresses.

As suggested above, this protocol provides
mechanisms for the
transmission of mail. This transmission normally occurs directly from the sending user's host to the receiving user's host when the two hosts are connected to the same transport service. When they are not connected to the same transport service, transmission occurs via one or more relay SMTP servers. An intermediate host that acts as either an SMTP relay or as a gateway into some other transmission environment is usually selected through the use of the domain name service (DNS) Mail eXchanger mechanism.

Usually, intermediate hosts are determined via the DNS MX record, not by explicit "source" routing (see section 5 and appendices C and F.2).

## 2.2 The Extension Model

### 2.2.1 Background

In an effort that started in 1990, approximately a decade after RFC 821 was completed, the protocol was modified with a "service extensions" model that permits the client and server to agree to utilize shared functionality beyond the original
SMTP requirements.
The SMTP extension mechanism defines a means whereby an extended SMTP client and server may recognize each other, and the server can inform the client as to the service extensions that it supports.

Contemporary SMTP implementations MUST support the basic extension mechanisms. For instance, servers MUST support the EHLO command even if they do not implement any specific extensions and clients SHOULD preferentially utilize EHLO rather than HELO. (However, for compatibility with older conforming implementations, SMTP clients and servers MUST support the original HELO mechanisms as a fallback.) Unless the different characteristics of HELO must be identified for interoperability purposes, this document discusses only EHLO.

SMTP is widely deployed and high-quality implementations have proven to be very robust. However, the Internet community now considers some services to be important that were not anticipated when the

protocol was first designed. If support for those services is to be added, it must be done in a way that permits older implementations to continue working acceptably. The extension framework consists of:

- The SMTP command EHLO, superseding the earlier HELO,

- a registry of SMTP service extensions,

- additional parameters to the SMTP MAIL and RCPT commands, and

- optional replacements for commands defined in this protocol, such as for DATA in non-ASCII transmissions [33].

SMTP's strength comes primarily from its simplicity. Experience with many protocols has shown that protocols with few options tend towards ubiquity, whereas protocols with many options tend towards obscurity.

Each and every extension, regardless of its benefits, must be carefully scrutinized with respect to its implementation, deployment, and interoperability costs. In many cases, the cost of extending the SMTP service will likely outweigh the benefit.

2.2.2
Definition and Registration of Extensions

The IANA maintains a registry of SMTP service extensions. A corresponding EHLO keyword value is associated with each extension. Each service extension registered with the IANA must be defined in a formal standards-track or IESG-approved experimental protocol document. The definition must include:

- the textual name of the SMTP service extension;

- the EHLO keyword value associated with the extension;

- the syntax and possible values of parameters associated with the EHLO keyword value;

- any additional SMTP verbs associated with the extension (additional verbs will usually be, but are not required to be, the same as the EHLO keyword value);

- any new parameters the extension associates with the MAIL or RCPT

verbs;

- a description of how support for the extension affects the
behavior of a server and client SMTP; and,

- the increment by which the extension is increasing
the maximum
length of the commands MAIL and/or RCPT, over that specified in
this standard.

In addition, any EHLO keyword value starting with an upper or lower case "X" refers to a local SMTP service extension used exclusively through bilateral agreement. Keywords beginning with "X" MUST NOT be used in a registered service extension. Conversely, keyword values presented in the EHLO response that do not begin with "X" MUST correspond to a standard, standards-track, or IESG-approved experimental SMTP service extension registered with IANA. A conforming server MUST NOT offer non-"X"-prefixed keyword values that are not described in a registered extension.

Additional verbs and parameter names are bound by the same rules as EHLO keywords; specifically, verbs beginning with "X" are local extensions that may not be registered or standardized. Conversely, verbs not beginning with "X" must always be registered.

2.3 Terminology

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described below.

1. MUST This word, or the terms "REQUIRED" or "SHALL", mean that the definition is an absolute requirement of the specification.

2. MUST NOT This phrase, or the phrase "SHALL NOT", mean that the definition is an absolute prohibition of the specification.

3. SHOULD This word, or the adjective "RECOMMENDED", mean that there may exist valid reasons in particular circumstances to ignore a particular item, but the full implications must be understood and carefully weighed before choosing a different course.

4. SHOULD NOT This phrase, or the phrase "NOT RECOMMENDED" mean that there may exist valid reasons in particular circumstances when the particular behavior is acceptable or even useful, but the full implications should be

understood and the case carefully
weighed before implementing any behavior described with this
label.

5. MAY This word, or the adjective "OPTIONAL", mean that an item is truly optional. One vendor may choose to include the item because a particular marketplace requires it or because the vendor feels that it enhances the product while another vendor may omit the same item. An implementation which does not include a particular option MUST be prepared to interoperate with another implementation which does include the option, though perhaps with reduced functionality. In the same vein an implementation which

does include a particular option MUST be prepared to interoperate with another implementation which does not include the option (except, of course, for the feature the option provides.)

2.3.1 Mail Objects

SMTP transports a mail object. A mail object contains an envelope and content.

The SMTP
envelope is sent as a series of SMTP protocol units (described in section 3). It consists of an originator address (to which error reports should be directed); one or more recipient addresses; and optional protocol extension material. Historically, variations on the recipient address specification command (RCPT TO) could be used to specify alternate delivery modes, such as immediate display; those variations have now been deprecated (see appendix F, section F.6).

The SMTP content is sent in the SMTP DATA protocol unit and has two parts: the headers and the body. If the content conforms to other contemporary standards, the headers form a collection of field/value pairs structured as in the message format specification [32]; the body, if structured, is defined according to MIME [12]. The content is textual in nature, expressed using the US-ASCII repertoire [1]. Although SMTP extensions (such as "8BITMIME" [20]) may relax this restriction
for the content body, the content headers are always
encoded using the US-ASCII repertoire. A MIME extension [23] defines an algorithm for representing header values outside the US-ASCII repertoire, while still encoding them using the US-ASCII repertoire.

2.3.2 Senders and Receivers

In RFC 821, the two hosts participating in an SMTP transaction were

described as the "SMTP-sender" and "SMTP-receiver". This document has been changed to reflect current industry terminology and hence refers to them as the "SMTP client" (or sometimes just "the client") and "SMTP server" (or just "the server"), respectively. Since a given host may act both as server and client in a relay situation, "receiver" and "sender" terminology is still used where needed for clarity.

2.3.3 Mail Agents and Message Stores

Additional mail system terminology became common after RFC 821 was published and, where convenient, is used in this specification. In particular, SMTP
servers and clients provide a mail transport service and therefore act as "Mail Transfer Agents" (MTAs). "Mail User Agents" (MUAs or UAs) are normally thought of as the sources and

targets of mail. At the source, an MUA might collect mail to be transmitted from a user and hand it off to an MTA; the final ("delivery") MTA would be thought of as handing the mail off to an MUA (or at least transferring responsibility to it, e.g., by depositing the message in a "message store"). However, while these terms are used with at least the appearance of great precision in other environments, the implied boundaries between MUAs and MTAs often do not accurately match common, and conforming, practices with Internet mail. Hence, the reader should be cautious about inferring the strong relationships and responsibilities that might be implied if these terms were used elsewhere.

2.3.4 Host

For the purposes of this specification, a host is a computer system attached to the Internet (or, in some cases, to a private TCP/IP network) and supporting the SMTP protocol. Hosts are known by names (see "domain"); identifying them by numerical address is discouraged.

2.3.5 Domain

A domain (or domain name) consists of one or more dot-separated components. These components ("labels" in DNS terminology [22]) are restricted for SMTP purposes to consist of a sequence of letters, digits, and hyphens drawn from the ASCII character set [1]. Domain names are used as names of hosts and of other entities in the domain name hierarchy. For example, a domain may refer to an alias (label of a CNAME RR) or the label of Mail eXchanger records to be used to deliver mail instead of representing a host name. See [22] and section 5 of this specification.

The domain name, as described in this document and in [22], is the entire, fully-qualified name (often referred to as an "FQDN"). A domain name that is not in FQDN
form is no more than a local alias.
Local aliases MUST NOT appear in any SMTP transaction.

### 2.3.6 Buffer and State Table

SMTP sessions are stateful, with both parties carefully maintaining a common view of the current state. In this document we model this state by a virtual "buffer" and a "state table" on the server which may be used by the client to, for example, "clear the buffer" or "reset the state table," causing the information in the buffer to be discarded and the state to be returned to some previous state.

### 2.3.7 Lines

SMTP commands and, unless altered by a service extension, message data, are transmitted in "lines". Lines consist of zero or more data characters terminated by the sequence ASCII character "CR" (hex value 0D) followed immediately by ASCII character "LF" (hex value 0A). This termination sequence is denoted as <CRLF> in this document. Conforming implementations MUST NOT recognize or generate any other character or character
sequence as a line terminator. Limits MAY be
imposed on line lengths by servers (see section 4.5.3).

In addition, the appearance of "bare" "CR" or "LF" characters in text (i.e., either without the other) has a long history of causing problems in mail implementations and applications that use the mail system as a tool. SMTP client implementations MUST NOT transmit these characters except when they are intended as line terminators and then MUST, as indicated above, transmit them only as a <CRLF> sequence.

### 2.3.8 Originator, Delivery, Relay, and Gateway Systems

This specification makes a distinction among four types of SMTP systems, based on the role those systems play in transmitting electronic mail. An "originating" system (sometimes called an SMTP originator) introduces mail into the Internet or, more generally, into a transport service environment. A "delivery" SMTP system is one that receives mail from a transport service environment
and
passes it to a mail user agent or deposits it in a message store which a mail user agent is expected to subsequently access. A "relay" SMTP system (usually referred to just as a "relay") receives mail from an SMTP client and transmits it, without modification to

the message data other than adding trace information, to another SMTP server for further relaying or for delivery.

A "gateway" SMTP system (usually referred to just as a "gateway") receives mail from a client system in one transport environment and transmits it to a server system in another transport environment. Differences in protocols or message semantics between the transport environments on either side of a gateway may require that the gateway system perform transformations to the message that are not permitted to SMTP relay systems. For the purposes of this specification, firewalls that rewrite addresses should be considered as gateways, even if SMTP is used on both sides of them (see [11]).

2.3.9 Message Content and Mail Data

The terms "message content" and "mail data" are used interchangeably in this document to describe the material transmitted after the DATA command is accepted and before the end of data indication is transmitted. Message content includes message headers and the possibly-structured message body. The MIME specification [12] provides the standard mechanisms for structured message bodies.

2.3.10 Mailbox and Address

As used in this specification, an "address" is a character string that identifies a user to whom mail will be sent or a location into which mail will be deposited. The term "mailbox" refers to that depository. The two terms are typically used interchangeably unless the distinction between the location in which mail is placed (the mailbox) and a reference to it (the address) is important. An address normally consists of user and domain specifications. The standard mailbox naming convention is defined to be "local-part@domain": contemporary usage permits a much broader set of applications than simple "user names". Consequently, and due to a long history of problems when intermediate hosts have attempted to optimize transport by modifying them, the local-part MUST be interpreted and assigned semantics only by the host specified in the domain part of the address.

2.3.11 Reply

An SMTP reply is an acknowledgment (positive or negative) sent from receiver to sender via the transmission channel in response to a command. The general form of a reply is a numeric completion code (indicating failure or success) usually followed by a text string. The codes are for use by programs and the text is usually intended

for human users. Recent work [34] has specified further structuring of the reply strings, including the use of supplemental and more specific completion codes.

## 2.4 General Syntax Principles and Transaction Model

SMTP commands and replies have a rigid syntax. All commands begin with a command verb. All Replies begin with a three digit numeric code. In some commands and replies, arguments MUST follow the verb or reply code. Some commands do not accept arguments (after the verb), and some reply codes are followed, sometimes optionally, by free form text. In both cases, where text appears, it is separated from the verb or reply code by a space character. Complete definitions of commands and replies appear in section 4.

Verbs and argument values (e.g., "TO:" or "to:" in the RCPT command and extension name keywords) are not case sensitive, with the sole exception in this specification of a mailbox local-part (SMTP Extensions may explicitly specify case-sensitive elements). That is, a command verb, an argument value other than a mailbox local-part, and free form text MAY be encoded in upper case, lower case, or any mixture of upper and lower case with no impact on its meaning. This is NOT true of a mailbox local-part. The local-part of a mailbox MUST BE treated as case sensitive. Therefore, SMTP implementations MUST take care to preserve the case of mailbox local-parts. Mailbox domains are not case sensitive. In particular, for some hosts the user "smith" is different from the user "Smith". However, exploiting the case sensitivity of mailbox local-parts impedes interoperability and is discouraged.

A few SMTP servers, in violation of this specification (and RFC 821) require that command verbs be encoded by clients in upper case. Implementations MAY wish to employ this encoding to accommodate those servers.

The argument field consists of a variable length character string ending with the end of the line, i.e., with the character sequence <CRLF>. The receiver will take no action until this sequence is received.

The syntax for each command is shown with the discussion of that command. Common elements and parameters are shown in section 4.1.2.

Commands and replies are composed of characters from the ASCII character set [1]. When the transport service provides an 8-bit byte

(octet) transmission channel, each 7-bit character is transmitted right justified in an octet with the high order bit cleared to zero. More specifically, the unextended SMTP service provides seven bit transport only. An originating SMTP client which has not successfully negotiated an appropriate extension with a particular server MUST NOT transmit messages with information in the high-order bit of octets. If such messages are transmitted in violation of this rule, receiving SMTP servers MAY clear the high-order bit or reject the message as invalid. In general, a relay SMTP SHOULD assume that the message content it has received is valid and, assuming that the envelope permits doing so, relay it without inspecting that content. Of course, if the content is mislabeled and the data path cannot accept the actual content, this may result in ultimate delivery of a severely garbled message to the recipient. Delivery SMTP systems MAY reject ("bounce") such messages rather than deliver them. No sending SMTP system is permitted to send envelope commands in any character set other than US-ASCII; receiving systems SHOULD reject such commands, normally using "500 syntax error - invalid character" replies.

Eight-bit message content transmission MAY be requested of the server by a client using extended SMTP facilities, notably the "8BITMIME" extension [20]. 8BITMIME SHOULD be supported by SMTP servers. However, it MUST not be construed as authorization to transmit unrestricted eight bit material. 8BITMIME MUST NOT be requested by senders for material with the high bit on that is not in MIME format with an appropriate content-transfer encoding; servers MAY reject such messages.

The metalinguistic notation used in this document corresponds to the "Augmented BNF" used in other Internet mail system documents. The reader who is not familiar with that syntax should consult the ABNF specification [8]. Metalanguage terms used in running text are surrounded by pointed brackets (e.g., <CRLF>) for clarity.

## 3. The SMTP Procedures: An Overview

This section contains descriptions of the procedures used in SMTP: session initiation, the mail transaction, forwarding mail, verifying mailbox names and expanding mailing lists, and the opening and closing exchanges. Comments on relaying, a note on mail domains, and a discussion of changing roles are included at the end of this section. Several complete scenarios are presented in appendix D.

### 3.1 Session Initiation

An SMTP session is initiated when a client opens a connection to a server and the server responds with an opening message.

SMTP server implementations MAY include identification of their software and version information in the connection greeting reply after the 220 code, a practice that permits more efficient isolation and repair of any problems. Implementations MAY make provision for SMTP servers to disable the software and version announcement where it causes security concerns. While some systems also identify their contact point for mail problems, this is not a substitute for maintaining the required "postmaster" address (see section 4.5.1).

The SMTP protocol allows a server to formally reject a transaction while still allowing the initial connection as follows: a 554 response MAY be given in the initial connection opening message instead of the 220. A server taking this approach MUST still wait for the client to send a QUIT (see section 4.1.1.10) before closing the connection and SHOULD respond to any intervening commands with

"503 bad sequence of commands". Since an attempt to make an SMTP connection to such a system is probably in error, a server returning a 554 response on connection opening SHOULD provide enough information in the reply text to facilitate debugging of the sending system.

3.2 Client Initiation

Once the server has sent the welcoming message and the client has received it, the client normally sends the EHLO command to the server, indicating the client's identity. In addition to opening the session, use of EHLO indicates that the client is able to process service extensions and requests that the server provide a list of the extensions it supports. Older SMTP systems which are unable to support service extensions and contemporary clients which do not require service extensions in the mail session being initiated, MAY use HELO instead of EHLO. Servers MUST NOT return the extended EHLO-style response to a HELO command. For a particular connection attempt, if the server returns a "command not recognized" response to EHLO, the client SHOULD be able to fall back and send HELO.

In the EHLO command the host sending the command identifies itself; the command may be interpreted as saying "Hello, I am <domain>" (and, in the case of EHLO, "and I support service extension requests").

3.3 Mail Transactions

There are three steps to SMTP mail transactions. The transaction starts with a MAIL command which gives the sender identification. (In general, the MAIL command may be sent only when no mail transaction is in progress; see section 4.1.4.) A series of one or more RCPT commands follows giving the receiver information. Then a DATA command initiates transfer of the mail data and is terminated by the "end of mail" data indicator, which also confirms the transaction.

The first step in the procedure is the MAIL command.

MAIL FROM:<reverse-path> [SP <mail-parameters> ] <CRLF>

This command tells the SMTP-receiver that a new mail transaction is starting
and to reset all its state tables and buffers, including any recipients or mail data. The <reverse-path> portion of the first or only argument contains the source mailbox (between "<" and ">" brackets), which can be used to report errors (see section 4.2 for a discussion of error reporting). If accepted, the SMTP server returns a 250 OK reply. If the mailbox specification is not acceptable for some reason, the server MUST return a reply indicating whether the

failure is permanent (i.e., will occur again if the client tries to send the same address again) or temporary (i.e., the address might be accepted if the client tries again later). Despite the apparent scope of this requirement, there are circumstances in which the acceptability of the reverse-path may not be determined until one or more forward-paths (in RCPT commands) can be examined. In those cases, the server MAY reasonably accept the reverse-path (with a 250 reply) and then report
problems after the forward-paths are received and examined. Normally, failures produce 550 or 553 replies.

Historically, the <reverse-path> can contain more than just a mailbox, however, contemporary systems SHOULD NOT use source routing (see appendix C).

The optional <mail-parameters> are associated with negotiated SMTP service extensions (see section 2.2).

The second step in the procedure is the RCPT command.

RCPT TO:<forward-path> [ SP <rcpt-parameters> ] <CRLF>

The first or only argument to this command includes a forward-path (normally a mailbox and domain, always surrounded by "<" and ">"

brackets) identifying one recipient. If accepted, the SMTP server returns a 250 OK reply and stores the forward-path. If the recipient is known not to be a deliverable address, the SMTP server returns a 550 reply, typically with a string such as "no such user - " and the mailbox name (other circumstances and reply codes are possible). This step of the procedure can be repeated any number of times.

The <forward-path> can contain more than just a mailbox. Historically, the <forward-path> can be a source routing list of hosts and the destination mailbox, however, contemporary SMTP clients SHOULD NOT utilize source routes (see appendix C). Servers MUST be prepared to encounter a list of source routes in the forward path, but SHOULD ignore the routes or MAY decline to support the relaying they imply. Similarly, servers MAY decline to accept mail that is destined for other hosts or systems. These restrictions make a server useless as a relay for clients that do not support full SMTP functionality. Consequently, restricted-capability clients MUST NOT assume that any SMTP server on the Internet can be used as their mail processing (relaying) site. If a RCPT command appears without a previous MAIL command, the server MUST return a 503 "Bad sequence of commands" response. The optional <rcpt-parameters> are associated with negotiated SMTP service extensions (see section 2.2).

The third step in the procedure is the DATA command (or some alternative specified in a service extension).

DATA <CRLF>

If accepted, the SMTP server returns a 354 Intermediate reply and considers all succeeding lines up to but not including the end of mail data indicator to be the message text. When the end of text is successfully received and stored the SMTP-receiver sends a 250 OK reply.

Since the mail data is sent on the transmission channel, the end of mail data must be indicated so that the command and reply dialog can be resumed. SMTP indicates the end of the mail data by sending a line containing only a "." (period or full stop). A transparency procedure is used to prevent this from interfering with the user's text (see section 4.5.2).

The end of mail data indicator also confirms the mail transaction and tells the SMTP server to now process the stored recipients and mail data. If accepted, the SMTP server returns a 250 OK reply. The DATA command can fail at only two points in the protocol exchange:

- If there was no MAIL, or no RCPT, command, or all such commands were rejected, the server MAY return a "command out of sequence" (503) or "no valid recipients" (554) reply in response to the DATA command. If one of those replies (or any other 5yz reply) is received, the client MUST NOT send the message data; more generally, message data MUST NOT be sent unless a 354 reply is received.

- If the verb is initially accepted and the 354 reply issued, the DATA command should fail only if the mail transaction was incomplete (for example, no recipients), or if resources were unavailable (including, of course, the server unexpectedly becoming unavailable), or if the server determines that the message should be rejected for policy

or other reasons.

However, in practice, some servers do not perform recipient verification until after the message text is received. These servers SHOULD treat a failure for one or more recipients as a "subsequent failure" and return a mail message as discussed in section 6. Using a "550 mailbox not found" (or equivalent) reply code after the data are accepted makes it difficult or impossible for the client to determine which recipients failed.

When RFC 822 format [7, 32] is being used, the mail data include the memo header items such as Date, Subject, To, Cc, From. Server SMTP systems SHOULD NOT reject messages based on perceived defects in the RFC 822 or MIME [12] message header or message body. In particular,

they MUST NOT reject messages in which the numbers of Resent-fields do not match or Resent-to appears without Resent-from and/or Resent-date.

Mail transaction commands MUST be used in the order discussed above.

### 3.4 Forwarding for Address Correction or Updating

Forwarding support is most often required to consolidate and simplify addresses within, or relative to, some enterprise and less frequently to establish addresses to link a person's prior address with current one. Silent forwarding of messages (without server notification to the sender), for security or non-disclosure purposes, is common in the contemporary Internet.

In both the enterprise and the "new address" cases, information hiding (and sometimes security) considerations argue against exposure of the "final" address through the SMTP protocol as a side-effect of

the forwarding activity. This may be especially important when the final address may not even be reachable by the sender. Consequently, the "forwarding" mechanisms described in section 3.2 of RFC 821, and especially the 251 (corrected destination) and 551 reply codes from RCPT must be evaluated carefully by implementers and, when they are available, by those configuring systems.

In particular:

* Servers MAY forward messages when they are aware of an address change. When they do so, they MAY either provide address-updating information with a 251 code, or may forward "silently" and return a 250 code. But, if a 251 code is used, they MUST NOT assume that the client will actually update address information or even return that information to the user.

Alternately,

* Servers MAY reject or bounce messages when they are not deliverable when addressed. When they do so, they MAY either provide address-updating information with a 551 code, or may reject the message as undeliverable with a 550 code and no address-specific information. But, if a 551 code is used, they MUST NOT assume that the client will actually update address information or even return that information to the user.

SMTP server implementations that support the 251 and/or 551 reply codes are strongly encouraged to provide configuration mechanisms so that sites which conclude that they would undesirably disclose information can disable or restrict their use.

### 3.5 Commands for Debugging Addresses

#### 3.5.1 Overview

SMTP provides commands to verify a user name or obtain the content of a mailing list. This is done with the VRFY and EXPN commands, which have character string arguments. Implementations SHOULD support VRFY and EXPN (however, see section 3.5.2 and 7.3).

For the VRFY command, the string is a user name or a user name and domain (see below). If a normal (i.e., 250) response is returned, the response MAY include the full name of the user and MUST include the mailbox of the user. It MUST be in either of the following forms:

User Name <local-part@domain>

local-part@domain

When a name that is the argument to VRFY could identify more than one mailbox, the server MAY either note the ambiguity or identify the alternatives. In other words, any of the following are legitimate response to VRFY:

553 User ambiguous

or

553- Ambiguous; Possibilities are
553-Joe Smith <jsmith@foo.com>
553-Harry Smith <hsmith@foo.com>
553 Melvin Smith <dweep@foo.com>

or

553-Ambiguous; Possibilities
553- <jsmith@foo.com>
553- <hsmith@foo.com>
553 <dweep@foo.com>

Under normal circumstances, a client receiving a 553 reply would be expected to expose the result to the user. Use of exactly the forms given, and the "user ambiguous" or "ambiguous" keywords, possibly supplemented by extended reply codes such as those described in [34], will facilitate automated translation into other languages as needed. Of course, a client that was highly automated or that was operating in another language than English, might choose to try to translate the response, to return some other indication to the user than the literal text of the reply, or to take some automated action such as consulting a directory service for additional information before reporting to the user.

For the EXPN command, the string identifies a mailing list, and the successful (i.e., 250) multiline response MAY include the full name of the users and MUST give the mailboxes on the mailing list.

In some hosts the distinction between a mailing list and an alias for a single mailbox is a bit fuzzy, since a common data structure may hold both types of entries, and it is possible to have mailing lists containing only one mailbox. If a request is made to apply VRFY to a mailing list, a positive response MAY be given if a message so addressed would be delivered to everyone on the list, otherwise an

error SHOULD be reported (e.g., "550 That is a mailing list, not a user" or "252 Unable to verify members of mailing list"). If a request is made to expand a user name, the server MAY return a positive response consisting of a list containing one name, or an error MAY be reported (e.g., "550 That is a user name, not a mailing list").

In the case of a successful multiline reply (normal for EXPN) exactly one mailbox is to be specified on each line of the reply. The case of an ambiguous request is discussed above.

"User name" is a fuzzy term and has been used deliberately. An implementation of the VRFY or EXPN commands MUST include at least recognition of local mailboxes as "user names". However, since current Internet practice often results in a single host handling mail for multiple domains, hosts, especially hosts that provide this functionality, SHOULD accept the "local-part@domain" form as a "user name"; hosts MAY also choose to recognize other strings as "user names".

The case of expanding a mailbox list requires a multiline reply, such as:

C: EXPN Example-People
S: 250-Jon Postel <Postel@isi.edu>
S: 250-Fred Fonebone <Fonebone@physics.foo-u.edu>
S: 250 Sam Q. Smith <SQSmith@specific.generic.com>

or

C: EXPN Executive-Washroom-List
S: 550 Access Denied to You.

The character string arguments of the VRFY and EXPN commands cannot be further restricted due to the variety of implementations of the user name and mailbox list concepts. On some systems it may be appropriate for the argument of the EXPN command to be a file name for a file containing a mailing list, but again there are a variety of file naming conventions in the Internet. Similarly, historical variations in what is returned by these commands are such that the response SHOULD be interpreted very carefully, if at all, and SHOULD generally only be used for diagnostic purposes.

### 3.5.2 VRFY Normal Response

When normal (2yz or 551) responses are returned from a VRFY or EXPN

request, the reply normally includes the mailbox name, i.e., "<local-part@domain>", where "domain" is a fully qualified domain name, MUST appear in the syntax. In circumstances exceptional enough to justify violating the intent of this specification, free-form text MAY be returned. In order to facilitate parsing by both computers and people, addresses SHOULD appear in pointed brackets. When addresses, rather than free-form debugging information, are returned, EXPN and VRFY MUST return only valid domain addresses that are usable in SMTP RCPT commands. Consequently, if an address implies delivery to a program or other system, the mailbox name used to reach that target MUST be given. Paths (explicit source routes) MUST NOT be returned by VRFY or EXPN.

Server implementations SHOULD support both VRFY and EXPN. For security reasons, implementations MAY provide local installations a way to disable either or both of these commands through configuration options or the equivalent. When these commands are supported, they are not required to work across relays when relaying is supported. Since they were both optional in RFC 821, they MUST be listed as service extensions in an EHLO response, if they are supported.

3.5.3 Meaning of VRFY or EXPN Success Response

A server MUST NOT return a 250 code in response to a VRFY or EXPN command unless it has actually verified the address. In particular, a server MUST NOT return 250 if all it has done is to verify that the syntax given is valid. In that case, 502 (Command not implemented) or 500 (Syntax error, command unrecognized) SHOULD be returned. As stated elsewhere, implementation (in the sense of actually validating addresses and returning information) of VRFY and EXPN are strongly recommended. Hence, implementations that return 500 or 502 for VRFY are not in full compliance with this specification.

There may be circumstances where an address appears to be valid but cannot reasonably be verified in real time, particularly when a server is acting as a mail exchanger for another server or domain. "Apparent validity" in this case would normally involve at least syntax checking and might involve verification that any domains specified were ones to which the host expected to be able to relay mail. In these situations, reply code 252 SHOULD be returned. These cases parallel the discussion of RCPT verification discussed in section 2.1. Similarly, the discussion in section 3.4 applies to the use of reply codes 251 and 551 with VRFY (and EXPN) to indicate addresses that are recognized but that would be forwarded or bounced were mail received for them. Implementations generally SHOULD be

more aggressive about address verification in the case of VRFY than in the case of RCPT, even if it takes a little longer to do so.

3.5.4 Semantics and Applications of EXPN

EXPN is often very useful in debugging and understanding problems with mailing lists and multiple-target-address aliases. Some systems have attempted to use source expansion of mailing lists as a means of eliminating duplicates. The propagation of aliasing systems with mail on the Internet, for hosts (typically with MX and CNAME DNS records), for mailboxes (various types of local host aliases), and in various proxying arrangements, has made it nearly impossible for these strategies to work consistently, and mail systems SHOULD NOT attempt them.

3.6 Domains

Only resolvable, fully-qualified, domain names (FQDNs) are permitted when domain names are used in SMTP. In other words, names that can be resolved to MX RRs or A RRs (as discussed in section 5) are permitted, as are CNAME RRs whose targets can be resolved, in turn, to MX or A RRs. Local nicknames or unqualified names MUST NOT be used. There are two exceptions to the rule requiring FQDNs:

- The domain name given in the EHLO command MUST BE either a primary host name (a domain name that resolves to an A RR) or, if the host has no name, an address literal as described in section 4.1.1.1.

- The reserved mailbox name "postmaster" may be used in a RCPT command without domain qualification (see section 4.1.1.3) and MUST be accepted if so used.

3.7 Relaying

In general, the availability of Mail eXchanger records in the domain name system [22, 27] makes the use of explicit source routes in the Internet mail system unnecessary. Many historical problems with their interpretation have made their use undesirable. SMTP clients SHOULD NOT generate explicit source routes except under unusual circumstances. SMTP servers MAY decline to act as mail relays or to accept addresses that specify source routes. When route information is encountered, SMTP servers are also permitted to ignore the route information and simply send to the final destination specified as the last element in the route and SHOULD do so. There has been an invalid practice

of using names that do not appear in the DNS as destination names, with the senders counting on the intermediate hosts specified in source routing to resolve any problems. If source routes are stripped, this practice will cause failures. This is one of several reasons why SMTP clients MUST NOT generate invalid source routes or depend on serial resolution of names.

When source routes are not used, the process described in RFC 821 for constructing a reverse-path from the forward-path is not applicable and the reverse-path at the time of delivery will simply be the address that appeared in the MAIL command.

A relay SMTP server is usually the target of a DNS MX record that designates it, rather than the final delivery system. The relay server may accept or reject the task of relaying the mail in the same way it accepts or rejects mail for a local user. If it accepts the task, it then becomes an SMTP client, establishes a transmission channel to the next SMTP server specified in the DNS (according to the rules in section 5), and sends it the mail. If it declines to relay mail to a particular address for policy reasons, a 550 response SHOULD be returned.

Many mail-sending clients exist, especially in conjunction with facilities that receive mail via POP3 or IMAP, that have limited capability to support some of the requirements of this specification, such as the ability to queue messages for subsequent delivery attempts. For these clients, it is common practice to make private arrangements to send all messages to a single server for processing and subsequent distribution. SMTP, as specified here, is not ideally suited for this role, and work is underway on standardized mail submission protocols that might eventually supercede the current practices. In any event, because these arrangements are private and fall outside the scope of this specification, they are not described here.

It is important to note that MX records can point to SMTP servers which act as gateways into other environments, not just SMTP relays and final delivery systems; see sections 3.8 and 5.

If an SMTP server has accepted the task of relaying the mail and later finds that the destination is incorrect or that the mail cannot be delivered for some other reason, then it MUST construct an "undeliverable mail" notification message and send it to the originator of the undeliverable mail (as indicated by the reverse-path). Formats specified for non-delivery reports by other standards (see, for example, [24, 25]) SHOULD be used if possible.

This notification message must be from the SMTP server at the relay

host or the host that first determines that delivery cannot be accomplished. Of course, SMTP servers MUST NOT send notification messages about problems transporting notification messages. One way to prevent loops in error reporting is to specify a null reverse-path in the MAIL command of a notification message. When such a message is transmitted the reverse-path MUST be set to null (see section 4.5.5 for additional discussion). A MAIL command with a null reverse-path appears as follows:

MAIL FROM:<>

As discussed in section 2.4.1, a relay SMTP has no need to inspect or act upon the headers or body of the message data and MUST NOT do so except to add its own "Received:" header (section 4.4) and, optionally, to attempt to detect looping in the mail system (see section 6.2).

### 3.8 Mail Gateways

While the relay function discussed above operates within the Internet SMTP transport service environment, MX records or various forms of explicit routing may require that an intermediate SMTP server perform a translation function between one transport service and another. As discussed in section 2.3.8, when such a system is at the boundary between two transport service environments, we refer to it as a "gateway" or "gateway SMTP".

Gateways mail between different mail environments, such as different mail formats and protocols, is complex and does not easily yield to standardization. However, some general requirements may be given for a gateway between the Internet and another mail environment.

#### 3.8.1 Header Fields in Gateways

Header fields MAY be rewritten when necessary as messages are gatewayed across mail environment boundaries. This may involve inspecting the message body or interpreting the local-part of the destination address in spite of the prohibitions in section 2.4.1.

Other mail systems gatewayed to the Internet often use a subset of RFC 822 headers or provide similar functionality with a different syntax, but some of these mail systems do not have an equivalent to the SMTP envelope. Therefore, when a message leaves the Internet environment, it may be necessary to fold the SMTP envelope

information into the message header. A possible solution would be to create new header fields to carry the envelope information (e.g., "X-SMTP-MAIL:" and "X-SMTP-RCPT:"); however, this would require changes in mail programs in foreign environments and might risk disclosure of private information (see section 7.2).

### 3.8.2 Received Lines in Gatewaying

When forwarding a message into or out of the Internet environment, a gateway MUST prepend a Received: line, but it MUST NOT alter in any way a Received: line that is already in the header.

"Received:" fields of messages originating from other environments may not conform exactly to this specification. However, the most important use of Received: lines is for debugging mail faults, and this debugging can be severely hampered by well-meaning gateways that try to "fix" a Received: line. As another consequence of trace fields arising in non-SMTP environments, receiving systems MUST NOT reject
mail based on the format of a trace field and SHOULD be extremely robust in the light of unexpected information or formats in those fields.

The gateway SHOULD indicate the environment and protocol in the "via" clauses of Received field(s) that it supplies.

### 3.8.3 Addresses in Gatewaying

From the Internet side, the gateway SHOULD accept all valid address formats in SMTP commands and in RFC 822 headers, and all valid RFC 822 messages. Addresses and headers generated by gateways MUST conform to applicable Internet standards (including this one and RFC 822). Gateways are, of course, subject to the same rules for handling source routes as those described for other SMTP systems in section 3.3.

### 3.8.4 Other Header Fields in Gatewaying

The gateway MUST ensure that all header fields of a message that it forwards into the Internet mail environment meet the requirements for Internet mail. In particular, all addresses in "From:", "To:", "Cc:", etc.,
fields MUST be transformed (if necessary) to satisfy RFC 822 syntax, MUST reference only fully-qualified domain names, and MUST be effective and useful for sending replies. The translation algorithm used to convert mail from the Internet protocols to another environment's protocol SHOULD ensure that error messages from the foreign mail environment are delivered to the return path from the

SMTP envelope, not to the sender listed in the "From:" field (or other fields) of the RFC 822 message.

3.8.5 Envelopes in Gatewaying

Similarly, when forwarding a message from another environment into the Internet, the gateway SHOULD set the envelope return path in accordance with an error message return address, if supplied by the foreign environment. If the foreign environment has no equivalent concept, the gateway must select and use a best approximation, with the message originator's address as the default of last resort.

3.9 Terminating Sessions and Connections

An SMTP connection is terminated when the client sends a QUIT command. The server responds with a positive reply code, after which it closes the connection.

An SMTP server MUST NOT intentionally close the connection except:

- After receiving a QUIT command and responding with a 221 reply.

- After detecting the need to shut down the SMTP service and returning a 421 response code. This response code can be issued after the server receives any command or, if necessary, asynchronously from command receipt (on the assumption that the client will receive it after the next command is issued).

In particular, a server that closes connections in response to commands that are not understood is in violation of this specification. Servers are expected to be tolerant of unknown commands, issuing a 500 reply and awaiting further instructions from the client.

An SMTP server which is forcibly shut down via external means SHOULD
attempt to send a line containing a 421 response code to the SMTP client before exiting. The SMTP client will normally read the 421 response code after sending its next command.

SMTP clients that experience a connection close, reset, or other communications failure due to circumstances not under their control (in violation of the intent of this specification but sometimes unavoidable) SHOULD, to maintain the robustness of the mail system, treat the mail transaction as if a 451 response had been received and act accordingly.

3.10 Mailing Lists and Aliases

An SMTP-capable host SHOULD support both the alias and the list models of address expansion for multiple delivery. When a message is delivered or forwarded to each address of an expanded list form, the return address in the envelope ("MAIL FROM:") MUST be changed to be the address of a person or other entity who administers the list. However, in this case, the message header [32] MUST be left unchanged; in particular, the "From" field of the message header is unaffected.

An important mail facility is a mechanism for multi-destination delivery of a single message, by transforming (or "expanding" or "exploding") a pseudo-mailbox address into a list of destination mailbox addresses. When a message is sent to such a pseudo-mailbox (sometimes called an "exploder"), copies are forwarded or redistributed to each mailbox in the expanded list. Servers SHOULD simply utilize the addresses on the list; application of heuristics or other matching rules to eliminate some addresses, such as that of the originator, is strongly discouraged. We classify such a pseudo-mailbox as an "alias" or a "list", depending upon the expansion rules.

3.10.1 Alias

To expand an alias, the recipient mailer simply replaces the pseudo-mailbox address in the envelope with each of the expanded addresses in turn; the rest of the envelope and the message body are left unchanged. The message is then delivered or forwarded to each expanded address.

3.10.2 List

A mailing list may be said to operate by "redistribution" rather than by "forwarding". To expand a list, the recipient mailer replaces the pseudo-mailbox address in the envelope with all of the expanded

addresses. The return address in the envelope is changed so that all error messages generated by the final deliveries will be returned to a list administrator, not to the message originator, who generally has no control over the contents of the list and will typically find error messages annoying.

4. The SMTP Specifications

4.1 SMTP Commands

4.1.1 Command Semantics and Syntax

The SMTP commands define the mail transfer or the mail system function requested by the user. SMTP commands are character strings terminated by <CRLF>. The commands themselves are alphabetic characters terminated by <SP> if parameters follow and <CRLF> otherwise. (In the interest of improved interoperability, SMTP receivers are encouraged to tolerate trailing white space before the terminating <CRLF>.) The syntax of the local part of a mailbox must conform to receiver site conventions and the syntax specified in section 4.1.2. The SMTP commands are discussed below. The SMTP replies are discussed in section 4.2.

A mail transaction involves several data objects which are communicated as arguments to different commands. The reverse-path is the argument of the MAIL command, the forward-path is the argument of the RCPT command, and the mail data is the argument of the DATA command. These arguments or data objects must be transmitted and held pending the confirmation communicated by the end of mail data indication which finalizes the transaction. The model for this is that distinct buffers are provided to hold the types of data objects, that is, there is a reverse-path buffer, a forward-path buffer, and a mail data buffer. Specific commands cause information to be appended to a specific buffer, or cause one or more buffers to be cleared.

Several commands (RSET, DATA, QUIT) are specified as not permitting parameters. In the absence of specific extensions offered by the server and accepted by the client, clients MUST NOT send such parameters and servers SHOULD reject commands containing them as having invalid syntax.

4.1.1.1 Extended HELLO (EHLO) or HELLO (HELO)

These commands are used to identify the SMTP client to the SMTP server. The argument field contains the fully-qualified domain name of the SMTP client if one is available. In situations in which the SMTP client system does not have a meaningful domain name (e.g., when its address is dynamically allocated and no reverse mapping record is

available), the client SHOULD send an address literal (see section 4.1.3), optionally followed by information that will help to identify the client system. y The SMTP server identifies itself to the SMTP client in the connection greeting reply and in the response to this command.

A client SMTP SHOULD start an SMTP session by issuing the EHLO

command. If the SMTP server supports the SMTP service extensions it will give a successful response, a failure response, or an error response. If the SMTP server, in violation of this specification, does not support any SMTP service extensions it will generate an error response. Older client SMTP systems MAY, as discussed above, use HELO (as specified in RFC 821) instead of EHLO, and servers MUST support the HELO command and reply properly to it. In any event, a client MUST issue HELO or EHLO before starting a mail transaction.

These commands, and a "250 OK" reply to one of them, confirm that both the SMTP client and the SMTP server are in the initial state, that is, there is no transaction in progress and all state tables and buffers are cleared.

Syntax:

```
ehlo        = "EHLO" SP Domain CRLF
helo        = "HELO" SP Domain CRLF
```

Normally, the response to EHLO will be a multiline reply. Each line of the response contains a keyword and, optionally, one or more parameters. Following the normal syntax for multiline replies, these keyworks follow the code (250) and a hyphen for all but the last line, and the code and a space for the last line. The syntax for a positive response, using the ABNF notation and terminal symbols of [8], is:

```
ehlo-ok-rsp  =    ( "250"    domain [ SP ehlo-greet ] CRLF )
          / (    "250-"   domain [ SP ehlo-greet ] CRLF
             *( "250-"   ehlo-line              CRLF )
                "250"    SP ehlo-line           CRLF  )

ehlo-greet   = 1*(%d0-9 / %d11-12 / %d14-127)
          ; string of any characters other than CR or LF

ehlo-line    = ehlo-keyword *( SP ehlo-param )

ehlo-keyword = (ALPHA / DIGIT) *(ALPHA / DIGIT / "-")
          ; additional syntax of ehlo-params depends on
          ; ehlo-keyword

ehlo-param   = 1*(%d33-127)
          ; any CHAR excluding <SP> and all
          ; control characters (US-ASCII 0-31 inclusive)
```

Although EHLO keywords may be specified in upper, lower, or mixed

case, they MUST always be recognized and processed in a case-insensitive manner. This is simply an extension of practices specified in RFC 821 and section 2.4.1.

4.1.1.2 MAIL (MAIL)

This command is used to initiate a mail transaction in which the mail data is delivered to an SMTP server which may, in turn, deliver it to one or more mailboxes or pass it on to another system (possibly using SMTP). The argument field contains a reverse-path and may contain optional parameters. In general, the MAIL command may be sent only when no mail transaction is in progress, see section 4.1.4.

The reverse-path consists of the sender mailbox. Historically, that mailbox might optionally have been preceded by a list of hosts, but that behavior is now deprecated (see appendix C). In some types of reporting messages for which a reply is likely to cause a mail loop (for example, mail delivery and nondelivery notifications), the reverse-path may be null (see section 3.7).

This command clears the reverse-path buffer, the forward-path buffer, and the mail data buffer; and inserts the reverse-path information from this command into the reverse-path buffer.

If service extensions were negotiated, the MAIL command may also carry parameters associated with a particular service extension.

Syntax:

"MAIL FROM:" ("<>" / Reverse-Path)
[SP Mail-parameters] CRLF

4.1.1.3 RECIPIENT (RCPT)

This command is used to identify an individual recipient of the mail data; multiple recipients are specified by multiple use of this command. The argument field contains a forward-path and may contain optional parameters.

The forward-path normally consists of the required destination mailbox. Sending systems SHOULD not generate the optional list of hosts known as a source route. Receiving systems MUST recognize

source route syntax but SHOULD strip off the source route specification and utilize the domain name associated with the mailbox as if the source route had not been provided.

Similarly, relay hosts SHOULD strip or ignore source routes, and names MUST NOT be copied into the reverse-path. When mail reaches its ultimate destination (the forward-path contains only a destination mailbox), the SMTP server inserts it into the destination mailbox in accordance with its host mail conventions.

For example, mail received at relay host xyz.com with envelope commands

MAIL FROM:<userx@y.foo.org>
RCPT TO:<@hosta.int,@jkl.org:userc@d.bar.org>

will normally be sent directly on to host d.bar.org with envelope commands

MAIL FROM:<userx@y.foo.org>
RCPT TO:<userc@d.bar.org>

As provided in appendix C, xyz.com MAY also choose to relay the message to hosta.int, using the envelope commands

MAIL FROM:<userx@y.foo.org>
RCPT TO:<@hosta.int,@jkl.org:userc@d.bar.org>

or to jkl.org, using the envelope commands

MAIL FROM:<userx@y.foo.org>
RCPT TO:<@jkl.org:userc@d.bar.org>

Of course, since hosts are not required to relay mail at all, xyz.com may also reject the message entirely when the RCPT command is received, using a 550 code (since this is a "policy reason").

If service extensions were negotiated, the RCPT command may also carry parameters associated with a particular service extension offered by the server. The client MUST NOT transmit parameters other than those associated with a service extension offered by the server in its EHLO response.

Syntax:
"RCPT TO:" ("<Postmaster@" domain ">" / "<Postmaster>" / Forward-Path)
[SP Rcpt-parameters] CRLF

4.1.1.4 DATA (DATA)

The receiver normally sends a 354 response to DATA, and then treats the lines (strings ending in <CRLF> sequences, as described in

section 2.3.7) following the command as mail data from the sender. This command causes the mail data to be appended to the mail data buffer. The mail data may contain any of the 128 ASCII character codes, although experience has indicated that use of control characters other than SP, HT, CR, and LF may cause problems and SHOULD be avoided when possible.

The mail data is terminated by a line containing only a period, that is, the character sequence "<CRLF>.<CRLF>" (see section 4.5.2). This is the end of mail data indication. Note that the first <CRLF> of this terminating sequence is also the <CRLF> that ends the final line of the data (message text) or, if there was no data, ends the DATA command itself. An extra <CRLF> MUST NOT be added, as that would cause an empty line to be added to the message. The only exception to this rule would arise if the message body were passed to the originating SMTP-sender with a final "line" that did not end in <CRLF>; in that case, the originating SMTP system MUST either reject the message as invalid or add <CRLF> in order to have the receiving SMTP server recognize the "end of data" condition.

The custom of accepting lines ending only in <LF>, as a concession to non-conforming behavior on the part of some UNIX systems, has proven to cause more interoperability problems than it solves, and SMTP server systems MUST NOT do this, even in the name of improved robustness. In particular, the sequence "<LF>.<LF>" (bare line feeds, without carriage returns) MUST NOT be treated as equivalent to <CRLF>.<CRLF> as the end of mail data indication.

Receipt of the end of mail data indication requires the server to process the stored mail transaction information. This processing consumes the information in the reverse-path buffer, the forward-path buffer, and the mail data buffer, and on the completion of this command these buffers are cleared. If the processing is successful, the receiver MUST send an OK reply. If the processing fails the receiver MUST send a failure reply. The SMTP model does not allow for partial failures at this point: either the message is accepted by the server for delivery and a positive response is returned or it is not accepted and a failure reply is returned. In sending a positive completion reply to the end of data indication, the receiver takes full responsibility for the message (see section 6.1). Errors that are diagnosed subsequently MUST be reported in a mail message, as discussed in section 4.4.

When the SMTP server accepts a message either for relaying or for final delivery, it inserts

a trace record (also referred to
interchangeably as a "time stamp line" or "Received" line) at the top
of the mail data. This trace record indicates the identity of the
host that sent the message, the identity of the host that received
the message (and is inserting this time stamp), and the date and time
the message was received. Relayed messages will have multiple time
stamp lines. Details for formation of these lines, including their
syntax, is specified in section 4.4.

Additional discussion about the operation of the DATA command appears
in section 3.3.

Syntax:
"DATA" CRLF

4.1.1.5 RESET (RSET)

This command specifies that the current mail transaction will be
aborted. Any stored sender, recipients, and mail data MUST be
discarded, and all buffers and state tables cleared. The receiver
MUST send a "250 OK" reply to a RSET command with no arguments. A
reset command may be issued by the client at any time. It is
effectively
equivalent to a NOOP (i.e., if has no effect) if issued
immediately after EHLO, before EHLO is issued in the session, after
an end-of-data indicator has been sent and acknowledged, or
immediately before a QUIT. An SMTP server MUST NOT close the
connection as the result of receiving a RSET; that action is reserved
for QUIT (see section 4.1.1.10).

Since EHLO implies some additional processing and response by the
server, RSET will normally be more efficient than reissuing that
command, even though the formal semantics are the same.

There are circumstances, contrary to the intent of this
specification, in which an SMTP server may receive an indication that
the underlying TCP connection has been closed or reset. To preserve
the robustness of the mail system, SMTP servers SHOULD be prepared
for this condition and SHOULD treat it as if a QUIT had been received
before the connection disappeared.

Syntax:
"RSET" CRLF

4.1.1.6 VERIFY (VRFY)

This command asks the receiver to confirm that the argument
identifies a user or mailbox. If it is a user name, information is

returned as specified in section 3.5.

This command has no effect on the reverse-path buffer, the forward-path buffer, or the mail data buffer.

Syntax:
"VRFY" SP String CRLF

4.1.1.7 EXPAND (EXPN)

This command asks the receiver to confirm that the argument identifies a mailing list, and if so, to return the membership of that list. If the command is successful, a reply is returned containing information as described in section 3.5. This reply will have multiple lines except in the trivial case of a one-member list.

This command has no effect on the reverse-path buffer, the forward-path buffer, or the mail data buffer and may be issued at any time.

Syntax:
"EXPN" SP String CRLF

4.1.1.8 HELP (HELP)

This command causes the server to send helpful information to the client. The command MAY take
an argument (e.g., any command name)
and return more specific information as a response.

This command has no effect on the reverse-path buffer, the forward-path buffer, or the mail data buffer and may be issued at any time.

SMTP servers SHOULD support HELP without arguments and MAY support it with arguments.

Syntax:
"HELP" [ SP String ] CRLF

4.1.1.9 NOOP (NOOP)

This command does not affect any parameters or previously entered commands. It specifies no action other than that the receiver send an OK reply.

This command has no effect on the reverse-path buffer, the forward-path buffer, or the mail data buffer and may be issued at any time.
If a parameter string is specified, servers SHOULD ignore it.

Syntax:

"NOOP" [ SP String ] CRLF

4.1.1.10 QUIT (QUIT)

This command specifies that the receiver MUST send an OK reply, and then close the transmission channel.

The receiver MUST NOT intentionally close the transmission channel until it receives and replies to a QUIT command (even if there was an error). The sender MUST NOT intentionally close the transmission channel until it sends a QUIT command and SHOULD wait until it receives the reply (even if there was an error response to a previous command). If the connection is closed prematurely due to violations of the above or system or network failure, the server MUST cancel any pending transaction, but not undo any previously completed transaction, and generally MUST act as if the command or transaction in progress had received a temporary error (i.e., a 4yz response).

The QUIT command may be issued at any time.

Syntax:

"QUIT" CRLF

4.1.2 Command Argument Syntax

The syntax of the argument fields of the above commands (using the syntax specified in [8] where applicable) is given below. Some of the productions given below are used only in conjunction with source routes as described in appendix C.
Terminals not defined in this document, such as ALPHA, DIGIT, SP, CR, LF, CRLF, are as defined in the "core" syntax [8 (section 6)] or in the message format syntax [32].

```
Reverse-path = Path
Forward-path = Path
Path = "<" [ A-d-l ":" ] Mailbox ">"
A-d-l = At-domain *( "," A-d-l )
    ; Note that this form, the so-called "source route",
    ; MUST BE accepted, SHOULD NOT be generated, and SHOULD be
    ; ignored.
At-domain = "@" domain
Mail-parameters = esmtp-param *(SP esmtp-param)
Rcpt-parameters = esmtp-param *(SP esmtp-param)

esmtp-param     = esmtp-keyword ["=" esmtp-value]
```

```
   esmtp-keyword   = (ALPHA / DIGIT) *(ALPHA / DIGIT / "-")
   esmtp-value     = 1*(%d33-60 / %d62-127)
       ; any CHAR excluding "=", SP, and control characters
   Keyword  = Ldh-str
   Argument = Atom
   Domain = (sub-domain 1*("." sub-domain)) / address-literal
   sub-domain = Let-dig [Ldh-str]

   address-literal
= "[" IPv4-address-literal /
                   IPv6-address-literal /
                   General-address-literal "]"
       ; See section 4.1.3

   Mailbox = Local-part "@" Domain

   Local-part = Dot-string / Quoted-string
       ; MAY be case-sensitive

   Dot-string = Atom *("." Atom)

   Atom = 1*atext

   Quoted-string = DQUOTE *qcontent DQUOTE

   String = Atom / Quoted-string
```

While the above definition for Local-part is relatively permissive, for maximum interoperability, a host that expects to receive mail SHOULD avoid defining mailboxes where the Local-part requires (or uses) the Quoted-string form or where the Local-part is case-sensitive. For any purposes that require generating or comparing Local-parts (e.g., to specific mailbox names), all quoted forms MUST be treated as equivalent and the sending system SHOULD transmit the form that uses the minimum quoting possible.

Systems MUST NOT
define mailboxes in such a way as to require the use in SMTP of non-ASCII characters (octets with the high order bit set to one) or ASCII "control characters" (decimal value 0-31 and 127). These characters MUST NOT be used in MAIL or RCPT commands or other commands that require mailbox names.

Note that the backslash, "\", is a quote character, which is used to indicate that the next character is to be used literally (instead of its normal interpretation). For example, "Joe\,Smith" indicates a single nine character user field with the comma being the fourth character of the field.

To promote interoperability and consistent with long-standing guidance about conservative use of the DNS in naming and applications (e.g., see section 2.3.1 of the base DNS document, RFC1035 [22]), characters outside the set of alphas, digits, and hyphen MUST NOT appear in domain name labels for SMTP clients or servers. In particular, the underscore character
is not permitted. SMTP servers
that receive a command in which invalid character codes have been employed, and for which there are no other reasons for rejection, MUST reject that command with a 501 response.

4.1.3 Address Literals

Sometimes a host is not known to the domain name system and communication (and, in particular, communication to report and repair the error) is blocked. To bypass this barrier a special literal form of the address is allowed as an alternative to a domain name. For IPv4 addresses, this form uses four small decimal integers separated by dots and enclosed by brackets such as [123.255.37.2], which indicates an (IPv4) Internet Address in sequence-of-octets form. For IPv6 and other forms of addressing that might eventually be standardized, the form consists of a standardized "tag" that identifies the address syntax, a colon, and the address itself, in a format specified as part of the IPv6 standards [17].

Specifically:

```
 IPv4-address-literal = Snum 3("." Snum)
IPv6-address-literal = "IPv6:" IPv6-addr
General-address-literal = Standardized-tag ":" 1*dcontent
Standardized-tag = Ldh-str
     ; MUST be specified in a standards-track RFC
     ; and registered with IANA

Snum = 1*3DIGIT  ; representing a decimal integer
     ; value in the range 0 through 255
Let-dig = ALPHA / DIGIT
Ldh-str = *( ALPHA / DIGIT / "-" ) Let-dig

IPv6-addr = IPv6-full / IPv6-comp / IPv6v4-full / IPv6v4-comp
IPv6-hex  = 1*4HEXDIG
IPv6-full = IPv6-hex 7(":" IPv6-hex)
IPv6-comp = [IPv6-hex *5(":" IPv6-hex)] "::" [IPv6-hex *5(":"
         IPv6-hex)]
     ; The "::" represents at least 2 16-bit groups of zeros
     ; No more than 6 groups in addition to the "::" may be
     ; present
```

```
IPv6v4-full = IPv6-hex 5(":" IPv6-hex) ":" IPv4-address-literal
IPv6v4-comp = [IPv6-hex *3(":" IPv6-hex)] "::"


      [IPv6-hex *3(":" IPv6-hex) ":"] IPv4-address-literal
    ; The "::" represents at least 2 16-bit groups of zeros
    ; No more than 4 groups in addition to the "::" and
    ; IPv4-address-literal may be present
```

4.1.4 Order of Commands

There are restrictions on the order in which these commands may be used.

A session that will contain mail transactions MUST first be initialized by the use of the EHLO command. An SMTP server SHOULD accept commands for non-mail transactions (e.g., VRFY or EXPN) without this initialization.

An EHLO command MAY be issued by a client later in the session. If it is issued after the session begins, the SMTP server MUST clear all buffers and reset the state exactly as if a RSET command had been issued. In other words, the sequence of RSET followed immediately by EHLO is redundant, but not harmful other than in the performance cost of executing unnecessary commands.

If the EHLO command is not acceptable to the SMTP server, 501, 500, or 502 failure replies MUST be returned as appropriate. The SMTP server MUST stay in the same state after transmitting these replies that it was in before the EHLO was received.

The SMTP client MUST, if possible, ensure that the domain parameter to the EHLO command is a valid principal host name (not a CNAME or MX name) for its host. If this is not possible (e.g., when the client's address is dynamically assigned and the client does not have an obvious name), an address literal SHOULD be substituted for the domain name and supplemental information provided that will assist in identifying the client.

An SMTP server MAY verify that the domain name parameter in the EHLO command actually corresponds to the IP address of the client. However, the server MUST NOT refuse to accept a message for this reason if the verification fails: the information about verification failure is for logging and tracing only.

The NOOP, HELP, EXPN, VRFY, and RSET commands can be used at any time

during a session, or without previously initializing a session. SMTP servers SHOULD process these normally (that is, not return a 503 code) even if no EHLO command has yet been received; clients SHOULD open a session with EHLO before sending these commands.

If these rules are followed, the example in RFC 821 that shows "550 access denied to you" in response to an EXPN command is incorrect unless an EHLO command precedes the EXPN or the denial of access is based on the client's IP address or other authentication or authorization-determining mechanisms.

The MAIL command (or the obsolete SEND, SOML, or SAML commands) begins a mail transaction. Once started, a mail transaction consists of a transaction beginning command, one or more RCPT commands, and a DATA command, in that order. A mail transaction may be aborted by the RSET (or a new EHLO) command.
There may be zero or more
transactions in a session. MAIL (or SEND, SOML, or SAML) MUST NOT be sent if a mail transaction is already open, i.e., it should be sent only if no mail transaction had been started in the session, or it the previous one successfully concluded with a successful DATA command, or if the previous one was aborted with a RSET.

If the transaction beginning command argument is not acceptable, a 501 failure reply MUST be returned and the SMTP server MUST stay in the same state. If the commands in a transaction are out of order to the degree that they cannot be processed by the server, a 503 failure reply MUST be returned and the SMTP server MUST stay in the same state.

The last command in a session MUST be the QUIT command. The QUIT command cannot be used at any other time in a session, but SHOULD be used by the client SMTP to request connection closure, even when no session opening command was sent and accepted.

4.1.5
Private-use Commands

As specified in section 2.2.2, commands starting in "X" may be used by bilateral agreement between the client (sending) and server (receiving) SMTP agents. An SMTP server that does not recognize such a command is expected to reply with "500 Command not recognized". An extended SMTP server MAY list the feature names associated with these private commands in the response to the EHLO command.

Commands sent or accepted by SMTP systems that do not start with "X" MUST conform to the requirements of section 2.2.2.

4.2 SMTP Replies

Replies to SMTP commands serve to ensure the synchronization of requests and actions in the process of mail transfer and to guarantee that the SMTP client always knows the state of the SMTP server. Every command MUST generate exactly one reply.

The details of the command-reply sequence are described in section 4.3.

An SMTP reply consists of a three digit number (transmitted as three numeric
characters) followed by some text unless specified otherwise in this document. The number is for use by automata to determine what state to enter next; the text is for the human user. The three digits contain enough encoded information that the SMTP client need not examine the text and may either discard it or pass it on to the user, as appropriate. Exceptions are as noted elsewhere in this document. In particular, the 220, 221, 251, 421, and 551 reply codes are associated with message text that must be parsed and interpreted by machines. In the general case, the text may be receiver dependent and context dependent, so there are likely to be varying texts for each reply code. A discussion of the theory of reply codes is given in section 4.2.1. Formally, a reply is defined to be the sequence: a three-digit code, <SP>, one line of text, and <CRLF>, or a multiline reply (as defined in section 4.2.1). Since, in violation of this specification,
the text is sometimes not sent, clients which do not receive it SHOULD be prepared to process the code alone (with or without a trailing space character). Only the EHLO, EXPN, and HELP commands are expected to result in multiline replies in normal circumstances, however, multiline replies are allowed for any command.

In ABNF, server responses are:

```
Greeting = "220 " Domain [ SP text ] CRLF
Reply-line = Reply-code [ SP text ] CRLF
```

where "Greeting" appears only in the 220 response that announces that the server is opening its part of the connection.

An SMTP server SHOULD send only the reply codes listed in this document. An SMTP server SHOULD use the text shown in the examples whenever appropriate.

An SMTP client MUST determine its actions only by the reply code, not by the text (except for the "change of address" 251 and 551 and, if

necessary, 220, 221, and 421 replies); in the general case, any text, including no text
at all (although senders SHOULD NOT send bare codes), MUST be acceptable. The space (blank) following the reply code is considered part of the text. Whenever possible, a receiver-SMTP SHOULD test the first digit (severity indication) of the reply code.

The list of codes that appears below MUST NOT be construed as permanent. While the addition of new codes should be a rare and significant activity, with supplemental information in the textual part of the response being preferred, new codes may be added as the result of new Standards or Standards-track specifications. Consequently, a sender-SMTP MUST be prepared to handle codes not specified in this document and MUST do so by interpreting the first digit only.

4.2.1 Reply Code Severities and Theory

The three digits of the reply each have a special significance. The first digit denotes whether the response is good, bad or incomplete. An unsophisticated SMTP client, or one that receives an unexpected
code, will be able to determine its next action (proceed as planned, redo, retrench, etc.) by examining this first digit. An SMTP client that wants to know approximately what kind of error occurred (e.g., mail system error, command syntax error) may examine the second digit. The third digit and any supplemental information that may be present is reserved for the finest gradation of information.

There are five values for the first digit of the reply code:

1yz Positive Preliminary reply
The command has been accepted, but the requested action is being held in abeyance, pending confirmation of the information in this reply. The SMTP client should send another command specifying whether to continue or abort the action. Note: unextended SMTP does not have any commands that allow this type of reply, and so does not have continue or abort commands.

2yz Positive Completion reply
The requested action
has been successfully completed. A new request may be initiated.

3yz Positive Intermediate reply
The command has been accepted, but the requested action is being held in abeyance, pending receipt of further information. The

SMTP client should send another command specifying this information. This reply is used in command sequence groups (i.e., in DATA).

4yz Transient Negative Completion reply
The command was not accepted, and the requested action did not occur. However, the error condition is temporary and the action may be requested again. The sender should return to the beginning of the command sequence (if any). It is difficult to assign a meaning to "transient" when two different sites (receiver- and

sender-SMTP agents) must agree on the interpretation. Each reply in this category might have a different time value, but the SMTP client is encouraged to try again. A rule of thumb
to determine
whether a reply fits into the 4yz or the 5yz category (see below) is that replies are 4yz if they can be successful if repeated without any change in command form or in properties of the sender or receiver (that is, the command is repeated identically and the receiver does not put up a new implementation.)

5yz Permanent Negative Completion reply
The command was not accepted and the requested action did not occur. The SMTP client is discouraged from repeating the exact request (in the same sequence). Even some "permanent" error conditions can be corrected, so the human user may want to direct the SMTP client to reinitiate the command sequence by direct action at some point in the future (e.g., after the spelling has been changed, or the user has altered the account status).

The second digit encodes responses in specific categories:

x0z Syntax: These replies refer to syntax errors, syntactically correct commands that do not fit any functional category, and unimplemented or superfluous commands.

x1z Information: These are replies to requests for information, such as status or help.

x2z Connections: These are replies referring to the transmission channel.

x3z Unspecified.

x4z Unspecified.

x5z Mail system: These replies indicate the status of the receiver mail system vis-a-vis the requested transfer or other mail system

action.

The third digit gives a finer gradation of meaning in each category specified by the second digit. The list of replies illustrates this. Each reply text is recommended rather than mandatory, and may even change according to the command with which it is associated. On the other hand, the reply codes must strictly follow the specifications in this section. Receiver implementations should not invent new codes for slightly different situations from the ones described here,
but rather adapt codes already defined.

For example, a command such as NOOP, whose successful execution does not offer the SMTP client any new information, will return a 250 reply. The reply is 502 when the command requests an unimplemented non-site-specific action. A refinement of that is the 504 reply for a command that is implemented, but that requests an unimplemented parameter.

The reply text may be longer than a single line; in these cases the complete text must be marked so the SMTP client knows when it can stop reading the reply. This requires a special format to indicate a multiple line reply.

The format for multiline replies requires that every line, except the last, begin with the reply code, followed immediately by a hyphen, "-" (also known as minus), followed by text. The last line will begin with the reply code, followed immediately by <SP>, optionally some text, and <CRLF>. As noted above, servers SHOULD
send the <SP>
if subsequent text is not sent, but clients MUST be prepared for it to be omitted.

For example:

123-First line
123-Second line
123-234 text beginning with numbers
123 The last line

In many cases the SMTP client then simply needs to search for a line beginning with the reply code followed by <SP> or <CRLF> and ignore all preceding lines. In a few cases, there is important data for the client in the reply "text". The client will be able to identify these cases from the current context.

4.2.2 Reply Codes by Function Groups

500 Syntax error, command unrecognized
(This may include errors such as command line too long)
501 Syntax error in parameters or arguments
502 Command not implemented (see section 4.2.4)
503 Bad sequence of commands
504 Command parameter not implemented

211 System status, or system help reply
214 Help message
(Information on how to use the
receiver or the meaning of a
particular non-standard command; this reply is useful only
to the human user)

220 <domain> Service ready
221 <domain> Service closing transmission channel
421 <domain> Service not available, closing transmission channel
(This may be a reply to any command if the service knows it
must shut down)

250 Requested mail action okay, completed
251 User not local; will forward to <forward-path>
(See section 3.4)
252 Cannot VRFY user, but will accept message and attempt
delivery
(See section 3.5.3)
450 Requested mail action not taken: mailbox unavailable
(e.g., mailbox busy)
550 Requested action not taken: mailbox unavailable
(e.g., mailbox not found, no access, or command rejected
for policy reasons)
451 Requested action aborted: error in processing
551 User not local; please try <forward-path>
(See section
3.4)
452 Requested action not taken: insufficient system storage
552 Requested mail action aborted: exceeded storage allocation
553 Requested action not taken: mailbox name not allowed
(e.g., mailbox syntax incorrect)
354 Start mail input; end with <CRLF>.<CRLF>
554 Transaction failed (Or, in the case of a connection-opening
response, "No SMTP service here")

4.2.3 Reply Codes in Numeric Order

211 System status, or system help reply
214 Help message
(Information on how to use the receiver or the meaning of a

particular non-standard command; this reply is useful only
to the human user)
220 <domain> Service ready
221 <domain> Service closing transmission channel
250 Requested mail action okay, completed
251 User not local; will forward to <forward-path>
(See section 3.4)
252 Cannot VRFY user, but will accept message and attempt
delivery
(See
section 3.5.3)

354 Start mail input; end with <CRLF>.<CRLF>

421 <domain> Service not available, closing transmission channel
(This may be a reply to any command if the service knows it
must shut down)
450 Requested mail action not taken: mailbox unavailable
(e.g., mailbox busy)
451 Requested action aborted: local error in processing
452 Requested action not taken: insufficient system storage
500 Syntax error, command unrecognized
(This may include errors such as command line too long)
501 Syntax error in parameters or arguments
502 Command not implemented (see section 4.2.4)
503 Bad sequence of commands
504 Command parameter not implemented
550 Requested action not taken: mailbox unavailable
(e.g., mailbox not found, no access, or command rejected
for policy reasons)
551 User not local; please try <forward-path>
(See section 3.4)
552 Requested
mail action aborted: exceeded storage allocation
553 Requested action not taken: mailbox name not allowed
(e.g., mailbox syntax incorrect)
554 Transaction failed (Or, in the case of a connection-opening
response, "No SMTP service here")

4.2.4 Reply Code 502

Questions have been raised as to when reply code 502 (Command not implemented) SHOULD be returned in preference to other codes. 502 SHOULD be used when the command is actually recognized by the SMTP server, but not implemented. If the command is not recognized, code 500 SHOULD be returned. Extended SMTP systems MUST NOT list capabilities in response to EHLO for which they will return 502 (or 500) replies.

4.2.5 Reply Codes After DATA and the Subsequent <CRLF>.<CRLF>

When an SMTP server returns a positive completion status (2yz code) after the DATA command is completed with <CRLF>.<CRLF>, it accepts responsibility for:

- delivering the message (if the recipient mailbox exists), or

- if attempts to deliver the message fail due to transient conditions, retrying delivery some reasonable number of times at intervals as specified in section 4.5.4.

- if attempts to deliver the message fail due to permanent conditions, or if repeated attempts to deliver the message fail due to transient conditions, returning appropriate notification to the sender of the original message (using the address in the SMTP MAIL command).

When an SMTP server returns a permanent error status (5yz) code after the DATA command is completed with <CRLF>.<CRLF>, it MUST NOT make any subsequent attempt to deliver that message. The SMTP client retains responsibility for delivery of that message and may either return it to the user or requeue it for a subsequent attempt (see section 4.5.4.1).

The user who originated the message SHOULD be able to interpret the return of a transient failure status (by mail message or otherwise) as a non-delivery indication, just as a permanent failure would be interpreted. I.e., if the client SMTP successfully handles these conditions, the user will not receive such a reply.

When an SMTP server returns a permanent error status (5yz) code after the DATA command is completely with <CRLF>.<CRLF>, it MUST NOT make any subsequent attempt to deliver the message. As with temporary error status codes, the SMTP client retains responsibility for the message, but SHOULD not again attempt delivery to the same server without user review and intervention of the message.

4.3 Sequencing of Commands and Replies

4.3.1 Sequencing Overview

The communication between the sender and receiver is an alternating dialogue, controlled by the sender. As such, the sender issues a command and the receiver responds with a reply. Unless other

arrangements are negotiated through service extensions, the sender MUST wait for this response before sending further commands.

One important reply is the connection greeting. Normally, a receiver will send a 220 "Service ready" reply when the connection is completed. The sender SHOULD wait for this greeting message before sending any commands.

Note: all the greeting-type replies have the official name (the fully-qualified primary domain name) of the server host as the first word following the reply code. Sometimes the host will have no meaningful name. See 4.1.3 for a discussion of alternatives in these situations.

For example,

220 ISIF.USC.EDU Service ready
or
220 mail.foo.com SuperSMTP v 6.1.2 Service ready
or
220 [10.0.0.1] Clueless host service ready

The table below lists alternative success and failure replies for each command. These SHOULD be strictly adhered to: a receiver may substitute text in the replies, but the meaning and action implied by the code numbers and by the specific command reply sequence cannot be altered.

4.3.2 Command-Reply Sequences

Each command is listed with its usual possible replies. The prefixes used before the possible replies are "I" for intermediate, "S" for success, and "E" for error. Since some servers may generate other replies under special circumstances, and to allow for future extension, SMTP clients SHOULD, when possible, interpret only the first digit of the reply and MUST be prepared to deal with unrecognized reply codes by interpreting the first digit only. Unless extended using the mechanisms described in section 2.2, SMTP servers MUST NOT transmit reply codes to an SMTP client that are other than three digits or that do not start in a digit between 2 and 5 inclusive.

These sequencing rules and, in principle, the codes themselves, can be extended or modified by SMTP extensions offered by the server and accepted (requested) by the client.

In addition to the codes listed below, any SMTP command can return any of the following codes if the corresponding unusual circumstances are encountered:

500 For the "command line too long" case or if the command name was not recognized. Note that producing a "command not recognized" error in response to the required subset of these commands is a violation of this specification.

501 Syntax error in command or arguments. In order to provide for future extensions, commands that are specified in this document as not accepting arguments (DATA, RSET, QUIT) SHOULD return a 501 message if arguments are supplied in the absence of EHLO-advertised extensions.

421 Service shutting down and closing transmission channel

Specific sequences are:

CONNECTION ESTABLISHMENT
S: 220
E: 554
EHLO or HELO
S: 250
E: 504, 550
MAIL
S: 250
E: 552, 451, 452, 550, 553, 503
RCPT
S: 250, 251 (but see section 3.4 for discussion of 251 and 551)

E: 550, 551, 552, 553, 450, 451, 452, 503, 550
DATA
I: 354 -> data -> S: 250
E: 552, 554, 451, 452
E: 451, 554, 503
RSET
S: 250
VRFY
S: 250, 251, 252
E: 550, 551, 553, 502, 504
EXPN
S: 250, 252
E: 550, 500, 502, 504
HELP
S: 211, 214
E: 502, 504

NOOP
S: 250
QUIT
S: 221

4.4 Trace Information

When an SMTP server receives a message for delivery or further processing, it MUST insert trace ("time stamp" or "Received") information at the beginning of the message content, as discussed in section 4.1.1.4.

This line MUST be structured as follows:

- The FROM field, which MUST be supplied in an SMTP environment, SHOULD contain both (1) the name of the source host as presented in the EHLO command and (2) an address literal containing the IP address of the source, determined from the TCP connection.

- The ID field MAY contain an "@" as suggested in RFC 822, but this is not required.

- The FOR field MAY contain a list of <path> entries when multiple RCPT commands have been given. This may raise some security issues and is usually not desirable; see section 7.2.

An Internet mail program MUST NOT change a Received: line that was previously added to the message header. SMTP servers MUST prepend Received lines to messages; they MUST NOT change the order of existing lines or insert Received lines in any other location.

As the Internet grows, comparability of Received fields is important for detecting problems, especially slow relays. SMTP servers that create Received fields SHOULD use explicit offsets in the dates (e.g., -0800), rather than time zone names of any type. Local time (with an offset) is preferred to UT when feasible. This formulation allows slightly more information about local circumstances to be specified. If UT is needed, the receiver need merely do some simple arithmetic to convert the values. Use of UT loses information about the time zone-location of the server. If it is desired to supply a time zone name, it SHOULD be included in a comment.

When the delivery SMTP server makes the "final delivery" of a message, it inserts a return-path line at the beginning of the mail data. This use of return-path is required; mail systems MUST support it. The return-path line preserves the information in the <reverse-

path> from the MAIL command. Here, final delivery means the message has left the SMTP environment. Normally, this would mean it had been delivered to the destination user or an associated mail drop, but in some cases it may be further processed and transmitted by another mail system.

It is possible for the mailbox in the return path to be different from the actual sender's mailbox, for example, if error responses are to be delivered to a special error handling mailbox rather than to the message sender. When mailing lists are involved, this arrangement is common and useful as a means of directing errors to the list maintainer rather than the message originator.

The text above implies that the final mail data will begin with a return path line, followed by one or more time stamp lines. These lines will be followed by the mail data headers and body [32].

It is sometimes difficult for an SMTP server to determine whether or not it is making final delivery since forwarding or other operations may occur after the message is accepted for delivery. Consequently,

any further (forwarding, gateway, or relay) systems MAY remove the return path and rebuild the MAIL command as needed to ensure that exactly one such line appears in a delivered message.

A message-originating SMTP system SHOULD NOT send a message that already contains a Return-path header. SMTP servers performing a relay function MUST NOT inspect the message data, and especially not to the extent needed to determine if Return-path headers are present. SMTP servers making final delivery MAY remove Return-path headers before adding their own.

The primary purpose of the Return-path is to designate the address to which messages indicating non-delivery or other mail system failures are to be sent. For this to be unambiguous, exactly one return path SHOULD be present when the message is delivered. Systems using RFC 822 syntax with non-SMTP transports SHOULD designate an unambiguous address, associated with the transport envelope, to which error reports (e.g., non-delivery messages) should be sent.

Historical note: Text in RFC 822 that appears to contradict the use of the Return-path header (or the envelope reverse path address from the MAIL command) as the destination for error messages is not applicable on the Internet. The reverse path address (as copied into the Return-path) MUST be used as

the target of any mail containing
delivery error messages.

In particular:

- a gateway from SMTP->elsewhere SHOULD insert a return-path header, unless it is known that the "elsewhere" transport also uses Internet domain addresses and maintains the envelope sender address separately.

- a gateway from elsewhere->SMTP SHOULD delete any return-path header present in the message, and either copy that information to the SMTP envelope or combine it with information present in the envelope of the other transport system to construct the reverse path argument to the MAIL command in the SMTP envelope.

The server must give special treatment to cases in which the processing following the end of mail data indication is only partially successful. This could happen if, after accepting several recipients and the mail data, the SMTP server finds that the mail data could be successfully delivered to some, but not all, of the

recipients. In such cases, the response to the DATA command MUST be an OK reply. However, the SMTP server MUST compose and send an "undeliverable mail" notification message to the originator of the message.

A single notification listing all of the failed recipients or separate notification messages MUST be sent for each failed recipient. For economy of processing by the sender, the former is preferred when possible. All undeliverable mail notification messages are sent using the MAIL command (even if they result from processing the obsolete SEND, SOML, or SAML commands) and use a null return path as discussed in section 3.7.

The time stamp line and the return path line are formally defined as follows:

Return-path-line = "Return-Path:" FWS Reverse-path <CRLF>

Time-stamp-line = "Received:" FWS Stamp <CRLF>

Stamp = From-domain By-domain Opt-info ";" FWS date-time

; where "date-time" is as defined in [32]
; but the "obs-" forms, especially
two-digit
; years, are prohibited in SMTP and MUST NOT be used.

From-domain = "FROM" FWS Extended-Domain CFWS

By-domain = "BY" FWS Extended-Domain CFWS

Extended-Domain = Domain /
( Domain FWS "(" TCP-info ")" ) /
( Address-literal FWS "(" TCP-info ")" )

TCP-info = Address-literal / ( Domain FWS Address-literal )
; Information derived by server from TCP connection
; not client EHLO.

Opt-info = [Via] [With] [ID] [For]

Via = "VIA" FWS Link CFWS

With = "WITH" FWS Protocol CFWS

ID = "ID" FWS String / msg-id CFWS

For = "FOR" FWS 1*( Path / Mailbox ) CFWS

Link = "TCP" / Addtl-Link
Addtl-Link = Atom
; Additional standard names for links are registered with the
; Internet Assigned Numbers Authority (IANA). "Via" is
; primarily of value with non-Internet transports. SMTP

; servers SHOULD NOT use unregistered names.
Protocol = "ESMTP" / "SMTP" / Attdl-Protocol
Attdl-Protocol = Atom
; Additional standard
names for protocols are registered with the
; Internet Assigned Numbers Authority (IANA). SMTP servers
; SHOULD NOT use unregistered names.

4.5 Additional Implementation Issues

4.5.1 Minimum Implementation

In order to make SMTP workable, the following minimum implementation is required for all receivers. The following commands MUST be supported to conform to this specification:

EHLO
HELO
MAIL

RCPT
DATA
RSET
NOOP
QUIT
VRFY

Any system that includes an SMTP server supporting mail relaying or delivery MUST support the reserved mailbox "postmaster" as a case-insensitive local name. This postmaster address is not strictly necessary if the server always returns 554 on connection opening (as described in section 3.1). The requirement to accept mail for postmaster implies that RCPT commands which specify a mailbox for postmaster at any of the domains for which the SMTP server provides mail service, as well as the special case of "RCPT TO:<Postmaster>" (with no domain specification), MUST be supported.

SMTP systems are expected to make every reasonable effort to accept mail directed to Postmaster from any other system on the Internet. In extreme cases --such as to contain a denial of service attack or other breach of security-- an SMTP server may block mail directed to Postmaster. However, such arrangements SHOULD be narrowly tailored so as to avoid blocking messages which are not part of such attacks.

4.5.2 Transparency

Without some provision for data transparency, the character sequence "<CRLF>.<CRLF>" ends the mail text and cannot be sent by the user. In general, users are not aware of such "forbidden" sequences. To

allow all user composed text to be transmitted transparently, the following procedures are used:

- Before sending a line of mail text, the SMTP client checks the first character of the line.
If it is a period, one additional
period is inserted at the beginning of the line.

- When a line of mail text is received by the SMTP server, it checks the line. If the line is composed of a single period, it is treated as the end of mail indicator. If the first character is a period and there are other characters on the line, the first character is deleted.

The mail data may contain any of the 128 ASCII characters. All characters are to be delivered to the recipient's mailbox, including spaces, vertical and horizontal tabs, and other control characters. If the transmission channel provides an 8-bit byte (octet) data

stream, the 7-bit ASCII codes are transmitted right justified in the octets, with the high order bits cleared to zero. See 3.7 for special treatment of these conditions in SMTP systems serving a relay function.

In some systems it may be necessary to transform the data as it is received and stored.
This may be necessary for hosts that use a different character set than ASCII as their local character set, that store data in records rather than strings, or which use special character sequences as delimiters inside mailboxes. If such transformations are necessary, they MUST be reversible, especially if they are applied to mail being relayed.

4.5.3 Sizes and Timeouts

4.5.3.1 Size limits and minimums

There are several objects that have required minimum/maximum sizes. Every implementation MUST be able to receive objects of at least these sizes. Objects larger than these sizes SHOULD be avoided when possible. However, some Internet mail constructs such as encoded X.400 addresses [16] will often require larger objects: clients MAY attempt to transmit these, but MUST be prepared for a server to reject them if they cannot be handled by it. To the maximum extent possible, implementation techniques which impose no limits on the length of these
objects should be used.

local-part
The maximum total length of a user name or other local-part is 64 characters.

domain
The maximum total length of a domain name or number is 255 characters.

path
The maximum total length of a reverse-path or forward-path is 256 characters (including the punctuation and element separators).

command line
The maximum total length of a command line including the command word and the <CRLF> is 512 characters. SMTP extensions may be used to increase this limit.

reply line
The maximum total length of a reply line including the reply code

and the <CRLF> is 512 characters. More information may be conveyed through multiple-line replies.

text line

The maximum total length of a text line including the <CRLF> is 1000 characters (not counting the leading dot duplicated for transparency). This number may be increased by the use of SMTP Service Extensions.

message content

The maximum total length of a message content (including any message headers as well as the message body) MUST BE at least 64K octets. Since the introduction of Internet standards for multimedia mail [12], message lengths on the Internet have grown dramatically, and message size restrictions should be avoided if at all possible. SMTP server systems that must impose restrictions SHOULD implement the "SIZE" service extension [18], and SMTP client systems that will send large messages SHOULD utilize it when possible.

recipients buffer

The minimum total number of recipients that must be buffered is 100 recipients. Rejection of messages (for excessive recipients) with fewer than 100 RCPT commands is a violation of this specification. The general principle that relaying SMTP servers MUST NOT, and delivery SMTP servers SHOULD NOT, perform validation tests on message
headers suggests that rejecting a message based on the total number of recipients shown in header fields is to be discouraged. A server which imposes a limit on the number of recipients MUST behave in an orderly fashion, such as to reject additional addresses over its limit rather than silently discarding addresses previously accepted. A client that needs to

deliver a message containing over 100 RCPT commands SHOULD be prepared to transmit in 100-recipient "chunks" if the server declines to accept more than 100 recipients in a single message.

Errors due to exceeding these limits may be reported by using the reply codes. Some examples of reply codes are:

500 Line too long.
or
501 Path too long
or
452 Too many recipients (see below)
or
552 Too much mail data.

RFC 821 [30] incorrectly listed the error where an SMTP server exhausts its implementation limit on the number of RCPT commands ("too many recipients") as having reply code 552. The correct reply code for this condition is 452. Clients SHOULD treat a 552 code in this case as a temporary, rather than permanent, failure so the logic below works.

When a conforming SMTP server encounters this condition, it has at least 100 successful RCPT commands in its recipients buffer. If the server is able to accept the message, then at least these 100 addresses will be removed from the SMTP client's queue. When the client attempts retransmission of those addresses which received 452 responses, at least 100 of these will be able to fit in the SMTP server's recipients buffer. Each retransmission attempt which is able to deliver anything will be able to dispose of at least 100 of these recipients.

If an SMTP server has an implementation limit on the number of RCPT commands and this limit is exhausted, it MUST use a response code of 452 (but the client SHOULD also be prepared
for a 552, as noted
above). If the server has a configured site-policy limitation on the number of RCPT commands, it MAY instead use a 5XX response code. This would be most appropriate if the policy limitation was intended to apply if the total recipient count for a particular message body were enforced even if that message body was sent in multiple mail transactions.

4.5.3.2 Timeouts

An SMTP client MUST provide a timeout mechanism. It MUST use per-command timeouts rather than somehow trying to time the entire mail transaction. Timeouts SHOULD be easily reconfigurable, preferably without recompiling the SMTP code. To implement this, a timer is set

for each SMTP command and for each buffer of the data transfer. The latter means that the overall timeout is inherently proportional to the size of the message.

Based on extensive experience with busy mail-relay hosts, the minimum per-command timeout values SHOULD be as follows:

Initial
220 Message: 5 minutes
An SMTP client process needs to distinguish between a failed TCP connection and a delay in receiving the initial 220 greeting message. Many SMTP servers accept a TCP connection but delay

delivery of the 220 message until their system load permits more mail to be processed.

MAIL Command: 5 minutes

RCPT Command: 5 minutes
A longer timeout is required if processing of mailing lists and aliases is not deferred until after the message was accepted.

DATA Initiation: 2 minutes
This is while awaiting the "354 Start Input" reply to a DATA command.

Data Block: 3 minutes
This is while awaiting the completion of each TCP SEND call transmitting a chunk of data.

DATA Termination: 10 minutes.
This is while awaiting the "250 OK" reply. When the receiver gets the final period terminating the message data, it typically performs processing to deliver the message to a user mailbox. A spurious timeout at this point would be very wasteful and would typically result in delivery of multiple copies of the message, since it has been successfully sent and the server has accepted responsibility for delivery. See section 6.1 for additional discussion.

An SMTP server SHOULD have a timeout of at least 5 minutes while it is awaiting the next command from the sender.

4.5.4 Retry Strategies

The common structure of a host SMTP implementation includes user mailboxes, one or more areas for queuing messages in transit, and one or more daemon processes for sending and receiving mail. The exact structure will vary depending on the needs of the users on the host

and the number and size of mailing lists supported by the host. We describe several optimizations that have proved helpful, particularly for mailers supporting high traffic levels.

Any queuing strategy MUST include timeouts on all activities on a per-command basis. A queuing strategy MUST NOT send error messages in response to error messages under any circumstances.

4.5.4.1 Sending Strategy

The general model for an SMTP client is one or more processes that periodically attempt to transmit outgoing mail. In a typical system, the program that composes a message has some method for requesting immediate attention for a new piece of outgoing mail, while mail that cannot be transmitted immediately MUST be queued and periodically retried by the sender. A mail queue entry will include not only the message itself but also the envelope information.

The sender MUST delay retrying a particular destination after one attempt has failed. In general, the retry interval SHOULD be at least 30 minutes; however, more sophisticated and variable strategies will be beneficial when the SMTP client can determine the reason for non-delivery.

Retries continue until the message is transmitted or the sender gives
up; the give-up time generally needs to be at least 4-5 days. The parameters to the retry algorithm MUST be configurable.

A client SHOULD keep a list of hosts it cannot reach and corresponding connection timeouts, rather than just retrying queued mail items.

Experience suggests that failures are typically transient (the target system or its connection has crashed), favoring a policy of two connection attempts in the first hour the message is in the queue, and then backing off to one every two or three hours.

The SMTP client can shorten the queuing delay in cooperation with the SMTP server. For example, if mail is received from a particular address, it is likely that mail queued for that host can now be sent. Application of this principle may, in many cases, eliminate the requirement for an explicit "send queues now" function such as ETRN [9].

The strategy may be further modified as a result of multiple addresses per host (see
below) to optimize delivery time vs. resource usage.

An SMTP client may have a large queue of messages for each unavailable destination host. If all of these messages were retried in every retry cycle, there would be excessive Internet overhead and the sending system would be blocked for a long period. Note that an SMTP client can generally determine that a delivery attempt has failed only after a timeout of several minutes and even a one-minute timeout per connection will result in a very large delay if retries

are repeated for dozens, or even hundreds, of queued messages to the same host.

At the same time, SMTP clients SHOULD use great care in caching negative responses from servers. In an extreme case, if EHLO is issued multiple times during the same SMTP connection, different answers may be returned by the server. More significantly, 5yz responses to the MAIL command MUST NOT be cached.

When a mail message is to be delivered
to multiple recipients, and
the SMTP server to which a copy of the message is to be sent is the same for multiple recipients, then only one copy of the message SHOULD be transmitted. That is, the SMTP client SHOULD use the command sequence: MAIL, RCPT, RCPT,... RCPT, DATA instead of the sequence: MAIL, RCPT, DATA, ..., MAIL, RCPT, DATA. However, if there are very many addresses, a limit on the number of RCPT commands per MAIL command MAY be imposed. Implementation of this efficiency feature is strongly encouraged.

Similarly, to achieve timely delivery, the SMTP client MAY support multiple concurrent outgoing mail transactions. However, some limit may be appropriate to protect the host from devoting all its resources to mail.

4.5.4.2 Receiving Strategy

The SMTP server SHOULD attempt to keep a pending listen on the SMTP port at all times. This requires the support of multiple incoming TCP connections for SMTP. Some limit MAY be imposed
but servers that
cannot handle more than one SMTP transaction at a time are not in conformance with the intent of this specification.

As discussed above, when the SMTP server receives mail from a particular host address, it could activate its own SMTP queuing mechanisms to retry any mail pending for that host address.

4.5.5 Messages with a null reverse-path

There are several types of notification messages which are required by existing and proposed standards to be sent with a null reverse path, namely non-delivery notifications as discussed in section 3.7,

other kinds of Delivery Status Notifications (DSNs) [24], and also Message Disposition Notifications (MDNs) [10]. All of these kinds of messages are notifications about a previous message, and they are sent to the reverse-path of the previous mail message. (If the

delivery of such a notification message fails, that usually indicates a problem with the mail system of the host to which the notification message is addressed. For this reason, at some hosts the MTA is set up to forward such failed notification messages to someone who is able to fix problems with the mail system, e.g., via the postmaster alias.)

All other types of messages (i.e., any message which is not required by a standards-track RFC to have a null reverse-path) SHOULD be sent with with a valid, non-null reverse-path.

Implementors of automated email processors should be careful to make sure that the various kinds of messages with null reverse-path are handled correctly, in particular such systems SHOULD NOT reply to messages with null reverse-path.

## 5. Address Resolution and Mail Handling

Once an SMTP client lexically identifies a domain to which mail will be delivered for processing (as described in sections 3.6 and 3.7), a DNS lookup MUST be performed to resolve the domain name [22]. The names are expected to be fully-qualified domain names (FQDNs): mechanisms for inferring FQDNs from partial names or local aliases are outside of this specification and, due to a history of problems, are generally discouraged. The lookup first attempts to locate an MX record associated with the name. If a CNAME record is found instead, the resulting name is processed as if it were the initial name. If no MX records are found, but an A RR is found, the A RR is treated as if it was associated with an implicit MX RR, with a preference of 0, pointing to that host. If one or more MX RRs are found for a given name, SMTP systems MUST NOT utilize any A RRs associated with that name unless they are located using the MX RRs; the "implicit MX" rule above applies only if there are no MX records present. If MX records are present, but none of them are usable, this situation MUST be reported as an error.

When the lookup succeeds, the mapping can result in a list of alternative delivery addresses rather than a single address, because of multiple MX records, multihoming, or both. To provide reliable mail transmission, the SMTP client MUST be able to try (and retry) each of the relevant addresses in this list in order, until a delivery attempt succeeds. However, there MAY also be a configurable limit on the number of alternate addresses that can be tried. In any case, the SMTP client SHOULD try at least two addresses.

Two types of information is used to rank the host addresses: multiple

MX records, and multihomed hosts.

Multiple MX records contain a preference indication that MUST be used in sorting (see below). Lower numbers are more preferred than higher ones. If there are multiple destinations with the same preference and there is no clear reason to favor one (e.g., by recognition of an easily-reached address), then the sender-SMTP MUST randomize them to spread the load across multiple mail exchangers for a specific organization.

The destination host (perhaps taken from the preferred MX record) may be multihomed, in which case the domain name resolver will return a list of alternative IP addresses. It is the responsibility of the domain name resolver interface to have ordered this list by decreasing preference if necessary, and SMTP MUST try them in the order presented.

Although the capability to try multiple alternative addresses is required, specific installations may want to limit or disable the use of alternative addresses. The question of whether a sender should attempt retries using the different addresses of a multihomed host has been controversial. The main argument for using the multiple addresses is that it maximizes the probability of timely delivery, and indeed sometimes the probability of any delivery; the counter-argument is that it may result in unnecessary resource use. Note that resource use is also strongly determined by the sending strategy discussed in section 4.5.4.1.

If an SMTP server receives a message with a destination for which it is a designated Mail eXchanger, it MAY relay the message (potentially after having rewritten the MAIL FROM and/or RCPT TO addresses), make final delivery of the message, or hand it off using some mechanism outside the SMTP-provided transport environment. Of course, neither of the latter require that the list of MX records be examined further.

If it determines that it should relay the message without rewriting the address, it MUST sort the MX records to determine candidates for delivery. The records are first ordered by preference, with the lowest-numbered records being most preferred. The relay host MUST then inspect the list for any of the names or addresses by which it might be known in mail transactions. If a matching record is found, all records at that preference level and higher-numbered ones MUST be discarded from consideration. If there are no records left at that point, it is an error condition, and the message MUST be returned as

undeliverable. If records do remain, they SHOULD be tried, best preference first, as described above.

## 6. Problem Detection and Handling

### 6.1 Reliable Delivery and Replies by Email

When the receiver-SMTP accepts a piece of mail (by sending a "250 OK" message in response to DATA), it is accepting responsibility for delivering or relaying the message. It must take this responsibility seriously. It MUST NOT lose the message for frivolous reasons, such as because the host later crashes or because of a predictable resource shortage.

If there is a delivery failure after acceptance of a message, the receiver-SMTP MUST formulate and mail a notification message. This notification MUST be sent using a null ("<>") reverse path in the envelope. The recipient of this notification MUST be the address from the envelope return path (or the Return-Path: line). However, if this address is null ("<>"), the receiver-SMTP MUST NOT send a notification. Obviously, nothing in this section can or should prohibit local decisions (i.e., as part of the same system environment as the receiver-SMTP) to log or otherwise transmit information about null address events locally if that is desired. If the address is an explicit source route, it MUST be stripped down to its final hop.

For example, suppose that an error notification must be sent for a message that arrived with:

```
MAIL FROM:<@a,@b:user@d>
```

The notification message MUST be sent using:

```
RCPT TO:<user@d>
```

Some delivery failures after the message is accepted by SMTP will be unavoidable. For example, it may be impossible for the receiving SMTP server to validate all the delivery addresses in RCPT command(s) due to a "soft" domain system error, because the target is a mailing list (see earlier discussion of RCPT), or because the server is acting as a relay and has no immediate access to the delivering system.

To avoid receiving duplicate messages as the result of timeouts, a receiver-SMTP MUST seek to minimize the time required to respond to

the final <CRLF>.<CRLF> end of data indicator. See RFC 1047 [28] for a discussion of this problem.

### 6.2 Loop Detection

Simple counting of the number of "Received:" headers in a message has proven to be an effective, although rarely optimal, method of detecting loops in mail systems. SMTP servers using this technique SHOULD use a large rejection threshold, normally at least 100 Received entries. Whatever mechanisms are used, servers MUST contain provisions for detecting and stopping trivial loops.

### 6.3 Compensating for Irregularities

Unfortunately, variations, creative interpretations, and outright violations of Internet mail protocols do occur; some would suggest that they occur quite frequently. The debate as to whether a well-behaved SMTP receiver or relay should reject a malformed message, attempt to pass it on unchanged, or attempt to repair it to increase the odds of successful delivery (or subsequent reply) began almost with the dawn of structured network mail and shows no signs of abating. Advocates of rejection claim that attempted repairs are rarely completely adequate and that rejection of bad messages is the only way to get the offending software repaired. Advocates of "repair" or "deliver no matter what" argue that users prefer that mail go through it if at all possible and that there are significant market pressures in that direction. In practice, these market pressures may be more important to particular vendors than strict conformance to the standards, regardless of the preference of the actual developers.

The problems associated with ill-formed messages were exacerbated by the introduction of the split-UA mail reading protocols [3, 26, 5, 21].
These protocols have encouraged the use of SMTP as a posting protocol, and SMTP servers as relay systems for these client hosts (which are often only intermittently connected to the Internet). Historically, many of those client machines lacked some of the mechanisms and information assumed by SMTP (and indeed, by the mail format protocol [7]). Some could not keep adequate track of time; others had no concept of time zones; still others could not identify their own names or addresses; and, of course, none could satisfy the assumptions that underlay RFC 822's conception of authenticated addresses.

In response to these weak SMTP clients, many SMTP systems now complete messages that are delivered to them in incomplete or incorrect form. This strategy is generally considered appropriate

when the server can identify or authenticate the client, and there are prior agreements between them. By contrast, there is at best great concern about fixes applied by a relay or delivery SMTP server that has little or no knowledge of the user or client machine.

The following changes to a message being processed MAY be applied when necessary by an originating SMTP server, or one used as the target of SMTP as an initial posting protocol:

- Addition of a message-id field when none appears

- Addition of a date, time or time zone when none appears

- Correction of addresses to proper FQDN format

The less information the server has about the client, the less likely these changes are to be correct and the more caution and conservatism should be applied when considering whether or not to perform fixes and how. These changes MUST NOT be applied by an SMTP server that provides an intermediate relay function.

In all cases, properly-operating clients supplying correct information are preferred to corrections by the SMTP server. In all cases, documentation of actions performed by the servers (in trace fields and/or header comments) is strongly encouraged.

## 7. Security Considerations

### 7.1 Mail Security and Spoofing

SMTP mail is inherently insecure in that it is feasible for even fairly casual users to negotiate directly with receiving and relaying SMTP servers and create messages that will trick a naive recipient into believing that they came from somewhere else. Constructing such a message so that the "spoofed" behavior cannot be detected by an expert is somewhat more difficult, but not sufficiently so as to be a deterrent to someone who is determined and knowledgeable. Consequently, as knowledge of Internet mail increases, so does the knowledge that SMTP mail inherently cannot be authenticated, or integrity checks provided, at the transport level. Real mail security lies only in end-to-end methods involving the message bodies, such as those which use digital signatures (see [14] and, e.g., PGP [4] or S/MIME [31]).

Various protocol

extensions and configuration options that provide
authentication at the transport level (e.g., from an SMTP client to
an SMTP server) improve somewhat on the traditional situation
described above. However, unless they are accompanied by careful
handoffs of responsibility in a carefully-designed trust environment,
they remain inherently weaker than end-to-end mechanisms which use
digitally signed messages rather than depending on the integrity of
the transport system.

Efforts to make it more difficult for users to set envelope return
path and header "From" fields to point to valid addresses other than
their own are largely misguided: they frustrate legitimate
applications in which mail is sent by one user on behalf of another
or in which error (or normal) replies should be directed to a special
address. (Systems that provide convenient ways for users to alter
these fields on a per-message basis should accept to establish a
primary
and permanent mailbox address for the user so that Sender
fields within the message data can be generated sensibly.)

This specification does not further address the authentication issues
associated with SMTP other than to advocate that useful functionality
not be disabled in the hope of providing some small margin of
protection against an ignorant user who is trying to fake mail.

7.2 "Blind" Copies

Addresses that do not appear in the message headers may appear in the
RCPT commands to an SMTP server for a number of reasons. The two
most common involve the use of a mailing address as a "list exploder"
(a single address that resolves into multiple addresses) and the
appearance of "blind copies". Especially when more than one RCPT
command is present, and in order to avoid defeating some of the
purpose of these mechanisms, SMTP clients and servers SHOULD NOT copy
the full set of RCPT command arguments into the headers, either as
part of trace headers
or as informational or private-extension
headers. Since this rule is often violated in practice, and cannot
be enforced, sending SMTP systems that are aware of "bcc" use MAY
find it helpful to send each blind copy as a separate message
transaction containing only a single RCPT command.

There is no inherent relationship between either "reverse" (from
MAIL, SAML, etc., commands) or "forward" (RCPT) addresses in the SMTP
transaction ("envelope") and the addresses in the headers. Receiving
systems SHOULD NOT attempt to deduce such relationships and use them
to alter the headers of the message for delivery. The popular
"Apparently-to" header is a violation of this principle as well as a

common source of unintended information disclosure and SHOULD NOT be used.

### 7.3 VRFY, EXPN, and Security

As discussed in section 3.5, individual sites may want to disable either or both of VRFY or EXPN for security reasons. As a corollary to the above, implementations that permit this MUST NOT appear to have verified addresses that are not, in fact, verified. If a site

disables these commands for security reasons, the SMTP server MUST return a 252 response, rather than a code that could be confused with successful or unsuccessful verification.

Returning a 250 reply code with the address listed in the VRFY command after having checked it only for syntax violates this rule. Of course, an implementation that "supports" VRFY by always returning 550 whether or not the address is valid is equally not in conformance.

Within the last few years, the contents of mailing lists have become popular as an address information source for so-called "spammers." The use of EXPN to "harvest" addresses has increased as list administrators have installed protections against inappropriate uses of the lists themselves. Implementations SHOULD still provide support for EXPN, but sites SHOULD carefully evaluate the tradeoffs.

As authentication mechanisms are introduced into SMTP, some sites may choose to make EXPN available only to authenticated requestors.

### 7.4 Information Disclosure in Announcements

There has been an ongoing debate about the tradeoffs between the debugging advantages of announcing server type and version (and, sometimes, even server domain name) in the greeting response or in response to the HELP command and the disadvantages of exposing information that might be useful in a potential hostile attack. The utility of the debugging information is beyond doubt. Those who argue for making it available point out that it is far better to actually secure an SMTP server rather than hope that trying to conceal known vulnerabilities by hiding the server's precise identity will provide more protection. Sites are encouraged to evaluate the tradeoff with that issue in mind; implementations are strongly encouraged to minimally provide for making type and version information available in some way to other network hosts.

7.5 Information Disclosure in Trace Fields

In some circumstances, such as when mail originates from within a LAN whose hosts are not directly on the public Internet, trace ("Received") fields produced in conformance with this specification may disclose host names and similar information that would not normally be available. This ordinarily does not pose a problem, but sites with special concerns about name disclosure should be aware of it. Also, the optional FOR clause should be supplied with caution or not at all when multiple recipients are involved lest it inadvertently disclose the identities of "blind copy" recipients to others.

7.6 Information Disclosure in Message Forwarding

As discussed in section 3.4, use of the 251 or 551 reply codes to identify the replacement address associated with a mailbox may inadvertently disclose sensitive information. Sites that are concerned about those issues should ensure that they select and configure servers appropriately.

7.7 Scope of Operation of SMTP Servers

It is a well-established principle that an SMTP server may refuse to accept mail for any operational or technical reason that makes sense to the site providing the server. However, cooperation among sites and installations makes the Internet possible. If sites take excessive advantage of the right to reject traffic, the ubiquity of email availability (one of the strengths of the Internet) will be threatened; considerable care should be taken and balance maintained if a site decides to be selective about the traffic it will accept and process.

In recent years, use of the relay function through arbitrary sites has been used as part of hostile efforts to hide the actual origins of mail. Some sites have decided to limit the use of the relay function to known or identifiable sources, and implementations SHOULD provide the capability to perform this type of filtering. When mail is rejected for these or other policy reasons, a 550 code SHOULD be used in response to EHLO, MAIL, or RCPT as appropriate.

8. IANA Considerations

IANA will maintain three registries in support of this specification. The first consists of SMTP service extensions with the associated keywords, and, as needed, parameters and verbs. As specified in

section 2.2.2, no entry may be made in this registry that starts in an "X". Entries may be made only for service extensions (and associated keywords, parameters, or verbs) that are defined in standards-track or experimental RFCs specifically approved by the IESG for this purpose.

The second registry consists of "tags" that identify forms of domain literals other than those for IPv4 addresses (specified in RFC 821 and in this document) and IPv6 addresses (specified in this document). Additional literal types require standardization before being used; none are anticipated at this time.

The third, established by RFC 821 and renewed by this specification, is a registry of link and protocol identifiers to be used with the "via" and "with" subclauses of the time stamp ("Received: header")

described in section 4.4. Link and protocol identifiers in addition to those specified in this document may be registered only by standardization or by way of an RFC-documented, IESG-approved, Experimental protocol extension.

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## 11. Acknowledgments

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# APPENDICES

## A. TCP Transport Service

The TCP connection supports the transmission of 8-bit bytes. The SMTP data is 7-bit ASCII characters. Each character is transmitted as an 8-bit byte with the high-order bit cleared to zero. Service extensions may modify this rule to permit transmission of full 8-bit data bytes as part of the message body, but not in SMTP commands or responses.

## B. Generating SMTP Commands from RFC 822 Headers

Some systems use RFC 822 headers (only) in a mail submission protocol, or otherwise generate SMTP commands from RFC 822 headers when such a message is handed to an MTA from a UA. While the MTA-UA protocol is a private matter, not covered by any Internet Standard, there are problems with this approach. For example, there have been repeated problems with proper handling of "bcc" copies and redistribution lists when information that conceptually belongs to a mail envelopes is not separated early in processing from header information (and kept separate).

It is recommended that the UA provide its initial ("submission client") MTA with an envelope separate from the message itself. However, if the envelope is not supplied, SMTP commands SHOULD be generated as follows:

1. Each recipient address from a TO, CC, or BCC header field SHOULD

be copied to a RCPT
command (generating multiple message copies if
that is required for queuing or delivery). This includes any
addresses listed in a RFC 822 "group". Any BCC fields SHOULD then
be removed from the headers. Once this process is completed, the
remaining headers SHOULD be checked to verify that at least one
To:, Cc:, or Bcc: header remains. If none do, then a bcc: header
with no additional information SHOULD be inserted as specified in
[32].

2. The return address in the MAIL command SHOULD, if possible, be
derived from the system's identity for the submitting (local)
user, and the "From:" header field otherwise. If there is a
system identity available, it SHOULD also be copied to the Sender
header field if it is different from the address in the From
header field. (Any Sender field that was already there SHOULD be
removed.) Systems may provide a way for submitters to override
the envelope return
address, but may want to restrict its use to
privileged users. This will not prevent mail forgery, but may
lessen its incidence; see section 7.1.

When an MTA is being used in this way, it bears responsibility for
ensuring that the message being transmitted is valid. The mechanisms
for checking that validity, and for handling (or returning) messages
that are not valid at the time of arrival, are part of the MUA-MTA
interface and not covered by this specification.

A submission protocol based on Standard RFC 822 information alone
MUST NOT be used to gateway a message from a foreign (non-SMTP) mail
system into an SMTP environment. Additional information to construct
an envelope must come from some source in the other environment,
whether supplemental headers or the foreign system's envelope.

Attempts to gateway messages using only their header "to" and "cc"
fields have repeatedly caused mail loops and other behavior adverse
to the proper
functioning of the Internet mail environment. These
problems have been especially common when the message originates from
an Internet mailing list and is distributed into the foreign
environment using envelope information. When these messages are then
processed by a header-only remailer, loops back to the Internet
environment (and the mailing list) are almost inevitable.

C. Source Routes

Historically, the <reverse-path> was a reverse source routing list of
hosts and a source mailbox. The first host in the <reverse-path>

SHOULD be the host sending the MAIL command. Similarly, the <forward-path> may be a source routing lists of hosts and a destination mailbox. However, in general, the <forward-path> SHOULD contain only a mailbox and domain name, relying on the domain name system to supply routing information if required. The use of source routes is deprecated; while servers MUST be prepared to receive and handle them as discussed in section 3.3 and F.2, clients SHOULD NOT transmit them and this section was included only to provide context.

For relay purposes, the forward-path may be a source route of the form "@ONE,@TWO:JOE@THREE", where ONE, TWO, and THREE MUST BE fully-qualified domain names. This form is used to emphasize the distinction between an address and a route. The mailbox is an absolute address, and the route is information about how to get there. The two concepts should not be confused.

If source routes are used, RFC 821 and the text below should be consulted for the mechanisms for constructing and updating the forward- and reverse-paths.

The SMTP server transforms the command arguments by moving its own identifier (its domain name or that of any domain for which it is acting as a mail exchanger), if it appears, from the forward-path to the beginning of the reverse-path.

Notice that the forward-path and reverse-path appear in the SMTP commands and replies, but not necessarily in the message. That is, there is no need for these paths and especially this syntax to appear in the "To:" , "From:", "CC:", etc. fields of the message header. Conversely, SMTP servers MUST NOT derive final message delivery information from message header fields.

When the list of hosts is present, it is a "reverse" source route and indicates that the mail was relayed through each host on the list (the first host in the list was the most recent relay). This list is used as a source route to return non-delivery notices to the sender. As each relay host adds itself to the beginning of the list, it MUST use its name as known in the transport environment to which it is relaying the mail rather than that of the transport environment from which the mail came (if they are different).

D. Scenarios

This section presents complete scenarios of several types of SMTP sessions. In the examples, "C:" indicates what is said

by the SMTP
client, and "S:" indicates what is said by the SMTP server.

D.1 A Typical SMTP Transaction Scenario

This SMTP example shows mail sent by Smith at host bar.com, to Jones, Green, and Brown at host foo.com. Here we assume that host bar.com contacts host foo.com directly. The mail is accepted for Jones and Brown. Green does not have a mailbox at host foo.com.

S: 220 foo.com Simple Mail Transfer Service Ready
C: EHLO bar.com
S: 250-foo.com greets bar.com
S: 250-8BITMIME
S: 250-SIZE
S: 250-DSN
S: 250 HELP
C: MAIL FROM:<Smith@bar.com>
S: 250 OK
C: RCPT TO:<Jones@foo.com>
S: 250 OK
C: RCPT TO:<Green@foo.com>
S: 550 No such user here
C: RCPT TO:<Brown@foo.com>

S: 250 OK
C: DATA
S: 354 Start mail input; end with <CRLF>.<CRLF>
C: Blah blah blah...
C: ...etc. etc. etc.
C: .
S: 250 OK
C: QUIT
S: 221 foo.com Service closing transmission
channel

D.2 Aborted SMTP Transaction Scenario

S: 220 foo.com Simple Mail Transfer Service Ready
C: EHLO bar.com
S: 250-foo.com greets bar.com
S: 250-8BITMIME
S: 250-SIZE
S: 250-DSN
S: 250 HELP
C: MAIL FROM:<Smith@bar.com>
S: 250 OK
C: RCPT TO:<Jones@foo.com>

S: 250 OK
C: RCPT TO:<Green@foo.com>
S: 550 No such user here
C: RSET
S: 250 OK
C: QUIT
S: 221 foo.com Service closing transmission channel

D.3 Relayed Mail Scenario

Step 1 -- Source Host to Relay Host

S: 220 foo.com Simple Mail Transfer Service Ready
C: EHLO bar.com
S: 250-foo.com greets bar.com
S: 250-8BITMIME
S: 250-SIZE
S: 250-DSN
S: 250 HELP
C: MAIL FROM:<JQP@bar.com>
S: 250 OK
C: RCPT TO:<@foo.com:Jones@XYZ.COM>
S: 250 OK
C: DATA
S: 354 Start mail input; end with <CRLF>.<CRLF>
C: Date: Thu, 21 May 1998 05:33:29 -0700

C: From: John Q. Public <JQP@bar.com>
C: Subject: The Next Meeting of the Board
C: To: Jones@xyz.com
C:
C: Bill:
C: The next meeting of the board of directors will be
C: on Tuesday.
C: John.
C: .
S: 250 OK
C: QUIT
S: 221 foo.com Service closing transmission channel

Step 2 -- Relay Host to Destination Host

S: 220 xyz.com Simple Mail Transfer Service Ready
C: EHLO foo.com
S: 250 xyz.com is on the air
C: MAIL FROM:<@foo.com:JQP@bar.com>
S: 250 OK

C: RCPT TO:<Jones@XYZ.COM>
S: 250 OK
C: DATA
S: 354 Start mail input; end with <CRLF>.<CRLF>
C: Received: from bar.com by foo.com ; Thu, 21 May 1998
C: 05:33:29 -0700
C: Date: Thu, 21 May 1998 05:33:22 -0700
C: From: John Q. Public <JQP@bar.com>
C: Subject: The Next Meeting of the Board
C: To: Jones@xyz.com
C:
C: Bill:
C: The next meeting
of the board of directors will be
C: on Tuesday.
C: John.
C: .
S: 250 OK
C: QUIT
S: 221 foo.com Service closing transmission channel

D.4 Verifying and Sending Scenario

S: 220 foo.com Simple Mail Transfer Service Ready
C: EHLO bar.com
S: 250-foo.com greets bar.com
S: 250-8BITMIME
S: 250-SIZE
S: 250-DSN

S: 250-VRFY
S: 250 HELP
C: VRFY Crispin
S: 250 Mark Crispin <Admin.MRC@foo.com>
C: SEND FROM:<EAK@bar.com>
S: 250 OK
C: RCPT TO:<Admin.MRC@foo.com>
S: 250 OK
C: DATA
S: 354 Start mail input; end with <CRLF>.<CRLF>
C: Blah blah blah...
C: ...etc. etc. etc.
C: .
S: 250 OK
C: QUIT
S: 221 foo.com Service closing transmission channel

E. Other Gateway Issues

In general, gateways between the Internet and other mail systems SHOULD attempt to preserve any layering semantics across the boundaries between the two mail systems involved. Gateway-translation approaches that attempt to take shortcuts by mapping, (such as envelope information from one system to the message headers or body of another) have generally proven to be inadequate in important ways. Systems translating between environments that do not support both envelopes and headers and Internet mail must be written with the understanding that some information loss is almost inevitable.

## F. Deprecated Features of RFC 821

A few features of RFC 821 have proven to be problematic and SHOULD NOT be used in Internet mail.

### F.1 TURN

This command, described in RFC 821, raises important security issues since, in the absence of strong authentication of the host requesting that the client and server switch roles, it can easily be used to divert mail from its correct destination. Its use is deprecated; SMTP systems SHOULD NOT use it unless the server can authenticate the client.

### F.2 Source Routing

RFC 821 utilized the concept of explicit source routing to get mail from one host to another via a series of relays. The requirement to utilize source routes in regular mail traffic was eliminated by the introduction of the domain name system "MX" record and the last significant justification for them was eliminated by the introduction, in RFC 1123, of a clear requirement that addresses following an "@" must all be fully-qualified domain names. Consequently, the only remaining justifications for the use of source routes are support for very old SMTP clients or MUAs and in mail system debugging. They can, however, still be useful in the latter circumstance and for routing mail around serious, but temporary, problems such as problems with the relevant DNS records.

SMTP servers MUST continue to accept source route syntax as specified in the main body of this document and in RFC 1123. They MAY, if necessary, ignore the routes and utilize only the target domain in the address. If they do utilize the source route, the message MUST

be sent to the first domain shown in the address. In particular, a server MUST NOT guess at shortcuts within the source route.

Clients SHOULD NOT utilize explicit source routing except under unusual circumstances, such as debugging or potentially relaying around firewall or mail system configuration errors.

F.3 HELO

As discussed in sections 3.1 and 4.1.1, EHLO is strongly preferred to HELO when the server will accept the former. Servers must continue to accept and process HELO in order to support older clients.

F.4 #-literals

RFC 821 provided for specifying an Internet address as a decimal integer host number prefixed by a pound sign, "#". In practice, that form has been obsolete since the introduction of TCP/IP. It is deprecated and MUST NOT be used.

F.5 Dates and Years

When dates are inserted into messages by SMTP clients or servers (e.g., in trace fields), four-digit years MUST BE used. Two-digit years are deprecated; three-digit years were never permitted in the Internet mail system.

F.6 Sending versus Mailing

In addition to specifying a mechanism for delivering messages to user's mailboxes, RFC 821 provided additional, optional, commands to deliver messages directly to the user's terminal screen. These commands (SEND, SAML, SOML) were rarely implemented, and changes in workstation technology and the introduction of other protocols may have rendered them obsolete even where they are implemented.

Clients SHOULD NOT provide SEND, SAML, or SOML as services. Servers MAY implement them. If they are implemented by servers, the implementation model specified in RFC 821 MUST be used and the command names MUST be published in the response to the EHLO command.

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

Network Working Group E. Levinson
Request for Comments: 2111 XIson, Inc.
Category: Standards Track March 1997

Content-ID and Message-ID Uniform Resource Locators

Status of this Memo

This document specifies an Internet standards track protocol for the
Internet community, and requests discussion and suggestions for
improvements. Please refer to the current edition of the "Internet
Official Protocol Standards" (STD 1) for the standardization state
and status of this protocol. Distribution of this memo is unlimited.

Abstract

The Uniform Resource Locator (URL) schemes, "cid:" and "mid:" allow references to messages and the body parts of messages. For example, within a single multipart message, one HTML body part might include embedded references to other parts of the same message.

## 1. Introduction

The use of [MIME] within email to convey Web pages and their associated images requires a URL scheme to permit the HTML to refer to the images or other data included in the message. The Content-ID Uniform Resource Locator, "cid:", serves that purpose.

Similarly Net News readers use Message-IDs to link related messages together. The Message-ID URL provides a scheme, "mid:", to refer to such messages as a "resource".

The "mid" (Message-ID) and "cid" (Content-ID) URL schemes provide identifiers for messages and their body parts. The "mid" scheme uses (a part of) the message-id of an email message to refer to a specific message. The "cid" scheme refers to a specific body part of a message; its use is generally limited to references to other body parts in the same message as the referring body part. The "mid" scheme may also refer to a specific body part within a designated message, by including the content-ID's address.

A note on terminology. The terms "body part" and "MIME entity" are used interchangeably. They refer to the headers and body of a MIME message, either the message itself or one of the body parts contained in a Multipart message.



## 2. The MID and CID URL Schemes

RFC1738 [URL] reserves the "mid" and "cid" schemes for Message-ID and Content-ID respectively. This memorandum defines the syntax for

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those URLs. Because they use the same syntactic elements they are presented together.

The URLs take the form

content-id = url-addr-spec

message-id = url-addr-spec

url-addr-spec = addr-spec ; URL encoding of RFC 822 addr-spec

cid-url = "cid" ":" content-id

mid-url = "mid" ":" message-id [ "/" content-id ]

Note: in Internet mail messages, the addr-spec in a Content-ID [MIME] or Message-ID [822] header are enclosed in angle brackets (<>). Since addr-spec in a Message-ID or Content-ID might contain characters not allowed within a URL; any such character (including "/", which is reserved within the "mid" scheme) must be hex-encoded using the %hh escape mechanism in [URL].

A "mid" URL with only a "message-id" refers to an entire message. With the appended "content-id", it refers to a body part within a message, as does a "cid" URL. The Content-ID of a MIME body part is required to be globally unique. However, in many systems that store messages, body parts are not indexed independently their context (message). The "mid" URL long form was designed to supply the context needed to support interoperability with such systems.

A implementation conforming to this specification is required to support the "mid" URL long form (message-id/content-id). Conforming implementations can choose to, but are not required to, take advantage of the content-id's uniqueness and interpret a "cid" URL to refer to any body part within the message store.

In limited circumstances (e.g., within multipart/alternate), a single message may contain several body parts that have the same Content-ID. That occurs, for example, when identical data can be accessed through different methods [MIME, sect. 7.2.3]. In those cases, conforming implementations are required to use the rules of the containing MIME entity (e.g., multi-part/alternate) to select the body part to which the Content-ID refers.

A "cid" URL is converted to the corresponding Content-ID message header [MIME] by removing the "cid:" prefix, converting %hh hex-escaped characters to their ASCII equivalents and enclosing the remaining parts with an angle bracket pair, "<" and ">". For example, "mid:foo4%25foo1@bar.net" corresponds to

Message-ID: <foo4%foo1@bar.net>

A "mid" URL is converted to a Message-ID or Message-ID/Content-ID pair in a similar fashion.

Both message-id and content-id are required to be globally unique. That is, no two different messages will ever have the same Message-ID addr-spec; no different body parts will ever have the same Content-ID addr-spec. A common technique used by many message systems is to use a time and date stamp along with the local host's domain name, e.g., 950124.162336@XIson.com.

Some Examples

The following message contains an HTML body part that refers to an image contained in another body part. Both body parts are contained in a Multipart/Related MIME entity. The HTML IMG tag contains a cidurl which points to the image.

```
From: foo1@bar.net
To: foo2@bar.net
Subject: A simple example
Mime-Version:
1.0
Content-Type: multipart/related; boundary="boundary-example-1";
        type=Text/HTML

--boundary-example 1
Content-Type: Text/HTML; charset=US-ASCII

... text of the HTML document, which might contain a hyperlink
to the other body part, for example through a statement such as:
<IMG SRC="cid:foo4*foo1@bar.net" ALT="IETF logo">

--boundary-example-1
Content-ID: foo4*foo1@bar.net
```

Content-Type: IMAGE/GIF
Content-Transfer-Encoding: BASE64



R0lGODlhGAGgAPEAAP/////ZRaCgoAAAACH+PUNvcHlyaWdodCAoQykgMTk5
NSBJRVRGLiBVbmF1dGhvcml6ZWQgZHVwbGljYXRpb24gcHJvaGliaXRlZC4A
etc...

--boundary-example-1--

The following message points to another message (hopefully still in the recipient's message store).

From: bar@none.com
To: phooey@all.com
Subject: Here's how to do it
Content-type: text/html; charset=usascii

... The items in my
<A HREF= "mid:960830.1639@XIson.com/partA.960830.1639@XIson.com">
previous message</A>, shows how the approach you propose can be
used to accomplish ...

## 3. Security Considerations

The URLs defined here provide an addressing or referencing mechanism. The values of these URLs disclose no more about the originators environment than the corresponding Message-ID and Content-ID values. Where concern exists about such disclosures the originator of a message using mid and cid URLs must take precautions to insure that confidential information is not disclosed. Those precautions should already be in place to handle existing mail use of the Message-ID and Content-ID.

## 4. References

[822] Crocker, D., "Standard for the Format of ARPA Internet Text

Messages," August 1982, University of Delaware, STD 11, RFC 822.

[MIME] N. Borenstein, N. Freed, "MIME (Multipurpose Internet Mail Extensions) Part One: Mechanisms for Specifying and Describing the Format of Internet Message Bodies," September 1993, RFC 1521.

[URL] Berners-Lee, T., Masinter, L., and McCahill, M., "Uniform Resource Locators (URL)," December 1994.

[MULREL] E. Levinson, "The MIME Multipart/Related Content-type," December 1995, RFC 1874.



## 5. Acknowledgments

The original concept of "mid" and "cid" URLs were part of the Tim Berners-Lee's original vision of the World Wide Web. The ideas and design have benefited greatly by discussions with Harald Alvestrand, Dan Connolly, Roy Fielding, Larry Masinter, Jacob Palme, and others in the MHTML working group.

## 6. Author's Address

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Found in path(s):
* /mikel-mail-2-3-1-0-g2cc19d5-tar-gz/mikel-mail-2cc19d5/reference/rfc2111 Content-ID and Message-ID URLs.txt
No license file was found, but licenses were detected in source scan.

= Mail

== Introduction

Mail is an internet library for Ruby that is designed to handle emails
generation, parsing and sending in a simple, rubyesque manner.

The purpose of this library is to provide a single point of access to handle
all email functions, including sending and receiving emails. All network
type actions are done through proxy methods to Net::SMTP, Net::POP3 etc.

Built from my experience with TMail, it is designed to be a pure ruby
implementation that makes generating, sending and parsing emails a no

brainer.

It is also designed form the ground up to work with Ruby 1.9.  This is because
Ruby 1.9 handles text encodings much more magically than Ruby 1.8.x and so
these features have been taken full advantage of in this library allowing
Mail to handle a lot more messages more cleanly than TMail.  Mail does run on
Ruby 1.8.x... it's just not as fun to code.

Finally, Mail has been designed with a very
 simple object oriented system
that really opens up the email messages you are parsing, if you know what
you are doing, you can fiddle with every last bit of your email directly.

== Compatibility

Mail is tested and works on the following platforms:

* jruby-1.5.2 [ [x86_64-java] ]
* ree-1.8.7-2010.02 [ x86_64 ]
* ruby-1.8.6-p399 [ x86_64 ]
* ruby-1.8.7-p302 [ x86_64 ]
* ruby-1.9.2-p0 [ x86_64 ]

== Discussion

If you want to discuss mail with like minded individuals, please subscribe to
the Google Group http://groups.google.com/group/mail-ruby

== Current Capabilities of Mail

* RFC2822 Support, Reading and Writing
* RFC2045-2049 Support for multipart emails
* Support for creating multipart alternate emails
* Support for reading multipart/report emails & getting details from such
* Support for multibyte emails - needs quite a lot of work and testing
* Wrappers for File, Net/POP3, Net/SMTP
* Auto encoding of non US-ASCII header fields
* Auto encoding of non US-ASCII bodies

Mail is RFC2822
 compliant now, that is, it can parse and generate valid US-ASCII
emails.  There are a few obsoleted syntax emails that it will have problems with, but
it also is quite robust, meaning, if it finds something it doesn't understand it will
not crash, instead, it will skip the problem and keep parsing.  In the case of a header
it doesn't understand, it will initialise the header as an optional unstructured
field and continue parsing.

This means Mail won't (ever) crunch your data (I think).

You can also create MIME emails.  There are helper methods for making a
multipart/alternate email for text/plain and text/html (the most common pair)
and you can manually create any other type of MIME email.

== Roadmap

Next TODO:

* Improve MIME support for character sets in headers, currently works, mostly, needs
 refinement.

== Testing Policy

Basically... we do BDD on Mail.  No method gets written in Mail without a
corresponding or covering spec.  We expect as a minimum 100% coverage
measured
 by RCov.  While this is not perfect by any measure, it is pretty
good.  Additionally, all functional tests from TMail are to be passing before
the gem gets released.

It also means you can be sure Mail will behave correctly.

== API Policy

No API removals within a single point release.  All removals to be depreciated with
warnings for at least one MINOR point release before removal.

Also, all private or protected methods to be declared as such - though this is still I/P.

== Installation

Installation is fairly simple, I host mail on rubygems, so you can just do:

# gem install mail

== Encodings

If you didn't know, handling encodings in Emails is not as straight forward as you
would hope.

I have tried to simplify it some:

1. All objects that can render into an email, have an :encoded method.  Encoded will
  return the object as a complete string ready to send in the mail system, that is,
  it will include the header field and value and CRLF at the end and wrapped as
  needed.

2.
All objects that can render into an email, have a :decoded method. Decoded will return the object's "value" only as a string. This means it will not include the header fields (like 'To:' or 'Subject:').

3. By default, calling :to_s on a container object will call it's encoded method, while :to_s on a field object will call it's decoded method. So calling :to_s on a Mail object will return the mail, all encoded ready to send, while calling :to_s on the From field or the body will return the decoded value of the object. The header object of Mail is considered a container. If you are in doubt, call :encoded, or :decoded explicitly, this is safer if you are not sure.

4. Structured fields that have parameter values that can be encoded (e.g. Content-Type) will provide decoded parameter values when you call the parameter names as methods against the object.

5. Structured fields that have parameter values that can be encoded (e.g. Content-Type) will provide encoded parameter values when you call the parameter names through the object.parameters['<parameter_name>'] method call.

== Contributing

Please do! Contributing is easy in Mail:

1. Check the Reference RFCs, they are in the References directory, so no excuses.
2. Open a ticket on github, maybe someone else has the problem too
3. Make a fork of my github repository
4. Make a spec driven change to the code base
5. Make sure it works and all specs pass, on Ruby versions 1.8.6, 1.8.7 and 1.9
6. Update the README if needed to reflect your change / addition
7. With all specs passing push your changes back to your fork
8. Send me a pull request

== Usage

All major mail functions should be able to happen from the Mail::module.
So, you should be able to just "require 'mail'" to get started.

=== Making an email

```
require 'mail'

mail = Mail.new do
     from 'mikel@test.lindsaar.net'
       to 'you@test.lindsaar.net'
  subject 'This is a test email'
     body File.read('body.txt')
```

```
 end

mail.to_s #=> "From: mikel@test.lindsaar.net\r\nTo: you@...

=== Making an email, have it your way:

require 'mail'

mail = Mail.new do
  body File.read('body.txt')
end

mail['from'] = 'mikel@test.lindsaar.net'
mail[:to]    = 'you@test.lindsaar.net'
mail.subject = 'This is a test email'

mail.to_s #=> "From: mikel@test.lindsaar.net\r\nTo: you@...

=== Don't Worry About Message IDs:

require 'mail'

mail = Mail.new do
    to 'you@test.lindsaar.net'
  body 'Some simple body'
end

mail.to_s =~ /Message\-ID: <[\d\w_]+@.+.mail/ #=> 27

Mail will automatically add a Message-ID field if it is missing and
give it a unique, random Message-ID along the lines of:

<4a7ff76d7016_13a81ab802e1@local.fqdn.mail>

=== Or do worry about Message-IDs:

require 'mail'

mail = Mail.new do
        to 'you@test.lindsaar.net'
 message_id '<ThisIsMyMessageId@some.domain.com>'
      body 'Some simple body'
end

mail.to_s =~ /Message\-ID: <ThisIsMyMessageId@some.domain.com>/
 #=> 27

Mail will take the message_id you assign to it trusting that you know
```

what you are doing.

=== Sending an email:

Mail defaults to sending via SMTP to local host port 25.  If you have a
sendmail or postfix daemon running on on this port, sending email is as
easy as:

```
Mail.deliver do
      from 'me@test.lindsaar.net'
        to 'you@test.lindsaar.net'
   subject 'Here is the image you wanted'
      body File.read('body.txt')
  add_file '/full/path/to/somefile.png'
end
```

or

```
mail = Mail.new do
      from 'me@test.lindsaar.net'
        to 'you@test.lindsaar.net'
   subject 'Here is the image you wanted'
      body File.read('body.txt')
  add_file {:filename => 'somefile.png', :content => File.read('/somefile.png')}
end

mail.deliver!
```

Sending via sendmail can be done like so:

```
 mail = Mail.new do
       from 'me@test.lindsaar.net'
         to 'you@test.lindsaar.net'
    subject 'Here is the image you wanted'
       body File.read('body.txt')
   add_file {:filename
 => 'somefile.png', :content => File.read('/somefile.png')}
 end

 mail.delivery_method :sendmail

 mail.deliver
```

{Learn more about SMTP Delivery}[link:classes/Mail/SMTP.html]

{Learn more about File Delivery}[link:classes/Mail/FileDelivery.html]

{Learn more about Sendmail Delivery}[link:classes/Mail/Sendmail.html]

{Learn more about Test Email Delivery}[link:classes/Mail/TestMailer.html]

=== Getting emails from a pop server:

The most recent email:

```
Mail.defaults do
  retriever_method :pop3, { :address            => "pop.gmail.com",
                            :port               => 995,
                            :user_name          => '<username>',
                            :password           => '<password>',
                            :enable_ssl         => true }
end

Mail.all    #=> Returns an array of all emails
Mail.first  #=> Returns the first unread email
Mail.last   #=> Returns the first unread email
```

The first 10 emails sorted by date in ascending
order:

```
require 'mail'

Mail.defaults do
  retriever_method :pop3, { :address            => "pop.gmail.com",
                            :port               => 995,
                            :user_name          => '<username>',
                            :password           => '<password>',
                            :enable_ssl         => true }
end

emails = Mail.find(:what => :first, :count => 10, :order => :asc)
emails.length #=> 10
```

Or even all emails:

```
Mail.defaults do
  retriever_method :pop3, { :address            => "pop.gmail.com",
                            :port               => 995,
                            :user_name          => '<username>',
                            :password           => '<password>',
                            :enable_ssl         => true }
end

emails = Mail.all

emails.length #=> LOTS!
```

{Learn more about POP3}[link:classes/Mail/POP3.html]

{Learn more about IMAP}[link:classes/Mail/IMAP.html]

=== Reading an
Email

```
require 'mail'

mail = Mail.read('/path/to/message.eml')

mail.envelope.from   #=> 'mikel@test.lindsaar.net'
mail.from.addresses  #=> ['mikel@test.lindsaar.net', 'ada@test.lindsaar.net']
mail.sender.address  #=> 'mikel@test.lindsaar.net'
mail.to              #=> 'bob@test.lindsaar.net'
mail.cc              #=> 'sam@test.lindsaar.net'
mail.subject         #=> "This is the subject"
mail.date.to_s       #=> '21 Nov 1997 09:55:06 -0600'
mail.message_id      #=> '<4D6AA7EB.6490534@xxx.xxx>'
mail.body.decoded    #=> 'This is the body of the email...
```

Many more methods available.

=== Reading a Multipart Email

```
require 'mail'

mail = Mail.read('multipart_email')

mail.multipart?          #=> true
mail.parts.length        #=> 2
mail.preamble            #=> "Text before the first part"
mail.epilogue            #=> "Text after the last part"
mail.parts.map { |p| p.content_type }  #=> ['text/plain', 'application/pdf']
mail.parts.map { |p| p.class }         #=> [Mail::Message,
 Mail::Message]
mail.parts[0].content_type_parameters  #=> {'charset' => 'ISO-8859-1'}
mail.parts[1].content_type_parameters  #=> {'name' => 'my.pdf'}
```

Mail generates a tree of parts.  Each message has many or no parts.  Each part
is another message which can have many or no parts.

A message will only have parts if it is a multipart/mixed or related/mixed
content type and has a boundary defined.

=== Writing and sending a multipart/alternative (html and text) email

Mail makes some basic assumptions and makes doing the common thing as
simple as possible.... (asking a lot from a mail library)

```
require 'mail'

mail = Mail.deliver do
  to 'nicolas@test.lindsaar.net.au'
  from 'Mikel Lindsaar <mikel@test.lindsaar.net.au>'
  subject 'First multipart email sent with Mail'
  text_part do
    body 'This is plain text'
  end
  html_part do
    content_type 'text/html; charset=UTF-8'
    body '<h1>This is HTML</h1>'
  end
end
```

Mail then delivers the email at the end of the
 block and returns the
resulting Mail::Message object, which you can then inspect if you
so desire...

```
puts mail.to_s #=>

To: nicolas@test.lindsaar.net.au
From: Mikel Lindsaar <mikel@test.lindsaar.net.au>
Subject: First multipart email sent with Mail
Content-Type: multipart/alternative;
  boundary=--==_mimepart_4a914f0c911be_6f0f1ab8026659
Message-ID: <4a914f12ac7e_6f0f1ab80267d1@baci.local.mail>
Date: Mon, 24 Aug 2009 00:15:46 +1000
Mime-Version: 1.0
Content-Transfer-Encoding: 7bit


----==_mimepart_4a914f0c911be_6f0f1ab8026659
Content-ID: <4a914f12c8c4_6f0f1ab80268d6@baci.local.mail>
Date: Mon, 24 Aug 2009 00:15:46 +1000
Mime-Version: 1.0
Content-Type: text/plain
Content-Transfer-Encoding: 7bit

This is plain text
----==_mimepart_4a914f0c911be_6f0f1ab8026659
Content-Type: text/html; charset=UTF-8
Content-ID: <4a914f12cf86_6f0f1ab802692c@baci.local.mail>
Date: Mon, 24 Aug 2009 00:15:46 +1000
```

```
Mime-Version: 1.0
Content-Transfer-Encoding: 7bit

<h1>This is HTML</h1>
 ----==_mimepart_4a914f0c911be_6f0f1ab8026659--
```

Mail inserts the content transfer encoding, the mime version,
the content-id's and handles the content-type and boundary.

Mail assumes that if your text in the body is only us-ascii, that your
transfer encoding is 7bit and it is text/plain.  You can override this
by explicitly declaring it.

=== Making Multipart/Alternate, without a block

You don't have to use a block with the text and html part included, you
can just do it declaratively.  However, you need to add Mail::Parts to
an email, not Mail::Messages.

```
require 'mail'

mail = Mail.new do
  to 'nicolas@test.lindsaar.net.au'
  from 'Mikel Lindsaar <mikel@test.lindsaar.net.au>'
  subject 'First multipart email sent with Mail'
end

text_part = Mail::Part.new do
  body 'This is plain text'
end

html_part = Mail::Part.new do
  content_type 'text/html; charset=UTF-8'
  body '<h1>This is HTML</h1>'
end

mail.text_part = text_part
mail.html_part = html_part
```

Results in the
 same email as done using the block form

=== Getting error reports from an email:

```
require 'mail'

@mail = Mail.read('/path/to/bounce_message.eml')
```

```
@mail.bounced?        #=> true
@mail.final_recipient  #=> rfc822;mikel@dont.exist.com
@mail.action          #=> failed
@mail.error_status    #=> 5.5.0
@mail.diagnostic_code  #=> smtp;550 Requested action not taken: mailbox unavailable
@mail.retryable?      #=> false
```

=== Attaching and Detaching Files

```
require 'mail'
```

You can just read the file off an absolute path, Mail will try
to guess the mime_type and will encode the file in Base64 for you.

```
@mail = Mail.new
@mail.add_file("/path/to/file.jpg")
@mail.parts.first.attachment? #=> true
@mail.parts.first.content_transfer_encoding.to_s #=> 'base64'
@mail.attachments.first.mime_type #=> 'image/jpg'
@mail.attachments.first.filename #=> 'file.jpg'
@mail.attachments.first.decoded == File.read('/path/to/file.jpg') #=> true
```

Or You can pass in file_data and give it a
filename, again, mail
will try and guess the mime_type for you.

```
@mail = Mail.new
@mail.attachments['myfile.pdf'] = File.read('path/to/myfile.pdf')
@mail.parts.first.attachment? #=> true
@mail.attachments.first.mime_type #=> 'application/pdf'
@mail.attachments.first.decoded == File.read('path/to/myfile.pdf') #=> true
```

You can also override the guessed MIME media type if you really know better
than mail (this should be rarely needed)

```
@mail = Mail.new
file_data = File.read('path/to/myfile.pdf')
@mail.attachments['myfile.pdf'] = { :mime_type => 'application/x-pdf',
                                    :content => File.read('path/to/myfile.pdf') }
@mail.parts.first.mime_type #=> 'application/x-pdf'
```

Of course... Mail will round trip an attachment as well

```
@mail = Mail.new do
  to 'nicolas@test.lindsaar.net.au'
  from 'Mikel Lindsaar <mikel@test.lindsaar.net.au>'
  subject 'First multipart email sent with Mail'
  text_part do
```

```
    body 'Here is the attachment
you wanted'
  end
  html_part do
    content_type 'text/html; charset=UTF-8'
    body '<h1>Funky Title</h1><p>Here is the attachment you wanted</p>'
  end
  add_file '/path/to/myfile.pdf'
end

@round_tripped_mail = Mail.new(@mail.encoded)

@round_tripped_mail.attachments.length #=> 1
@round_tripped_mail.attachments.first.filename #=> 'myfile.pdf'
```

== Using Mail with Testing or Spec'ing Libraries

If mail is part of your system, you'll need a way to test it without actually sending emails, the TestMailer can do this for you.

```
require 'mail'
=> true
Mail.defaults do
  delivery_method :test
end
=> #<Mail::Configuration:0x19345a8 @delivery_method=Mail::TestMailer>
Mail::TestMailer.deliveries
=> []
Mail.deliver do
  to 'mikel@me.com'
  from 'you@you.com'
  subject 'testing'
  body 'hello'
end
=> #<Mail::Message:0x19284ec ...
Mail::TestMailer.deliveries.length
=> 1
Mail::TestMailer.deliveries.first
=> #<Mail::Message:0x19284ec ...

Mail::TestMailer.deliveries.clear
=> []
```

== Excerpts from TREC Spam Corpus 2005

The spec fixture files in spec/fixtures/emails/from_trec_2005 are from the 2005 TREC Public Spam Corpus. They remain copyrighted under the terms of that project and license agreement. They are used in this project to verify

and describe the development of this email parser implementation.

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Found in path(s):
* /mikel-mail-2-3-1-0-g2cc19d5-tar-gz/mikel-mail-2cc19d5/README.rdoc
No license file was found, but licenses were detected in source scan.

Network Working Group N. Freed
Request for Comments: 2048 Innosoft
BCP: 13 J. Klensin
Obsoletes: 1521, 1522, 1590 MCI
Category: Best Current Practice J. Postel

# Multipurpose Internet Mail Extensions (MIME) Part Four: Registration Procedures

## Status of this Memo

This document specifies an Internet Best Current Practices for the Internet Community, and requests discussion and suggestions for improvements. Distribution of this memo is unlimited.

## Abstract

STD 11, RFC 822, defines a message representation protocol specifying considerable detail about US-ASCII message headers, and leaves the message content, or message body, as flat US-ASCII text. This set of documents, collectively called the Multipurpose Internet Mail Extensions, or MIME, redefines the format of messages to allow for

(1) textual message bodies in character sets other than US-ASCII,

(2) an extensible set of different formats for non-textual message bodies,

(3) multi-part message bodies, and

(4) textual header information in character sets other than US-ASCII.

These documents are based on earlier work documented in RFC 934, STD 11, and RFC 1049, but extends and revises them. Because RFC 822 said so little about message bodies, these documents are largely orthogonal to (rather than a revision of) RFC 822.



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This fourth document, RFC 2048, specifies various IANA registration procedures for the following MIME facilities:

(1) media types,

(2) external body access types,

(3) content-transfer-encodings.

Registration of character sets for use in MIME is covered elsewhere and is no longer addressed by this document.

These documents are revisions of RFCs 1521 and 1522, which themselves were revisions of RFCs 1341 and 1342. An appendix in RFC 2049 describes differences and changes from previous versions.

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## 1. Introduction

Recent Internet protocols have been carefully designed to be easily extensible in certain areas. In particular, MIME [RFC 2045] is an open-ended framework and can accommodate additional object types, character sets, and access methods without any changes to the basic protocol. A registration process is needed, however, to ensure that the set of such values is developed in an orderly, well-specified,

and public manner.

This document defines registration procedures which use the Internet Assigned Numbers Authority (IANA) as a central registry for such values.

Historical Note: The registration process for media types was initially defined in the context of the asynchronous Internet mail environment. In this mail environment there is a need to limit the number of possible media types to increase the likelihood of interoperability when the capabilities of the remote mail system are not known. As media types are used in new environments, where the proliferation of media types is not a hindrance to interoperability, the original procedure was excessively restrictive and had to be generalized.



## 2. Media Type Registration

Registration of a new media type or types starts with the construction of a registration proposal. Registration may occur in several different registration trees, which have different requirements as discussed below. In general, the new registration proposal is circulated and reviewed in a fashion appropriate to the tree involved. The media type is then registered if the proposal is acceptable. The following sections describe the requirements and procedures used for each of the different registration trees.

### 2.1. Registration Trees and Subtype Names

In order to increase the efficiency and flexibility of the registration process, different structures of subtype names may be registered to accomodate the different natural requirements for, e.g., a subtype that will be recommended for wide support and implementation by the Internet Community or a subtype that is used to move files associated with proprietary software. The following subsections define registration "trees", distinguished by the use of faceted names (e.g., names of the form "tree.subtree...type"). Note

that some media types defined prior to this document do not conform to the naming conventions described below. See Appendix A for a discussion of them.

### 2.1.1. IETF Tree

The IETF tree is intended for types of general interest to the Internet Community. Registration in the IETF tree requires approval by the IESG and publication of the media type registration as some form of RFC.

Media types in the IETF tree are normally denoted by names that are not explicitly faceted, i.e., do not contain period (".", full stop) characters.

The "owner" of a media type registration in the IETF tree is assumed to be the IETF itself. Modification or alteration of the specification requires the same level of processing (e.g. standards track) required for the initial registration.

### 2.1.2. Vendor Tree

The vendor tree is used for media types associated with commercially available products. "Vendor" or "producer" are construed as equivalent and very broadly in this context.



A registration may be placed in the vendor tree by anyone who has need to interchange files associated with the particular product. However, the registration formally belongs to the vendor or organization producing the software or file format. Changes to the specification will be made at their request, as discussed in subsequent sections.

Registrations in the vendor tree will be distinguished by the leading facet "vnd.". That may be followed, at the discretion of the registration, by either a media type name from a well-known producer (e.g., "vnd.mudpie") or by an IANA-approved designation of the producer's name which is then followed by a media type or product designation (e.g., vnd.bigcompany.funnypictures).

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While public exposure and review of media types to be registered in the vendor tree is not required, using the ietf-types list for review is strongly encouraged to improve the quality of those specifications. Registrations in the vendor tree may be submitted directly to the IANA.

#### 2.1.3. Personal or Vanity Tree

Registrations for media types created experimentally or as part of products that are not distributed commercially may be registered in the personal or vanity tree. The registrations are distinguished by the leading facet "prs.".

The owner of "personal" registrations and associated specifications is the person or entity making the registration, or one to whom responsibility has been transferred as described below.

While public exposure and review of media types to be registered in the personal tree is not required, using the ietf-types list for review is strongly encouraged to improve the quality of those specifications. Registrations in the personl tree may be submitted directly to the IANA.

#### 2.1.4. Special `x.' Tree

For convenience and symmetry with this registration scheme, media type names with "x." as the first facet may be used for the same purposes for which names starting in "x-" are normally used. These types are unregistered, experimental, and should be used only with the active agreement of the parties exchanging them.



However, with the simplified registration procedures described above for vendor and personal trees, it should rarely, if ever, be necessary to use unregistered experimental types, and as such use of

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both "x-" and "x." forms is discouraged.

### 2.1.5. Additional Registration Trees

From time to time and as required by the community, the IANA may, with the advice and consent of the IESG, create new top-level registration trees. It is explicitly assumed that these trees may be created for external registration and management by well-known permanent bodies, such as scientific societies for media types specific to the sciences they cover. In general, the quality of review of specifications for one of these additional registration trees is expected to be equivalent to that which IETF would give to registrations in its own tree. Establishment of these new trees will be announced through RFC publication approved by the IESG.

## 2.2. Registration Requirements

Media type registration proposals are all expected to conform to various requirements laid out in the following sections. Note that requirement specifics sometimes vary depending on the registration tree, again as detailed in the following sections.

### 2.2.1. Functionality Requirement

Media types must function as an actual media format: Registration of things that are better thought of as a transfer encoding, as a character set, or as a collection of separate entities of another type, is not allowed. For example, although applications exist to decode the base64 transfer encoding [RFC 2045], base64 cannot be registered as a media type.

This requirement applies regardless of the registration tree involved.

### 2.2.2. Naming Requirements

All registered media types must be assigned MIME type and subtype names. The combination of these names then serves to uniquely identify the media type and the format of the subtype name identifies the registration tree.

The choice of top-level type name must take the nature of media type involved into account. For example, media normally used for representing still images should be a subtype of the image content type, whereas media capable of representing audio information belongs

under the audio content type. See RFC 2046 for additional information on the basic set of top-level types and their characteristics.

New subtypes of top-level types must conform to the restrictions of the top-level type, if any. For example, all subtypes of the multipart content type must use the same encapsulation syntax.

In some cases a new media type may not "fit" under any currently defined top-level content type. Such cases are expected to be quite rare. However, if such a case arises a new top-level type can be defined to accommodate it. Such a definition must be done via standards-track RFC; no other mechanism can be used to define additional top-level content types.

These requirements apply regardless of the registration tree involved.

#### 2.2.3. Parameter Requirements

Media types may elect to use one or more MIME content type parameters, or some parameters may be automatically made available to the media type by virtue of being a subtype of a content type that defines a set of parameters applicable to any of its subtypes. In either case, the names, values, and meanings of any parameters must be fully specified when a media type is registered in the IETF tree, and should be specified as completely as possible when media types are registered in the vendor or personal trees.

New parameters must not be defined as a way to introduce new functionality in types registered in the IETF tree, although new parameters may be added to convey additional information that does not otherwise change existing functionality. An example of this would be a "revision" parameter to indicate a revision level of an external specification such as JPEG. Similar behavior is encouraged for media types registered in the vendor or personal trees but is not required.

#### 2.2.4. Canonicalization and Format Requirements

All registered media types must employ a single, canonical data

format, regardless of registration tree.

A precise and openly available specification of the format of each media type is required for all types registered in the IETF tree and must at a minimum be referenced by, if it isn't actually included in, the media type registration proposal itself.





The specifications of format and processing particulars may or may not be publically available for media types registered in the vendor tree, and such registration proposals are explicitly permitted to include only a specification of which software and version produce or process such media types. References to or inclusion of format specifications in registration proposals is encouraged but not required.

Format specifications are still required for registration in the personal tree, but may be either published as RFCs or otherwise deposited with IANA. The deposited specifications will meet the same criteria as those required to register a well-known TCP port and, in particular, need not be made public.

Some media types involve the use of patented technology. The registration of media types involving patented technology is specifically permitted. However, the restrictions set forth in RFC 1602 on the use of patented technology in standards-track protocols must be respected when the specification of a media type is part of a standards-track protocol.

### 2.2.5. Interchange Recommendations

Media types should, whenever possible, interoperate across as many systems and applications as possible. However, some media types will inevitably have problems interoperating across different platforms. Problems with different versions, byte ordering, and specifics of gateway handling can and will arise.

Universal interoperability of media types is not required, but known interoperability issues should be identified whenever possible.

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Publication of a media type does not require an exhaustive review of interoperability, and the interoperability considerations section is subject to continuing evaluation.

These recommendations apply regardless of the registration tree involved.

2.2.6.
Security Requirements

An analysis of security issues is required for for all types registered in the IETF Tree. (This is in accordance with the basic requirements for all IETF protocols.) A similar analysis for media types registered in the vendor or personal trees is encouraged but not required. However, regardless of what security analysis has or has not been done, all descriptions of security issues must be as accurate as possible regardless of registration tree. In particular, a statement that there are "no security issues associated with this





type" must not be confused with "the security issues associates with this type have not been assessed".

There is absolutely no requirement that media types registered in any tree be secure or completely free from risks. Nevertheless, all known security risks must be identified in the registration of a media type, again regardless of registration tree.

The security considerations section of all registrations is subject to continuing evaluation and modification, and in particular may be extended by use of the "comments on media types" mechanism described in subsequent sections.

Some of the issues that should be looked at in a security analysis of a media type are:

(1) Complex media types may include provisions for directives that institute actions on a recipient's files or other resources. In many cases provision is made for originators to specify arbitrary actions in an unrestricted fashion which may then have devastating effects. See the registration of the

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application/postscript media type in RFC 2046 for an example of such directives and how to handle them.

(2) Complex media types may include provisions for directives that institute actions which, while not directly harmful to the recipient, may result in disclosure of information that either facilitates a subsequent attack or else violates a recipient's privacy in some way. Again, the registration of the application/postscript media type illustrates how such directives can be handled.

(3) A media type might be targeted for applications that require some sort of security assurance but not provide the necessary security mechanisms themselves. For example, a media type could be defined for storage of confidential medical information which in turn requires an external confidentiality service.

2.2.7. Usage and Implementation Non-requirements

In the asynchronous mail environment, where information on the capabilities of the remote mail agent is frequently not available to the sender, maximum interoperability is attained by restricting the number of media types used to those "common" formats expected to be widely implemented. This was asserted in the past as a reason to





limit the number of possible media types and resulted in a registration process with a significant hurdle and delay for those registering media types.

However, the need for "common" media types does not require limiting the registration of new media types. If a limited set of media types is recommended for a particular application, that should be asserted by a separate applicability statement specific for the application and/or environment.

As such, universal support and implementation of a media type is NOT a requirement for registration. If, however, a media type is

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explicitly intended for limited use, this should be noted in its registration.

2.2.8. Publication Requirements

Proposals for media types registered in the IETF tree must be published as RFCs. RFC publication of vendor and personal media type proposals is encouraged but not required. In all cases IANA will retain copies of all media type proposals and "publish" them as part of the media types registration tree itself.

Other than in the IETF tree, the registration of a data type does not imply endorsement, approval, or recommendation by IANA or IETF or even certification that the specification is adequate. To become Internet Standards, protocol, data objects, or whatever must go through the IETF standards process. This is too difficult and too lengthy a process for the convenient registration of media types.

The IETF tree exists for media types that do require require a substantive review and approval process with the vendor and personal trees exist for those that do not. It is expected that applicability statements for particular applications will be published from time to time that recommend implementation of, and support for, media types that have proven particularly useful in those contexts.

As discussed above, registration of a top-level type requires standards-track processing and, hence, RFC publication.

2.2.9. Additional Information

Various sorts of optional information may be included in the specification of a media type if it is available:

(1) Magic number(s) (length, octet values). Magic numbers are byte sequences that are always present and thus can be used to identify entities as being of a given media



type.

(2) File extension(s) commonly used on one or more

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platforms to indicate that some file containing a given type of media.

(3) Macintosh File Type code(s) (4 octets) used to label files containing a given type of media.

Such information is often quite useful to implementors and if available should be provided.

### 2.3. Registration Procedure

The following procedure has been implemented by the IANA for review and approval of new media types. This is not a formal standards process, but rather an administrative procedure intended to allow community comment and sanity checking without excessive time delay. For registration in the IETF tree, the normal IETF processes should be followed, treating posting of an internet-draft and announcement on the ietf-types list (as described in the next subsection) as a first step. For registrations in the vendor or personal tree, the initial review step described below may be omitted and the type registered directly by submitting the template and an explanation directly to IANA (at iana@iana.org). However, authors of vendor or personal media type specifications are encouraged to seek community review and comment whenever that is feasible.

#### 2.3.1. Present the Media Type to the Community for Review

Send a proposed media type registration to the "ietf-types@iana.org" mailing list for a two week review period. This mailing list has been established for the purpose of reviewing proposed media and access types. Proposed media types are not formally registered and must not be used; the "x-" prefix specified in RFC 2045 can be used until registration is complete.

The intent of the public posting is to solicit comments and feedback on the choice of type/subtype name, the unambiguity of the references with respect to versions and external profiling information, and a review of any interoperability or security considerations. The submitter may submit a revised registration, or withdraw the registration completely, at any time.

### 2.3.2. IESG Approval

Media types registered in the IETF tree must be submitted to the IESG for approval.

### 2.3.3. IANA Registration

Provided that the media type meets the requirements for media types and has obtained approval that is necessary, the author may submit the registration request to the IANA, which will register the media type and make the media type registration available to the community.

## 2.4. Comments on Media Type Registrations

Comments on registered media types may be submitted by members of the community to IANA. These comments will be passed on to the "owner" of the media type if possible. Submitters of comments may request that their comment be attached to the media type registration itself, and if IANA approves of this the comment will be made accessible in conjunction with the type registration itself.

## 2.5. Location of Registered Media Type List

Media type registrations will be posted in the anonymous FTP directory "ftp://ftp.isi.edu/in-notes/iana/assignments/media-types/" and all registered media types will be listed in the periodically issued "Assigned Numbers" RFC [currently STD 2, RFC 1700]. The media type description and other supporting material may also be published as an Informational RFC by sending it to "rfc-editor@isi.edu" (please follow the instructions to RFC authors [RFC-1543]).

## 2.6. IANA Procedures for Registering Media Types

The IANA will only register media types in the IETF tree in response to a communication from the IESG stating that a given registration has been approved. Vendor and personal types will be registered by the IANA automatically and without any formal review as long as the following minimal conditions are met:

(1) Media types must function as an actual media format.

In particular, character sets and transfer encodings may not be registered as media types.

(2) All media types must have properly formed type and subtype names. All type names must be defined by a standards-track RFC. All subtype names must be unique, must conform to the MIME grammar for such names, and must contain the proper tree prefix.





(3) Types registered in the personal tree must either provide a format specification or a pointer to one.

(4) Any security considerations given must not be obviously bogus. (It is neither possible nor necessary for the IANA to conduct a comprehensive security review of media type registrations. Nevertheless, IANA has the authority to identify obviously incompetent material and exclude it.)

## 2.7. Change Control

Once a media type has been published by IANA, the author may request a change to its definition. The descriptions of the different registration trees above designate the "owners" of each type of registration. The change request follows the same procedure as the registration request:

(1) Publish the revised template on the ietf-types list.

(2) Leave at least two weeks for comments.

(3) Publish using IANA after formal review if required.

Changes should be requested only when there are serious omission or errors in the published specification. When review is required, a change request may be denied if it renders entities that were valid under the previous definition invalid under the new definition.

The owner of a content type may pass responsibility for the content

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type to another person or agency by informing IANA and the ietf-types list; this can be done without discussion or review.

The IESG may reassign responsibility for a media type. The most common case of this will be to enable changes to be made to types where the author of the registration has died, moved out of contact or is otherwise unable to make changes that are important to the community.

Media type registrations may not be deleted; media types which are no longer believed appropriate for use can be declared OBSOLETE by a change to their "intended use" field; such media types will be clearly marked in the lists published by IANA.





## 2.8. Registration Template

To: ietf-types@iana.org
Subject: Registration of MIME media type XXX/YYY

MIME media type name:

MIME subtype name:

Required parameters:

Optional parameters:

Encoding considerations:

Security considerations:

Interoperability considerations:

Published specification:

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Applications which use this media type:

Additional information:

Magic number(s):
File extension(s):
Macintosh File Type Code(s):

Person & email address to contact for further information:

Intended usage:

(One of COMMON, LIMITED USE or OBSOLETE)

Author/Change controller:

(Any other information that the author deems interesting may be added below this line.)

## 3. External Body Access Types

RFC 2046 defines the message/external-body media type, whereby a MIME entity can act as pointer to the actual body data in lieu of including the data directly in the entity body. Each message/external-body reference specifies an access type, which determines the mechanism used to retrieve the actual body data. RFC 2046 defines an initial set of access types, but allows for the





registration of additional access types to accommodate new retrieval mechanisms.

### 3.1. Registration Requirements

New access type specifications must conform to a number of requirements as described below.

#### 3.1.1. Naming Requirements

Each access type must have a unique name. This name appears in the access-type parameter in the message/external-body content-type

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header field, and must conform to MIME content type parameter syntax.

3.1.2. Mechanism Specification Requirements

All of the protocols, transports, and procedures used by a given access type must be described, either in the specification of the access type itself or in some other publicly available specification, in sufficient detail for the access type to be implemented by any competent implementor. Use of secret and/or proprietary methods in access types are expressly prohibited. The restrictions imposed by RFC 1602 on the standardization of patented algorithms must be respected as well.

3.1.3. Publication Requirements

All access types must be described by an RFC. The RFC may be informational rather than standards-track, although standard-track review and approval are encouraged for all access types.

3.1.4. Security Requirements

Any known security issues that arise from the use of the access type must be completely and fully described. It is not required that the access type be secure or that it be free from risks, but that the known risks be identified. Publication of a new access type does not require an exhaustive security review, and the security considerations section is subject to continuing evaluation. Additional security considerations should be addressed by publishing revised versions of the access type specification.

3.2. Registration Procedure

Registration of a new access type starts with the construction of a draft of an RFC.



3.2.1. Present the Access Type to the Community

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Send a proposed access type specification to the "ietf-types@iana.org" mailing list for a two week review period. This mailing list has been established for the purpose of reviewing proposed access and media types. Proposed access types are not formally registered and must not be used.

The intent of the public posting is to solicit comments and feedback on the access type specification and a review of any security considerations.

3.2.2. Access Type Reviewer

When the two week period has passed, the access type reviewer, who is appointed by the IETF Applications Area Director, either forwards the request to iana@isi.edu, or rejects it because of significant objections raised on the list.

Decisions made by the reviewer must be posted to the ietf-types mailing list within 14 days. Decisions made by the reviewer may be appealed to the IESG.

3.2.3. IANA Registration

Provided that the access type has either passed review or has been successfully appealed to the IESG, the IANA will register the access type and make the registration available to the community. The specification of the access type must also be published as an RFC. Informational RFCs are published by sending them to "rfc-editor@isi.edu" (please follow the instructions to RFC authors [RFC-1543]).

3.3. Location of Registered Access Type List

Access type registrations will be posted in the anonymous FTP directory "ftp://ftp.isi.edu/in-notes/iana/assignments/access-types/" and all registered access types will be listed in the periodically issued "Assigned Numbers" RFC [currently RFC-1700].

3.4. IANA Procedures for Registering Access Types

The identity of the access type reviewer is communicated to the IANA by the IESG. The IANA then only acts in response to access type definitions that either are approved by the access type reviewer and forwarded by the reviewer to the IANA for registration, or in response to a communication from the IESG that an access type definition appeal has overturned the access type reviewer's ruling.

## 4. Transfer Encodings

Transfer encodings are tranformations applied to MIME media types after conversion to the media type's canonical form. Transfer encodings are used for several purposes:

(1) Many transports, especially message transports, can only handle data consisting of relatively short lines of text. There can also be severe restrictions on what characters can be used in these lines of text -- some transports are restricted to a small subset of US-ASCII

and others cannot handle certain character sequences. Transfer encodings are used to transform binary data into textual form that can survive such transports. Examples of this sort of transfer encoding include the base64 and quoted-printable transfer encodings defined in RFC 2045.

(2) Image, audio, video, and even application entities are sometimes quite large. Compression algorithms are often quite effective in reducing the size of large entities. Transfer encodings can be used to apply general-purpose non-lossy compression algorithms to MIME entities.

(3) Transport encodings can be defined as a means of representing existing encoding formats in a MIME context.

IMPORTANT: The standardization of a large numbers of different transfer encodings is seen as a significant barrier to widespread interoperability and is expressely discouraged. Nevertheless, the following procedure has been defined to provide a means of defining additional transfer encodings, should standardization actually be justified.

### 4.1. Transfer Encoding Requirements

Transfer encoding specifications must conform to a number of requirements as described below.

4.1.1. Naming Requirements

Each transfer encoding must have a unique name. This name appears in the Content-Transfer-Encoding header field and must conform to the syntax of that field.



4.1.2. Algorithm Specification Requirements

All of the algorithms used in a transfer encoding (e.g. conversion to printable form, compression) must be described in their entirety in the transfer encoding specification. Use of secret and/or proprietary algorithms in standardized transfer encodings are expressly prohibited. The restrictions imposed by RFC 1602 on the standardization of patented algorithms must be respected as well.

4.1.3. Input Domain Requirements

All transfer encodings must be applicable to an arbitrary sequence of octets of any length. Dependence on particular input forms is not allowed.

It should be noted that the 7bit and 8bit encodings do not conform to this requirement. Aside from the undesireability of having specialized encodings, the intent here is to forbid the addition of additional encodings along the lines of 7bit and 8bit.

4.1.4. Output Range Requirements

There is no requirement that a particular tranfer encoding produce a particular form of encoded output. However, the output format for each transfer encoding must be fully and completely documented. In particular, each specification must clearly state whether the output format always lies within the confines of 7bit data, 8bit data, or is simply pure binary data.

4.1.5. Data Integrity

and Generality Requirements

All transfer encodings must be fully invertible on any platform; it must be possible for anyone to recover the original data by performing the corresponding decoding operation. Note that this requirement effectively excludes all forms of lossy compression as well as all forms of encryption from use as a transfer encoding.

4.1.6. New Functionality Requirements

All transfer encodings must provide some sort of new functionality. Some degree of functionality overlap with previously defined transfer encodings is acceptable, but any new transfer encoding must also offer something no other transfer encoding provides.



4.2. Transfer Encoding Definition Procedure

Definition of a new transfer encoding starts with the construction of a draft of a standards-track RFC.
The RFC must define the transfer
encoding precisely and completely, and must also provide substantial justification for defining and standardizing a new transfer encoding. This specification must then be presented to the IESG for consideration. The IESG can

(1) reject the specification outright as being inappropriate for standardization,

(2) approve the formation of an IETF working group to work on the specification in accordance with IETF procedures, or,

(3) accept the specification as-is and put it directly on the standards track.

Transfer encoding specifications on the standards track follow normal

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IETF rules for standards track documents. A transfer encoding is considered to be defined and available for use once it is on the standards track.

### 4.3. IANA Procedures for Transfer Encoding Registration

There is no need for a special procedure for registering Transfer Encodings with the IANA.
All legitimate transfer encoding registrations must appear as a standards-track RFC, so it is the IESG's responsibility to notify the IANA when a new transfer encoding has been approved.

### 4.4. Location of Registered Transfer Encodings List

Transfer encoding registrations will be posted in the anonymous FTP directory "ftp://ftp.isi.edu/in-notes/iana/assignments/transfer-encodings/" and all registered transfer encodings will be listed in the periodically issued "Assigned Numbers" RFC [currently RFC-1700].



## 5. Authors' Addresses

For more information, the authors of this document are best contacted via Internet mail:

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Appendix A -- Grandfathered Media Types

A number of media types, registered prior to 1996, would, if

registered under the guidelines in this document, be placed into either the vendor or personal trees. Reregistration of those types to reflect the appropriate trees is encouraged, but not required. Ownership and change control principles outlined in this document apply to those types as if they had been registered in the trees described above.

Found in path(s):
* /mikel-mail-2-3-1-0-g2cc19d5-tar-gz/mikel-mail-2cc19d5/reference/rfc2048 Multipurpose Internet Mail Extensions (4).txt
No license file was found, but licenses were detected in source scan.

Network Working Group E. Levinson
Request for Comments: 2387 August 1998
Obsoletes: 2112
Category: Standards Track

# The MIME Multipart/Related Content-type

## Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

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## Abstract

The Multipart/Related content-type provides a common mechanism for representing objects that are aggregates of related MIME body parts. This document defines the Multipart/Related content-type and provides examples of its use.

## 1. Introduction

Several applications of MIME, including MIME-PEM, and MIME-Macintosh and other proposals, require multiple body parts that make sense only in the aggregate. The present approach to these compound objects has been to define specific multipart subtypes for each new object. In keeping with the MIME philosophy of having one mechanism to achieve the same goal for different purposes, this document describes a single mechanism for such aggregate or compound objects.

The Multipart/Related content-type addresses the MIME representation of compound objects. The object is categorized by a "type"

parameter. Additional parameters are provided to indicate a specific starting body part or root and auxiliary information which may be required when unpacking or processing the object.

Multipart/Related MIME entities may contain Content-Disposition headers that provide suggestions for the storage and display of a body part. Multipart/Related processing takes precedence over Content-Disposition; the interaction between them is discussed in section 4.



Responsibility for the display or processing of a Multipart/Related's constituent entities rests with the application that handles the compound object.

## 2. Multipart/Related Registration Information

The following form is copied from RFC 1590, Appendix A.

To: IANA@isi.edu
Subject: Registration of new Media Type content-type/subtype

Media Type name: Multipart

Media subtype name: Related

Required parameters: Type, a media type/subtype.

Optional parameters: Start
Start-info

Encoding considerations: Multipart content-types cannot have encodings.

Security considerations: Depends solely on the referenced type.

Published specification: RFC-REL (this document).

Person & email address to contact for further information:
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XIson@cnj.digex.net

## 3. Intended usage

The Multipart/Related media type is intended for compound objects consisting of several inter-related body parts. For a Multipart/Related object, proper display cannot be achieved by individually displaying the constituent body parts. The content-type of the Multipart/Related object is specified by the type parameter. The "start" parameter, if given, points, via a content-ID, to the body part that contains the object root. The default root is the first body part within the Multipart/Related body.

The relationships among the body parts of a compound object distinguishes it from other object types. These relationships are often represented by links internal to the object's components that



reference the other components. Within a single operating environment the links are often file names, such links may be represented within a MIME message using content-IDs or the value of some other "Content-" headers.

### 3.1. The Type Parameter

The type parameter must be specified and its value is the MIME media type of the "root" body part. It permits a MIME user agent to determine the content-type without reference to the enclosed body part. If the value of the type parameter and the root body part's content-type differ then the User Agent's behavior is undefined.

### 3.2. The Start Parameter

The start parameter, if given, is the content-ID of the compound object's "root". If not present the "root" is the first body part in the Multipart/Related entity. The "root" is the element the applications processes first.

### 3.3. The Start-Info Parameter

Additional information can be provided to an application by the start-info parameter. It contains either a string or points, via a content-ID, to another MIME entity in the message. A typical use might be to provide additional command line parameters or a MIME entity giving auxiliary information for processing the compound object.

Applications that use Multipart/Related must specify the interpretation of start-info. User Agents shall provide the parameter's value to the processing application. Processes can distinguish a start-info reference from a token or quoted-string by examining the first non-white-space character, "<" indicates a reference.

## 3.4. Syntax

```
  related-param   := [ ";"
"start" "=" cid ]
                [ ";" "start-info"  "="
                  ( cid-list / value ) ]
                [ ";" "type"  "=" type "/" subtype ]
                ; order independent

  cid-list      := cid cid-list

  cid           := msg-id     ; c.f. [822]
```





```
  value         := token / quoted-string    ; c.f. [MIME]
                   ; value cannot begin with "<"
```

Note that the parameter values will usually require quoting. Msg-id contains the special characters "<", ">", "@", and perhaps other special characters. If msg-id contains quoted-strings, those quote marks must be escaped. Similarly, the type parameter contains the special character "/".

## 4. Handling Content-Disposition Headers

Content-Disposition Headers [DISP] suggest presentation styles

for
MIME body parts. [DISP] describes two presentation styles, called the disposition type, INLINE and ATTACHMENT. These, used within a multipart entity, allow the sender to suggest presentation information. [DISP] also provides for an optional storage (file) name. Content-Disposition headers could appear in one or more body parts contained within a Multipart/Related entity.

Using Content-Disposition headers in addition to Multipart/Related provides presentation information to User Agents that do not recognize Multipart/Related. They will treat the multipart as Multipart/Mixed and they may find the Content-Disposition information useful.

With Multipart/Related however, the application processing the compound object determines the presentation style for all the contained parts. In that context the Content-Disposition header information is redundant or even misleading. Hence, User Agents that understand Multipart/Related shall ignore
the disposition type within
a Multipart/Related body part.

It may be possible for a User Agent capable of handling both Multipart/Related and Content-Disposition headers to provide the invoked application the Content-Disposition header's optional filename parameter to the Multipart/Related. The use of that information will depend on the specific application and should be specified when describing the handling of the corresponding compound object. Such descriptions would be appropriate in an RFC registering that object's media type.

## 5. Examples

### 5.1 Application/X-FixedRecord

The X-FixedRecord content-type consists of one or more octet-streams and a list of the lengths of each record. The root, which lists the record lengths of each record within the streams. The record length



list, type

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Application/X-FixedRecord, consists of a set of INTEGERs
in ASCII format, one per line. Each INTEGER gives the number of
octets from the octet-stream body part that constitute the next
"record".

The example below, uses a single data block.

```
Content-Type: Multipart/Related; boundary=example-1
      start="<950120.aaCC@XIson.com>";
      type="Application/X-FixedRecord"
      start-info="-o ps"

--example-1
Content-Type: Application/X-FixedRecord
Content-ID: <950120.aaCC@XIson.com>

25
10
34
10
25
21
26
10
--example-1
Content-Type: Application/octet-stream
Content-Description: The fixed length records
Content-Transfer-Encoding: base64
Content-ID: <950120.aaCB@XIson.com>

T2xkIE1hY0RvbmFsZCBoYWQgYSBmYXJtCkUgSS
BFIEkgTwpBbmQgb24gaGlzIGZhcm0gaGUgaGFk
IHNvbWUgZHVja3MKRSBJIEUgSSBPCldpdGggYS
BxdWFjayBxdWFjayBoZXJlLAphIHF1YWNrIHF1
YWNrIHRoZXJlLApldmVyeSB3aGVyZSBhIHF1YW
NrIHF1YWNrCkUgSSBFIEkgTwo=

--example-1--
```

5.2 Text/X-Okie

The Text/X-Okie is an invented markup language permitting the inclusion of images with text. A feature of this example is the inclusion of two additional body parts, both picture. They are referred to internally by the encapsulated document via each picture's body part content-ID. Usage of "cid:", as in this example, may be useful for a variety of compound objects. It is not, however, a part of the Multipart/Related specification.

```
Content-Type: Multipart/Related; boundary=example-2;
      start="<950118.AEBH@XIson.com>"
      type="Text/x-Okie"

--example-2
Content-Type: Text/x-Okie; charset=iso-8859-1;
      declaration="<950118.AEB0@XIson.com>"
Content-ID: <950118.AEBH@XIson.com>
 Content-Description: Document

{doc}
This picture was taken by an automatic camera mounted ...
{image file=cid:950118.AECB@XIson.com}
{para}
Now this is an enlargement of the area ...
{image file=cid:950118:AFDH@XIson.com}
{/doc}
--example-2
Content-Type: image/jpeg
Content-ID: <950118.AFDH@XIson.com>
Content-Transfer-Encoding: BASE64
Content-Description: Picture A

[encoded jpeg image]
--example-2
Content-Type: image/jpeg
Content-ID: <950118.AECB@XIson.com>
Content-Transfer-Encoding: BASE64
Content-Description: Picture B
```

[encoded jpeg image]
--example-2--

5.3 Content-Disposition

In the above example each image body part could also have a Content-Disposition header. For example,



--example-2
Content-Type:
image/jpeg
Content-ID: <950118.AECB@XIson.com>
Content-Transfer-Encoding: BASE64
Content-Description: Picture B
Content-Disposition: INLINE

[encoded jpeg image]
--example-2--

User Agents that recognize Multipart/Related will ignore the Content-Disposition header's disposition type. Other User Agents will process the Multipart/Related as Multipart/Mixed and may make use of that header's information.

6. User Agent Requirements

User agents that do not recognize Multipart/Related shall, in accordance with [MIME], treat the entire entity as Multipart/Mixed. MIME User Agents that do recognize Multipart/Related entities but are unable to process the given type should give the user the option of suppressing the entire Multipart/Related body part shall be.

Existing MIME-capable mail user agents (MUAs) handle the existing media types in a straightforward manner. For discrete media types (e.g. text, image, etc.) the body of
the entity can be directly
passed to a display process. Similarly the existing composite subtypes can be reduced to handing one or more discrete types. Handling Multipart/Related differs in that processing cannot be reduced to handling the individual entities.

The following sections discuss what information the processing application requires.

It is possible that an application specific "receiving agent" will manipulate the entities for display prior to invoking actual application process. Okie, above, is an example of this; it may need a receiving agent to parse the document and substitute local file names for the originator's file names. Other applications may just require a table showing the correspondence between the local file names and the originator's. The receiving agent takes responsibility for such processing.

### 6.1 Data Requirements

MIME-capable mail user agents (MUAs) are required to provide the application:





(a) the bodies of the MIME entities and the entity Content-* headers,

(b) the parameters of the Multipart/Related Content-type header, and

(c) the correspondence between each body's local file name, that body's header data, and, if present, the body part's content-ID.

### 6.2 Storing Multipart/Related Entities

The Multipart/Related media type will be used for objects that have internal linkages between the body parts. When the objects are stored the linkages may require processing by the application or its receiving agent.

### 6.3 Recursion

MIME is a recursive structure. Hence one must expect a Multipart/Related entity to contain other Multipart/Related entities. When a Multipart/Related entity is being processed for display or storage, any enclosed Multipart/Related entities shall be processed as though

they were being stored.

6.4 Configuration Considerations

It is suggested that MUAs that use configuration mechanisms, see [CFG] for an example, refer to Multipart/Related as Multipart/Related/<type>, were <type> is the value of the "type" parameter.

7. Security Considerations

Security considerations relevant to Multipart/Related are identical to those of the underlying content-type.

8. Acknowledgments

This proposal is the result of conversations the author has had with many people. In particular, Harald A. Alvestrand, James Clark, Charles Goldfarb, Gary Houston, Ned Freed, Ray Moody, and Don Stinchfield, provided both encouragement and invaluable help. The author, however, take full responsibility for all errors contained in this document.



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## 10. Changes from previous draft (RFC 2112)

Corrected cid urls to conform to RFC 2111; the angle brackets were removed.



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debconf - The original, de facto, perl implementation
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```
 limitations under the License.
/*
* Generated by ncsc --mib2yang-std
* Source: MIB_SOURCES_POST_PROCESSED/CISCO-IMAGE-LICENSE-MGMT-MIB.mib
*/
/*
* This YANG module has been generated by smidump 0.5.0:
*
*      smidump -f yang CISCO-IMAGE-LICENSE-MGMT-MIB
*
* Do not edit. Edit the source file instead!
*/

module CISCO-IMAGE-LICENSE-MGMT-MIB {

 namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-IMAGE-LICENSE-MGMT-MIB";
 prefix "cisco-image-license-mgmt-mib";

 import ENTITY-MIB {
  prefix "entity-mib";
 }

 import SNMP-FRAMEWORK-MIB {
  prefix "snmp-framework";
 }

 import ietf-yang-smiv2 {
  prefix "smiv2";
 }

 organization
  "Cisco Systems Inc.";

 contact
  "Cisco Systems
   Customer Service
   Postal: 170 W Tasman Drive
   San Jose, CA  95134
   USA
   Tel: +1 800 553 -NETS
   E-mail: cs-snmp@cisco.com";

 description
  "The MIB module for managing the running image level
   of a Cisco device. Cisco's licensing mechanism provides
   flexibility to run a device on a chosen image
level.
   This mechanism is referred to as image level licensing.
```

Image level licensing leverages the universal image
based licensing solution.

The image level licensing mechanism works as follows -

A universal image that contains all levels of software
packages is loaded on to the device. At boot time, the
device determines the highest level of license and brings
up the appropriate software features or subsystems.
The user can configure the image level with which the
device has to boot. The system will verify whether the
appropriate license is available for the configured image
level. The image level for the next boot will be determined
based on the availability of the license. The following
scenarios explains some use-cases of image level licensing:

Scenario 1:
- Customer selects advsecurityk9 based image.
- Manufacturing installs advsecurity license on the device.
- This device will run all features
that are part of the
base advsecurity license.
- Customer upgrades to advipservicesk9 license.
- The next boot level is set to advipservicesk9.
- The device will run advsecurityk9 feature until the
next reboot. After reboot the device will run
advipservicesk9 features.

Scenario 2:
- Customer selects advipservicesk9 based image.
- Manufacturing installs advipservices and advsecurity
license on the device.
- This device will run all features that are part of the
base advipservices license.
- No upgrades available for advipservices license.

The user has to accept the End User License Agreement(EULA)
before using this MIB to configure the image level.

This MIB should be used in conjuntion with
CISCO-LICENSE-MGMT-MIB module to achieve the image level
licensing functionality.

This MIB module defines objects which provides the different
image levels supported by the device and the license
required
to enable a particular image level. It also defines objects
to let the user configure the required image level. The MIB

```
  module contains notification which will be triggered when
  the user changes the image level for next boot.

  The CISCO-LICENSE-MGMT-MIB module should be used to export
  the EULA and to configure the required license.

  This MIB module is defined generically so it can be used for
  both stand-alone as well as stackable devices. The
  entPhysicalIndex imported from ENTITY-MIB is used to identify
  the device uniquely.";

revision 2007-10-16 {
  description
   "Initial version of this MIB module.";
}

typedef BootImageLevel {
  type binary {
    length "0..255";
  }
  description
   "This textual convention is used to define
    the image level.

    If the device is running at advipservices
    image level, then the boot image level will
    be 'advipservices'.";
}

typedef LicenseNameList
{
  type binary {
    length "0..255";
  }
  description
   "This textual convention is used to define
    the list of license names. If multiple licenses
    are present then this string will contain all
    the licenses seperated by the ',' character.

    If the license required to run a device at
    advipservices image level is advipservices and
    advsecurity, then the license name list will be
    'advipservices,advsecurity'.";
}


container CISCO-IMAGE-LICENSE-MGMT-MIB {
```

```
  config false;

  container ciscoImageLicenseMgmtMIBObjects {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1";

    leaf cilmEULAAccepted {
      type boolean;
      description
       "This object when set to TRUE means that the user has
        accepted the END USER LICENSE AGREEMENT. This object
        has to be set to TRUE by the user before using the
        objects in the cilmBootImageLevelTable to configure
        the license.";
      smiv2:defval
"false";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.3";
    }
  }

  container cilmNotifCntl {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";

    leaf cilmImageLevelChangedNotif {
      type boolean;
      description
       "Specify whether or not a notification should be
        generated on the detection of change in next boot
        image level.

        If set to TRUE, cilmBootImageLevelChanged notification
        will be generated. It is the responsibility of the
        management entity to ensure that the SNMP administrative
        model is configured in such a way as to allow the
        notification to be delivered.";
      reference
       "See also RFC3413 for explanation that notifications
        are under the ultimate control of the MIB module in
        this document.";
      smiv2:defval "false";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.4.1";
    }
  }

  container cilmBootImageLevelTable {
    description
     "A table that contains the configuration information of
```

```
      current and next boot image level. This table contains
      entries for each software module running in an image
      loaded in the device. The software module is identified by
      cilmModuleName and the device is identified by
      entPhysicalIndex.";
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.1";

    list cilmBootImageLevelEntry {
      key "entPhysicalIndex cilmModuleName";
      description
       "An entry in the table for each module containing the
        list of objects that define the configuration of next
        boot level. The following information is specified by
        the objects present in the table.

        - Current image level.
        - Configured image level for the next boot.
        - Actual image level for the next boot.
        - License store index for the current license.
         - License index of the current license.
        - License store index for the next boot license.
        - License index of the next boot license.";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf cilmModuleName {
        type snmp-framework:SnmpAdminString;
        description
         "This object is used as one of the two indices in
          cilmBootImageLevelTable. This object indicates the module
          name of the software package. There can be multiple
          modules in an image performing specific functionality.
          For example, in a wireless image there can be two modules
          - a base image module and a wireless module.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.1";
       }

      leaf cilmCurrentImageLevel {
        type cisco-image-license-mgmt-mib:BootImageLevel;
        description
         "This object indicates the current image level that
```

```
          the module is running.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.2";
      }

      leaf cilmConfiguredBootImageLevel {
        type cisco-image-license-mgmt-mib:BootImageLevel;
        description
         "This object indicates the configured image level
          of the module for the next boot.

          Note: The configured next boot image level may not
          be the actual next boot image level. The actual next
          boot image level is denoted by cilmNextBootImageLevel
          which is determined based on the license availability.";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.3";
      }

      leaf cilmNextBootImageLevel {
        type
  cisco-image-license-mgmt-mib:BootImageLevel;
        description
         "This object indicates the next boot image level. The
          next boot image level can be different from configured
          level. The next boot image level is determined based
          on the availability of required license.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.4";
      }

      leaf cilmCurrentLicenseStoreIndex {
        type uint32;
        description
         "This object indicates the license store index where the
          currently used license is stored. This object has the same
          value as clmgmtLicenseStoreIndex object and uniquely
          identifies an entry in clmgmtLicenseStoreInfoTable in
          CISCO-LICENSE-MGMT-MIB.

          Note: The license store index can be '0' if no license is
          installed and device is running base image.";
        smiv2:max-access "read-only";

        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.5";
      }

      leaf cilmCurrentLicenseIndex {
```

```
      type uint32;
      description
       "This object indicates the license index of the currently used
        license. This object has the same value as clmgmtLicenseIndex and
        uniquely identifies an entry in clmgmtLicenseInfoTable in
        CISCO-LICENSE-MGMT-MIB.

        Note: The license index can be '0' if no license is
        installed and device is running base image.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.6";
     }

     leaf cilmNextBootLicenseStoreIndex {
      type uint32;
      description
       "This object indicates the license store index where the
        next boot license is stored. This object has the same
        value as clmgmtLicenseStoreIndex object and uniquely
        identifies an entry in clmgmtLicenseStoreInfoTable in

     CISCO-LICENSE-MGMT-MIB.

        Note: The license store index can be '0' if no license is
        installed for the next boot.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.7";
     }

     leaf cilmNextBootLicenseIndex {
      type uint32;
      description
       "This object indicates the license index of the next boot
        license. This object has the same value as clmgmtLicenseIndex
        and uniquely identifies an entry in clmgmtLicenseInfoTable in
        CISCO-LICENSE-MGMT-MIB.

        Note: The license index can be '0' if no license is
        installed for the next boot.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.8";
     }
    }
  }

  container cilmImageLevelToLicenseMapTable {
    description
     "This table contains the mapping between different
```

```
      image levels of each modules in the
 image and the
      license required to run the modules at a particular
      image level. This table can be used to identify the
      different image levels and the appropriate licenses
      required for each.";
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.2";

    list cilmImageLevelToLicenseMapEntry {
      key "entPhysicalIndex cilmModuleName cilmImageLicenseMapIndex";
      description
       "An entry in the table containing the following
        information.
        - The image levels at the which the modules can be run.
        - The license required to the run a module at a
        particular image level.
        - The priority of the license.";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf cilmModuleName {
        type leafref {

        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
        }
      }

      leaf cilmImageLicenseMapIndex {
        type uint32;
        description
         "This is a running index used to identify an entry
          of this table.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.1";
      }

      leaf cilmImageLicenseImageLevel {
        type cisco-image-license-mgmt-mib:BootImageLevel;
        description
         "This object indicates the image level at which
```

```
        a module can be run. A module can be run at
        different image levels. An entry will be created
        in this table for every module and image level
        combination.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.2";
     }

    leaf cilmImageLicenseName {
     type cisco-image-license-mgmt-mib:LicenseNameList;
     description
      "This object indicates the list of licenses needed to
       be installed for the module to run at the image level
       mentioned by cilmImageLicenseImageLevel object of this
       entry.";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.3";
    }

    leaf cilmImageLicensePriority {
     type uint32 {
      range "1..255";
     }
     description
      "This object indicates the priority of the image level
       mentioned by cilmImageLicenseImageLevel object of this
       entry. The image level with the highest priority license
       will be considered as the default level in the absense of
       next boot image level configuration. For example if there
       are three licenses l1, l2 and l3 in the ascending order of

       priority, then by default l1 will be the level at which the
       module will be running. If the next boot level is configured
       then the configuration will override the priority. The highest
       priority license supports a feature set which is a super set of
       all other licenses.";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.4";
    }
   }
  }
}

notification cilmBootImageLevelChanged {
  description
   "This notification is triggered when next boot image level
    is changed in the management entity. The current and
    configured image level are indicated by cilmCurrentImageLevel
```

```
    and cilmConfiguredBootImageLevel objects respectively.";
  smiv2:oid "1.3.6.1.4.1.9.9.640.0.1";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf cilmModuleName {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
       }
    }

    leaf cilmCurrentImageLevel {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmCurrentImageLevel";
       }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf cilmModuleName {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
       }
    }

    leaf cilmConfiguredBootImageLevel {
      type leafref {
```

```
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmConfiguredBootImageLevel";
      }
    }
  }
 }

 smiv2:alias "ciscoImageLicenseMgmtMIB" {
  smiv2:oid "1.3.6.1.4.1.9.9.640";
 }

 smiv2:alias "ciscoImageLicenseMgmtMIBNotifs" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.0";
 }

 smiv2:alias "ciscoImageLicenseMgmtMIBObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.1";
 }

 smiv2:alias "cilmNotifCntl" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";
 }

 smiv2:alias "ciscoImageLicenseMgmtMIBConform" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.2";
 }

 smiv2:alias "cilmModuleCompliances" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.2.1";
  }

 smiv2:alias "cilmModuleGroups" {
  smiv2:oid "1.3.6.1.4.1.9.9.640.2.2";
 }

}
# People who have agreed to one of the CLAs and can contribute patches.
# The AUTHORS file lists the copyright holders; this file
# lists people.  For example, Google employees are listed here
# but not in AUTHORS, because Google holds the copyright.
#
# https://developers.google.com/open-source/cla/individual
# https://developers.google.com/open-source/cla/corporate
#
# Names should be added to this file as:
#     Name <email address>
```

Paul Borman <borman@google.com>
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JUNIPER-LICENSE-MIB DEFINITIONS ::= BEGIN

IMPORTS
  MODULE-IDENTITY, OBJECT-TYPE, Unsigned32, TimeTicks, IpAddress,
  NOTIFICATION-TYPE
     FROM SNMPv2-SMI
  jnxLicenseMibRoot
     FROM JUNIPER-SMI
  DisplayString
     FROM SNMPv2-TC;

jnxLicenseMIB       MODULE-IDENTITY
  LAST-UPDATED    "201007090000Z"
  ORGANIZATION    "Juniper Networks, Inc."

```
  CONTACT-INFO
        "Juniper Technical Assistance Center
         Juniper Networks, Inc.
         1194 N. Mathilda Avenue
         Sunnyvale, CA 94089
         E-mail: support@juniper.net"
  DESCRIPTION
     "Implementation of enterprise specific MIB
      for license commands and configuration."
  REVISION    "201007090000Z"    -- Jul 09, 2010
  DESCRIPTION
        "Initial version."
   ::=  {  jnxLicenseMibRoot  1  }

jnxLicenseNotifications     OBJECT IDENTIFIER ::=  {  jnxLicenseMIB  0  }
jnxLicenseObjects           OBJECT IDENTIFIER ::=  {  jnxLicenseMIB  1  }

jnxLicenseInstallObjects      OBJECT IDENTIFIER ::=  { jnxLicenseObjects 1 }
jnxLicenseSettings            OBJECT IDENTIFIER ::=  { jnxLicenseObjects 2 }

-- ********************************************************************
-- License table for installed licenses
-- ********************************************************************

jnxLicenseInstallTable   OBJECT-TYPE
  SYNTAX           SEQUENCE  OF  JnxLicenseInstallEntry
  MAX-ACCESS       not-accessible
  STATUS           current
  DESCRIPTION      "This table contains installed feature license information."
  ::=  { jnxLicenseInstallObjects 1 }

jnxLicenseInstallEntry   OBJECT-TYPE
  SYNTAX           JnxLicenseInstallEntry
  MAX-ACCESS       not-accessible
  STATUS           current
  DESCRIPTION      "A row of giving installed
 feature license information."
  INDEX            {  IMPLIED jnxLicenseId  }
  ::=  { jnxLicenseInstallTable 1 }

JnxLicenseInstallEntry  ::=  SEQUENCE {
  jnxLicenseId             DisplayString,
  jnxLicenseVersion        INTEGER,
  jnxLicenseDeviceId       DisplayString,
  jnxLicenseType           INTEGER,
  jnxLicenseKeys           OCTET STRING
  }
```

```
jnxLicenseId OBJECT-TYPE
  SYNTAX        DisplayString
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION   "Installed feature licenses Id."
  ::= { jnxLicenseInstallEntry 1 }

jnxLicenseVersion OBJECT-TYPE
  SYNTAX        INTEGER
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION   "License Version information"
  ::= { jnxLicenseInstallEntry 2 }

jnxLicenseDeviceId OBJECT-TYPE
  SYNTAX        DisplayString
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION   "License Device Id "
  ::= { jnxLicenseInstallEntry
 3 }

jnxLicenseType OBJECT-TYPE
  SYNTAX        INTEGER { invalid(0), count-down(1), date-based(2),permanent(3) }
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION   "License type information"
  ::= { jnxLicenseInstallEntry 4 }

jnxLicenseKeys    OBJECT-TYPE
  SYNTAX        OCTET STRING
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION   "License Keys"
  ::= { jnxLicenseInstallEntry 5 }

-- Feature Listing Table

jnxLicenseFeatureListTable OBJECT-TYPE
  SYNTAX        SEQUENCE OF JnxLicenseFeatureListEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION   "list of features supporting Licensing."
  ::= { jnxLicenseInstallObjects 2 }

jnxLicenseFeatureListEntry OBJECT-TYPE
  SYNTAX        JnxLicenseFeatureListEntry
  MAX-ACCESS    not-accessible
```

```
  STATUS          current
  DESCRIPTION     "A row of licensed features."
  INDEX           {  jnxLicenseFeatureId
  }
  ::=  { jnxLicenseFeatureListTable 1 }

JnxLicenseFeatureListEntry ::=  SEQUENCE {
  jnxLicenseFeatureId             INTEGER,
  jnxLicenseFeatureName           DisplayString,
  jnxLicenseFeatureDescr          DisplayString,
  jnxLicenseFeatureLicenseId      DisplayString,
  jnxLicenseFeatureLicenseUsed            INTEGER,
  jnxLicenseFeatureLicenseInstalled       INTEGER,
  jnxLicenseFeatureLicenseNeeded          INTEGER
  }

jnxLicenseFeatureId OBJECT-TYPE
  SYNTAX            INTEGER
  MAX-ACCESS        not-accessible
  STATUS            current
  DESCRIPTION       "Feature Id to point an entry in this table"
  ::=  { jnxLicenseFeatureListEntry 1 }

jnxLicenseFeatureName OBJECT-TYPE
  SYNTAX              DisplayString
  MAX-ACCESS          read-only
  STATUS              current
  DESCRIPTION         "Feature Name"
  ::=  {  jnxLicenseFeatureListEntry 2  }

jnxLicenseFeatureDescr OBJECT-TYPE
  SYNTAX
        DisplayString
  MAX-ACCESS          read-only
  STATUS              current
  DESCRIPTION         "Feature Name"
  ::=  {  jnxLicenseFeatureListEntry 3  }

jnxLicenseFeatureLicenseId OBJECT-TYPE
  SYNTAX              DisplayString
  MAX-ACCESS          read-only
  STATUS              current
  DESCRIPTION         "Feature License Id"
  ::=  {  jnxLicenseFeatureListEntry 4  }

jnxLicenseFeatureLicenseUsed     OBJECT-TYPE
  SYNTAX        INTEGER
  MAX-ACCESS    read-only
```

```
  STATUS         current
  DESCRIPTION    "Licenses Used"
  ::=  {  jnxLicenseFeatureListEntry 5  }

jnxLicenseFeatureLicenseInstalled OBJECT-TYPE
  SYNTAX         INTEGER
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION    "Licenses Installed"
  ::=  {  jnxLicenseFeatureListEntry 6  }

jnxLicenseFeatureLicenseNeeded   OBJECT-TYPE
  SYNTAX         INTEGER
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
    "Licenses Needed"
  ::=  {  jnxLicenseFeatureListEntry 7  }


-- ****************************************************************
-- License configuration parameters
-- ****************************************************************

jnxLicenseRenewBeforExpiration  OBJECT-TYPE
  SYNTAX                 INTEGER
  MAX-ACCESS             read-only
  STATUS                 current
  DESCRIPTION
     "License renew lead time before expiration in days."
  ::= { jnxLicenseSettings  1 }

jnxLicenseRenewInterval  OBJECT-TYPE
  SYNTAX           INTEGER
  MAX-ACCESS       read-only
  STATUS           current
  DESCRIPTION
     "License checking interval in hours."
  ::= { jnxLicenseSettings  2 }

jnxLicenseAutoUpdate   OBJECT-TYPE
  SYNTAX           DisplayString
  MAX-ACCESS       read-only
  STATUS           current
  DESCRIPTION
     "License auto update URL of a license server."
  ::= { jnxLicenseSettings
```

```
 3 }


-- ************************************************************************
-- define branches for jnx license traps
-- ************************************************************************

jnxLicenseGraceExpired NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license grace period for
      feature identified by jnxLicenseFeatureName is expired"
  ::= { jnxLicenseNotifications 1 }

jnxLicenseGraceAboutToExpire NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license grace period for
      feature identified by jnxLicenseFeatureName is about to expire"
  ::= { jnxLicenseNotifications 2 }

jnxLicenseAboutToExpire NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license period for

   feature identified by jnxLicenseFeatureName is about to expire"
  ::= { jnxLicenseNotifications 3 }

jnxLicenseInfringeCumulative NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the feature is used more
      times than as specified in number of licenses allowed for feature
      as identified by jnxLicenseFeatureName"
  ::= { jnxLicenseNotifications 4 }

jnxLicenseInfringeSingle NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license for feature
      identified by jnxLicenseFeatureName is not valid i.e. either expired or
```

```
        not available."
    ::= { jnxLicenseNotifications 5 }


END
/*
* Generated by ncsc --mib2yang-std
* Source: MIB_SOURCES_POST_PROCESSED/CISCO-LICENSE-MGMT-MIB.mib
*/
/*
* This YANG module has been generated by smidump 0.5.0:
*
*      smidump -f yang CISCO-LICENSE-MGMT-MIB
*
* Do not edit. Edit the source file instead!
*/

module CISCO-LICENSE-MGMT-MIB {

 namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-LICENSE-MGMT-MIB";
 prefix "cisco-license-mgmt-mib";

 import ENTITY-MIB {
   prefix "entity-mib";
 }

 import INET-ADDRESS-MIB {
   prefix "inet-address";
 }

 import SNMP-FRAMEWORK-MIB {
   prefix "snmp-framework";
 }

 import SNMPv2-TC {
   prefix "snmpv2-tc";
 }

 import ietf-yang-smiv2 {
   prefix "smiv2";
 }

 organization
  "Cisco Systems Inc.";

 contact
  "Cisco Systems
   Customer Service
```

Postal: 170 W Tasman Drive

San Jose, CA  95134

USA

Tel: +1 800 553 -NETS

E-mail: cs-snmp@cisco.com";

description
"The MIB module for managing licenses on the system.

The licensing mechanism provides flexibility to
enforce licensing for various features in the system.

The following text introduces different concepts and
terms those are necessary to understand the MIB definition
and to perform license management.

UDI
Universal Device Identifier that uniquely identifies a
device. It comprises of product ID, version ID and serial
number of the device.

NODE LOCKED LICENSE:
Node locked licenses are locked to one of the device
identifiers in the system. For example, the license
can be locked to the UDI value of one of the devices
in the system. Locking a license to an UDI guarantees
that the license will not be moved to a device with a
different UDI.

NON-NODE LOCKED LICENSE:
Non-node locked licenses are not locked to any device
identifier. They can be used on other similar devices.

METERED LICENSE:
Metered
licenses are valid for limited period of time
and they expire after that. This period is the usage
period of a license and it is not based on real time
clock, but system clock.

EULA:
End User License Agreement.

EVALUATION LICENSE:

Evaluation licenses are non-node locked metered licenses which are valid only for a limited period. They are used only when there are no permanent, extension or grace period licenses for a feature. User will have to accept EULA (End User License Agreement) before using an evaluation license. Even though they are not node locked, their usage is recorded on the device.

RIGHT TO USE (RTU) LICENSE:

Right to use license is a non-node locked metered license which is in evaluation mode for a limited time after which it is converted to Right To Use (RTU) license and is valid for the lifetime of the product.

User will have to accept EULA (End User License Agreement) before using this license. Even though it is not node locked, usage information is recorded on the device.

EXTENSION LICENSE:

Extension licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal. These licenses need to be installed using management interfaces on the device. User will have to accept an EULA as part of installation of extension license.

GRACE PERIOD LICENSE:

Grace period licenses are node locked metered licenses. These licenses are issued by Cisco's licensing portal as part of the permission ticket to rehost a license. These licenses are installed on the device as part of the rehost operation. User will have to accept an EULA as part of the rehost operation for this type of license. Details on permission ticket, rehost operations are provided
further down in this
description clause.

PERMANENT LICENSE:

Permanent licenses are node locked licenses that have no usage period associated with them. These licenses are issued by Cisco's licensing portal. These licenses need to be installed using management interfaces on the device. Once these licenses are installed, they will provide needed permission for the feature/image across different versions.

COUNTED LICENSE:
Counted licenses limit the number of similar entities that can use the license. For example, a counted license when used by a feature can limit the number of IP phones that can connect or the number of tunnels that can be created.

UNCOUNTED LICENSE:
Uncounted licenses do not limit the number of similar entities that can use the licenses.

License can be enforced at the image level or at the feature level and
this MIB module supports both.

IMAGE LEVEL LICENSING:
A universal image that contains all levels of software packages is loaded on to the device. At boot time, the device determines the highest level of license and brings up the appropriate software features or subsystems.

FEATURE LEVEL LICENSING:
Feature level licensing will support enforcement of license at individual feature. Features have to check for their licenses before enabling themselves. If it does not have a license, the feature should disable itself.

There is a one-to-one relationship between a feature and a license. That is, a feature can use only one license at a time and a license can be used by only one feature at a time.

LICENSE LINE:
A License line is an atomic set of ASCII characters arranged in a particular format that holds the license for a single
feature within it. A line has all the
necessary fields and attributes that make it a valid, non-tamper able and complete license.

LICENSE FILE:
File generated by Cisco licensing portal. It is used to install license on product. It has a user readable part and it contains one or more license lines.

DEVICE CREDENTIALS:

Device credentials file is a document that is generated by a licensed device. This document establishes the identity of the device and proves that the sender/user has/had authorized access to the device.

REHOST:

Rehost operation allows a node locked license that is installed on a device to be installed on other similar device. As part of rehost operation, a device processes the permission ticket, revokes the license(s) on the device and generates a rehost ticket as the proof of revocation. This rehost ticket needs to be

presented to the Cisco's licensing portal to get the license transferred on to a new similar device.

PERMISSION TICKET:

Permission ticket is a document generated by Cisco licensing portal that allows a device to rehost its licenses.

REHOST TICKET:

Rehost ticket is document generated by a device after it has applied a permission ticket. The rehost ticket is a proof of revocation.

LICENSING PORTAL:

Generates licenses, permission tickets and verifies device credentials and rehost tickets.

This MIB module provides MIB objects to install, clear, revoke licenses. It also provides objects to regenerate last rehost ticket, backup all the licenses installed on a device, generate & export EULA for licenses.

STEPS TO INSTALL A LICENSE:

To install a license, the management application

1. Retrieves device credentials of the device.
2. Communicates

with Cisco's licensing portal to get the license file, uses device credentials to identify the device

3. Executes the license install action.

STEPS TO CLEAR A LICENSE:

To clear a license, the management application

1. Identifies the license to be cleared using license index.

2. Executes the license clear action.

STEPS TO REHOST A LICENSE:

To rehost a license, the management application

1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the processPermissionTicket action. Device revokes the license and generates rehost ticket to be submitted as proof of revocation.
4. Retrieves device credentials of the device where the license needs to be transferred to.
5. Submits rehost ticket as proof of revocation to Cisco's licensing portal, uses device credentials of the new device to identify the device, gets license file.
6. Executes the license install action on the new device.

STEPS TO REGENERATE LAST REHOST TICKET:

To regenerate last rehost ticket, the management application

1. Retrieves device credentials of the device.
2. Uses already obtained permission ticket or communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the regenerateLastRehostTicket action. Device generates rehost ticket to be submitted as proof of revocation.

STEPS TO BACKUP ALL LICENSES:

To backup all licenses installed in the device, the management application

1. Specifies the backup file path.
2. Executes the license backup action.

STEPS TO GENERATE & EXPORT EULA:

To install certain kind of licenses, the management application must accept EULA first. The management application can generate and export EULA for one or more licenses with out installing licenses as follows.

1. Specifies the license file path that has licenses to be installed
2. Specifies the EULA file path where EULA need to be

exported to
3. Executes the generate EULA action.

To support the various license actions, this MIB module
also defines MIB objects to know if a device supports
licensing, retrieve device credentials, retrieve
information on license stores in the device.

It also defines MIB objects to expose management
information associated with the licenses installed on the
device, with the licensable features in the software image.

This MIB module also defines various notifications that
will be
triggered to asynchronously notify the management
application of any critical events.

This MIB module is defined generically so it can be
implemented on stand alone devices or stack of devices.
In stack of devices, one device in the stack acts as
master agent and rest are slave agents. Each device in the
stack has its own UDI. The master agent receives requests
on behalf of all the devices in the stack including itself
and delegates it to other devices as needed. It also
collects responses from other devices and sends them to
the management application. Examples of such devices include
stackable switches, devices with route processor and line
cards. On the other hand, stand alone device is a single
device and has only one UDI associated with it.

entPhysicalIndex imported from ENTITY-MIB is used to
identify the device uniquely. It is specified as the index
or one of the index for tables in this MIB as needed.";

revision 2012-04-19 {
description
"This version of the MIB adds support for Permanent Right to use (RTU)
licensing. The revisions are:
o Updated clmgmtLicenseType object to support the following new
types of license:
permanentRightToUse

The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}

revision 2011-04-19 {
description
"This version of the MIB adds support for Right to use (RTU)

licensing. The revisions are:
o Added RTU license definition to MIB description above.
o Updated clmgmtLicenseType object to support the following new
types of license:
evalRightToUse
rightToUse
o Added following objects to clmgmtLicenseInfoTable
clmgmtLicensePeriodUsed
o Added following objects to clmgmtLicensableFeatureTable
clmgmtFeaturePeriodUsed
o Added the following notifications
clmgmtLicenseEvalRTUTransitionWarning
clmgmtLicenseEvalRTUTransition
o Added the following conformance groups
clmgmtLicenseRTUGroup
clmgmtLicenseRTUUsageNotifGroup

The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}

revision 2008-11-21 {
description
"This version of the MIB adds support for subscription
licensing. Subscription licenses provide software
enforcement for a licensed feature for a fixed calendar
period. The revisions are:
o Updated clmgmtLicenseType object to support the following three
new types of licenses:
paidSubscription
evaluationSubscription
extensionSubscription
o Added following objects to clmgmtLicenseInfoTable
clmgmtLicenseStartDate
clmgmtLicenseEndDate
o Added following objects to clmgmtLicensableFeatureTable
clmgmtFeatureStartDate
clmgmtFeatureEndDate
o Added the following notifications
clmgmtLicenseSubscriptionExpiryWarning
clmgmtLicenseSubscriptionExtExpiryWarning
clmgmtLicenseSubscriptionExpired
o Added the following conformance groups
clmgmtLicenseSubscriptionGroup
clmgmtLicenseSubscriptionUsageNotifGroup
The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}

revision 2006-10-03 {

```
  description
   "Initial version of this MIB module.";
}

typedef ClmgmtLicenseIndex {
  type uint32 {
    range "1..4294967295";
  }
  description
   "A unique value, for each license in the managed system.
    It is not necessary to have values assigned contiguously.
    The value for each license must remain constant
    at least from one re-initialization of the entity's
    network management system to the next re-initialization";
}

typedef ClmgmtLicenseIndexOrZero {
  type uint32;
  description
   "This textual convention is an extension of the ClmgmtLicenseIndex
    convention.
 The latter defines a greater than zero value
    used to identify a license in the managed system.  This
    extension permits the additional value of zero. The value
    zero is object-specific and must therefore be defined as
    part of the description of any object which uses this
    syntax. Examples of the usage of zero might include
    situations where license was not present or unknown.";
}

typedef ClmgmtLicenseTransferProtocol {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "local" {
      value "2";
    }
    enum "tftp" {
      value "3";
    }
    enum "ftp" {
      value "4";
    }
    enum "rcp" {
      value "5";
    }
    enum "http" {
```

```
      value "6";
    }
    enum "scp" {
      value "7";
    }
    enum "sftp" {
      value "8";
    }
  }
  description
   "The transfer protocol that should be used for copying files
    when performing license management. When
the protocol is
    set to local(2), local file system (flash or disk) is used.
    Different agents may support different transfer protocols
    and the management application is expected to some how determine
    which protocol is supported and use.";
}

typedef ClmgmtLicenseActionState {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "pending" {
      value "2";
    }
    enum "inProgress" {
      value "3";
    }
    enum "successful" {
      value "4";
    }
    enum "partiallySuccessful" {
      value "5";
    }
    enum "failed" {
      value "6";
    }
  }
  description
   "The state of license action execution.

    none(1)              - action is not yet scheduled to be
                         executed.

    pending(2)           - All the required parameters for the
                         action are set and the action is
```

```
                    scheduled
to be executed.

   inProgress(3)        - action execution has started and is
                    in progress.

   successful(4)        - action has completed successfully.

   partiallySuccessful(5) - action has completed, but was
                    partially successful. Management
                    application can query additional MIB
                    objects to know what is successful
                    and what has failed. These addtional
                    objects are listed in the
                    description of the corresponding
                    action tables.

   failed(6)            - action has failed.";
}

typedef ClmgmtLicenseActionFailCause {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "generalFailure" {
      value "2";
    }
    enum "transferProtocolNotSupported" {
      value
"3";
    }
    enum "fileServerNotReachable" {
      value "4";
    }
    enum "unrecognizedEntPhysicalIndex" {
      value "5";
    }
    enum "invalidLicenseFilePath" {
      value "6";
    }
    enum "invalidLicenseFile" {
      value "7";
    }
    enum "invalidLicenseLine" {
      value "8";
    }
    enum "licenseAlreadyExists" {
```

```
      value "9";
    }
    enum "licenseNotValidForDevice" {
      value "10";
    }
    enum "invalidLicenseCount" {
      value "11";
    }
    enum "invalidLicensePeriod" {
      value "12";
    }
    enum "licenseInUse" {
      value "13";
    }
    enum "invalidLicenseStore" {
      value "14";
    }
    enum "licenseStorageFull" {
      value "15";
    }
    enum "invalidPermissionTicketFile" {
      value "16";
    }
    enum "invalidPermissionTicket" {
      value "17";
    }
    enum "invalidRehostTicketFile" {
      value "18";
    }
    enum "invalidRehostTicket"
  {
      value "19";
    }
    enum "invalidLicenseBackupFile" {
      value "20";
    }
    enum "licenseClearInProgress" {
      value "21";
    }
    enum "invalidLicenseEULAFile" {
      value "22";
    }
   }
   description
    "Reason for license action failure. Defines error codes for
    all the license actions.

    none(1)                  - action execution has not
```

started yet. If the action
is completed and the action
is successful, then also
none(1) is returned to
indicate that there are no
errors.

generalFailure(2) - General licensing failure.
This will be used for resource
unavailability failures.

Ex: Lack of memory.

transferProtocolNotSupported(3) - protocol selected is not
supported.

fileServerNotReachable(4) - file server is not reachable.

unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
valid

invalidLicenseFilePath(6) - The license file path is not
accessible.

invalidLicenseFile(7) - Contents of license file are
not valid.

invalidLicenseLine(8) - License string in the license
file is not valid.

licenseAlreadyExists(9) - Management application is trying
to install a license that already
exists.

licenseNotValidForDevice(10) - This license is not valid for
the device/entPhysicalIndex
specified.

invalidLicenseCount(11) - Invalid count for this counted
license.

invalidLicensePeriod(12) - Validity period is invalid for
this expiring license.

licenseInUse(13) - License file is in use by a
feature/image.

invalidLicenseStore(14) - License store is not valid.

licenseStorageFull(15) - There is no more space in the
license storage.

invalidPermissionTicketFile(16) - The permission ticket file
path is not accecssible.

invalidPermissionTicket(17) - The permission ticket file
contents are not valid.

invalidRehostTicketFile(18) - The rehost ticket file path is
not accessible.

invalidRehostTicket(19) - The rehost ticket file contents

are not valid.

invalidLicenseBackupFile(20) - License backup store path
is not accessible.

```
    licenseClearInProgress(21)  - When license clear action is
                                in progress, license backup
                                action is not permitted to
                                avoid race conditions. This
                                error code is sent back in
                                response to a license backup
                                action when a license clear
                                action is in progress or in
                                pending state. Try again in few
                                seconds.
    invalidLicenseEULAFile(22) -  EULA file path is not accessible.";
}


container CISCO-LICENSE-MGMT-MIB {
  config false;

  container clmgmtLicenseConfiguration {
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";


leaf clmgmtNextFreeLicenseActionIndex {
      type uint32 {
        range "1..4294967295";
      }
      description
       "This object contains appropriate value for
        clmgmtLicenseActionIndex that can be used to create
        an entry in clmgmtLicenseActionTable. The management application
        should read this object first and then use this as the
        value for clmgmtLicenseActionIndex to avoid collisions
        when creating entries in clmgmtLicenseActionTable.
        Following this approach does not guarantee collision free
        row creation, but will reduce the probability. The
        collision will happen if two management applications read this
        object at the same time and attempt to create an entry
        with this value at the same time. In this case, the
        management application whose request is processed after the first
        request will get an error and the process of reading this object
        and
entry creation needs to be repeated.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.1";
    }
  }

  container clmgmtLicenseDeviceInformation {
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";
```

```
    leaf clmgmtNextFreeDevCredExportActionIndex {
      type uint32;
      description
       "This object contains appropriate value for
        clmgmtDevCredExportActionIndex that can be used to create
        an entry in clmgmtDevCredExportActionTable. The management
        application should read this object first and then use this
        as the value for clmgmtDevCredExportActionIndex to avoid
        collisions when creating entries in
        clmgmtDevCredExportActionTable. Following this approach does
        not guarantee collision free row creation, but will reduce
        the probability. The collision will happen if two
        management applications read this object at the same time and
        attempt to create an entry
  with this value at the same time.
        In this case, the management application whose request is
        processed after the first request will get an error and the
        process of reading this object and entry creation needs to be
        repeated.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.1";
    }
  }

  container clmgmtLicenseNotifObjects {
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";

    leaf clmgmtLicenseUsageNotifEnable {
      type boolean;
      description
       "This object indicates whether the device should generate
        the notifications related to usage of licenses. This object
        enables/disables sending following notifications:
           clmgmtLicenseExpired
           clmgmtLicenseExpiryWarning
           clmgmtLicenseUsageCountExceeded
           clmgmtLicenseUsageCountAboutToExceed
           clmgmtLicenseSubscriptionExpiryWarning
           clmgmtLicenseSubscriptionExtExpiryWarning
            clmgmtLicenseSubscriptionExpired
           clmgmtLicenseEvalRTUTransitionWarning
           clmgmtLicenseEvalRTUTransition";
      smiv2:defval "true";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.1";
    }
```

```
    leaf clmgmtLicenseDeploymentNotifEnable {
      type boolean;
      description
       "This object indicates whether the device should generate
        notifications related to license deployment. This object
        enables/disables sending following notifications:
            clmgmtLicenseInstalled
            clmgmtLicenseCleared
            clmgmtLicenseRevoked
            clmgmtLicenseEULAAccepted";
      smiv2:defval "true";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.2";
    }

    leaf clmgmtLicenseErrorNotifEnable {
      type boolean;
      description
       "This object indicates whether the device should generate
         notifications related to error conditions in enforcing
        licensing. This object enables/disables sending following
        notifications:
            clmgmtLicenseNotEnforced";
      smiv2:defval "true";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.3";
    }
  }

  container clmgmtLicenseActionTable {
    description
     "A table for invoking license management actions. Management
      application must create a row in this table to trigger any of
      the license management actions. The following are different
      actions that can be executed using this table.
          1. install
          2. clear
          3. processPermissionTicket
          4. regenerateLastRehostTicket
          5. backup
          6. generateEULA

      Refer to the description of clmgmtLicenseAction for more
      information on what these actions do on the device.
      Once the request completes, the management
  application should
      retrieve the values of the objects of interest, and then
      delete the entry.  In order to prevent old entries from
```

```
    clogging the table, entries will be aged out, but an entry
    will never be deleted within 5 minutes of completion.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2";

  list clmgmtLicenseActionEntry {
    key "clmgmtLicenseActionIndex";
    description
     "An entry for each action that is being executed or was
      executed recently. The management application executes an
      action
      by creating this entry. This can be done in the following
      2 methods

      1. CREATE-AND-GO method
         Management application sets clmgmtLicenseActionRowStatus to
         createAndGo(4) and all other required objects to valid
         values in a single SNMP SET request. If all the values
         are valid, the device creates the entry and executes the
          action. If the SET request fails, the entry will not be
         created.
      2. CREATE-AND-WAIT method
         Management application sets clmgmtLicenseActionRowStatus to
         createAndWait(5) to create an entry. Management application
         can set all other required objects to valid
         values in more than one SNMP SET request. If SET request
         for any of the objects fails, management application can
      set
         just only that object. Once all the required objects
         are set to valid values, management application triggers
      action
         execution by setting clmgmtLicenseActionRowStatus to
         active(1).

      To stop the action from being executed, the management
      application
      can delete the entry by setting clmgmtLicenseActionRowStatus
      to destroy(6) when clmgmtLicenseActionState is pending(2).

      The
status of action execution can be known by querying
      clmgmtLicenseActionState. If the action is still in
      pending(2) or in inProgress(3) state, the management
      application need to check back again after few seconds.
      Once the action completes and status of the action is
      failed(6), the reason for failure can be retrieved
      from clmgmtLicenseActionFailCause. If the status of the
      action is partiallySuccessful(5), results of individual
      licenses can be queried from clmgmtLicenseActionResultTable.
```

Not all objects in the entry are needed to execute every action. Below is the list of actions and the required objects that are needed to be set for executing that action.

1. Installing a license

The following MIB objects need to be set for installing a license

a. clmgmtLicenseActionTransferProtocol

b. clmgmtLicenseServerAddressType

c. clmgmtLicenseServerAddress

d. clmgmtLicenseServerUsername

e. clmgmtLicenseServerPassword

f. clmgmtLicenseFile

g. clmgmtLicenseStore

h. clmgmtLicenseStopOnFailure

i. clmgmtLicenseAcceptEULA

j. clmgmtLicenseAction

clmgmtLicenseActionEntPhysicalIndex need not be set explicitly for license installs. License itself identifes the device where the license needs to be installed.

clmgmtLicenseStore need to be set to store the licenses in a non-default license store. But, if a license file has more than one license and licenses need to be installed on multiple devices (for example to multiple members with in a stack), then value of clmgmtLicenseStore is ignored and the licenses will be installed in default license stores of the respective devices.

2. Clearing a license

The following MIB objects need to be set for clearing a license

a. clmgmtLicenseActionEntPhysicalIndex

b. clmgmtLicenseActionLicenseIndex

c. clmgmtLicenseStore

d. clmgmtLicenseAction

3. Revoking a license

The following MIB objects need to be set for revoking a license

a. clmgmtLicenseActionTransferProtocol

b. clmgmtLicenseServerAddressType

c. clmgmtLicenseServerAddress

d. clmgmtLicenseServerUsername

e. clmgmtLicenseServerPassword
f. clmgmtLicensePermissionTicketFile
g. clmgmtLicenseRehostTicketFile
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAction

4. Regenerate last rehost ticket
The following
MIB objects need to be set for regenerating
last rehost ticket
a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicensePermissionTicketFile
g. clmgmtLicenseRehostTicketFile
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAction

5. Save all licenses to a backup storage
The following MIB objects need to be set for storing all
licenses to a backup store
a. clmgmtLicenseActionEntPhysicalIndex
b. clmgmtLicenseActionTransferProtocol
c. clmgmtLicenseServerAddressType
d. clmgmtLicenseServerAddress
e. clmgmtLicenseServerUsername
f. clmgmtLicenseServerPassword
g.
clmgmtLicenseBackupFile
h. clmgmtLicenseAction

6. Generate and export EULA if the licenses need EULA to be
accepted for installing.
The following MIB objects need to be set exporting required
EULAs
a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicenseFile
g. clmgmtLicenseEULAFile
h. clmgmtLicenseAction

For any action, if clmgmtLicenseActionTransferProtocol

```
        is set to local(2), the following objects need not be set.
            a. clmgmtLicenseServerAddressType
            b. clmgmtLicenseServerAddress
            c. clmgmtLicenseServerUsername
            d. clmgmtLicenseServerPassword

        Entry can be deleted
    except when clmgmtLicenseAction is set
        to pending(2). All entries are volatile and are cleared
        on agent reset.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1";

      leaf clmgmtLicenseActionIndex {
        type uint32 {
          range "1..4294967295";
        }
        description
          "This object uniquely identifies a row in
          clmgmtLicenseActionTable. The management application should choose
          this value by reading clmgmtNextFreeLicenseActionIndex
          while creating an entry in this table. If an entry already
          exists with this index, the creation of the entry will not
          continue and error will be returned. The management application
          should read the value of clmgmtNextFreeLicenseActionIndex
          again and retry with the new value for this object.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.1";
      }

      leaf clmgmtLicenseActionEntPhysicalIndex
    {
        type entity-mib:PhysicalIndexOrZero;
        description
          "This object represents the entPhysicalIndex of the device
          where the action is being executed. This object is mainly
          used in devices where one device is acting as a master and
          rest of the devices as slaves. The master device is
          responsible for SNMP communication with the management
          application. Examples include stackable switches, devices
          with route processor and line card configuration. If this
          object is not set, the license action will be executed on
          the master device. Note: This object need not be set if
          there is a stand alone device";
        smiv2:defval "0";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.2";
      }
```

```
    leaf clmgmtLicenseActionTransferProtocol {
      type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;
       description
       "This object represents the transfer protocol to be used
        when copying files as specified in the following objects.
        1. clmgmtLicenseFile
        2. clmgmtLicensePermissionTicketFile
        3. clmgmtLicenseRehostTicketFile
        4. clmgmtLicenseBackupFile

        Note: This object need not be set if the all the files
        required for the action are in device's local file system.";
      smiv2:defval "none";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.3";
    }

    leaf clmgmtLicenseServerAddressType {
      type inet-address:InetAddressType;
      description
       "This object indicates the transport type of the
        address contained in clmgmtLicenseServerAddress object.
        This must be set when clmgmtLicenseActionTransferProtocol
        is not none(1) or local(2).";
      smiv2:defval
"unknown";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.4";
    }

    leaf clmgmtLicenseServerAddress {
      type inet-address:InetAddress;
      description
       "This object indicates the ip address of the server from
        which the files must be read or written to if
        clmgmtLicenseActionTransferProtocol is not none(1) or
        local(2).

        All bits as 0s or 1s for clmgmtLicenseServerAddress are not
        allowed.

        The format of this address depends on the value of the
        clmgmtLicenseServerAddressType object";
      smiv2:defval "";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.5";
    }
```

```
      leaf clmgmtLicenseServerUsername {
        type snmp-framework:SnmpAdminString {
          length "0..96";
        }
        description
         "This object indicates the
remote user name for accessing
          files via ftp, rcp, sftp or scp protocols. This object must
          be set when the clmgmtLicenseActionTransferProtocol is
          ftp(4), rcp(5), scp(7) or sftp(8). If
          clmgmtLicenseActionTransferProtocol is rcp(5), the remote
          username is sent as the server username in an rcp command
          request sent by the system to a remote rcp server.";
        smiv2:defval "";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.6";
      }

      leaf clmgmtLicenseServerPassword {
        type snmp-framework:SnmpAdminString {
          length "0..96";
        }
        description
         "This object indicates the password used by ftp, sftp or
          scp for copying a file to/from an ftp/sftp/scp server.
          This object must be set when the
          clmgmtLicenseActionTransferProtocol is ftp(4) or scp(7)
          or sftp(8). Reading it returns
a zero-length string for
          security reasons.";
        smiv2:defval "";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.7";
      }

      leaf clmgmtLicenseFile {
        type snmp-framework:SnmpAdminString {
          length "0..255";
        }
        description
         "This object represents the location of the license file
          on the server identified by clmgmtLicenseServerAddress. This
          object MUST be set to a valid value before or concurrently
          with setting the value of the clmgmtLicenseAction object to
          install(2). For other operations, the value of this
          object is not considered, it is irrelevant.";
        smiv2:defval "";
        smiv2:max-access "read-write";
```

```
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.8";
    }

    leaf clmgmtLicenseStore {
      type uint32;
      description
       "This object represents the clmgmtLicenseStoreIndex
of the
        license store to use within the device. The license store
        can be a local disk or flash. A device can have more than
        one license stores. If this object is not set, the license
        will be stored in the default license store as exposed by
        clmgmtDefaultLicenseStore object.";
      smiv2:defval "0";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.9";
    }

    leaf clmgmtLicenseActionLicenseIndex {
      type cisco-license-mgmt-mib:ClmgmtLicenseIndexOrZero;
      description
       "This object indicates the the license index of the license
        that is the subject of this action. This is used for
        identifying a license for performing actions specific to
        that license. This object need to be set only if
        clmgmtLicenseAction is set to clear(4). The value of this
        object is same as the clmgmtLicenseIndex
object in
        clmgmtLicenseInfoEntry for license that is subject of this
        action.";
      smiv2:defval "0";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.10";
    }

    leaf clmgmtLicensePermissionTicketFile {
      type snmp-framework:SnmpAdminString {
        length "0..255";
      }
      description
       "This object indicates the file name of the permission
        ticket. This object need to be set only if
        clmgmtLicenseAction is set to processPermissionTicket(4)
        or regenerateLastRehostTicket(5) actions. The permission
        ticket is obtained from Cisco licensing portal to revoke
        a license. The management application must set this object
        to valid value before invoking the action.";
      smiv2:defval "";
```

```
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.11";
    }


  leaf clmgmtLicenseRehostTicketFile {
      type snmp-framework:SnmpAdminString {
       length "0..255";
      }
      description
       "This object indicates the file where the rehost ticket
        generated by the device need to be exported to. The rehost
        ticket is generated as a result of processPermissionTicket
        and regenerateLastRehostTicket actions. After generating
        the rehost ticket, the device exports the rehost ticket
        contents to this file. This object need to be set only
        if clmgmtLicenseAction is set to processPermissionTicket(4)
        or regenerateLastRehostTicket(5) actions.";
      smiv2:defval "";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.12";
    }

    leaf clmgmtLicenseBackupFile {
      type snmp-framework:SnmpAdminString {
       length "0..255";
      }
      description
       "This object indicates
 the file where all the licenses in
        the device need to be backed up. This object need to be set
        only if clmgmtLicenseAction is set to backup(6) and the
        management application must set the value of this  object
        to valid value before invoking action.";
      smiv2:defval "";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.13";
    }

    leaf clmgmtLicenseStopOnFailure {
      type boolean;
      description
       "This object indicates whether the license action should
        stop if the action on a license fails. This object is
        applicable only if there are more than one licenses
        involved in an action.";
      smiv2:defval "false";
      smiv2:max-access "read-write";
```

```
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.14";
   }

   leaf clmgmtLicenseAction {
    type enumeration {
     enum "noOp" {

value "1";
     }
     enum "install" {
      value "2";
     }
     enum "clear" {
      value "3";
     }
     enum "processPermissionTicket" {
      value "4";
     }
     enum "regenerateLastRehostTicket" {
      value "5";
     }
     enum "backup" {
      value "6";
     }
     enum "generateEULA" {
      value "7";
     }
    }
    description
     "This object indicates the the command/action to be executed.

     Command                    Remarks
     -------                   -------
     noOp(1)                     No operation will be
                               performed.

     install(2)                Installs the license.

     clear(3)                  Clears the license.

     processPermissionTicket(4)
 Processes thee permission
                               ticket and generates and
                               exports rehost ticket.

     regenerateLastRehostTicket(5)  Generates and exports the
                               last generated rehost
                               ticket.
```

```
      backup(6)                Backs up all the licenses
                               installed currently onto a
                               backup store.

      generateEULA(7)          Checks whether the licenses
                               in the license file need EULA
                               acceptance and uploads the
                               needed EULA contents to a file.";
    smiv2:defval "noOp";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.15";
   }

   leaf clmgmtLicenseActionState {
    type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
    description
     "This object indicates the state of this license action.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.16";
   }

   leaf clmgmtLicenseJobQPosition {
    type uint32;
    description
     "This object represents the position of the action
      in the license action job queue that is maintained
      internally. Only actions in pending(2) state will
      be put in the queue until they are executed. By
      reading this object, the management application can make
      intelligent decision on whether to execute another
      action that it is planning on. For example, if there
      is already a license clear action in the queue in
      pending(2) state, management application can choose to

defer its license back up action to a later time. This
      object will return a value of 0 if the action is not in
      pending(2) state.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.17";
   }

   leaf clmgmtLicenseActionFailCause {
    type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;
    description
     "This object indicates the reason for this license action
      failure. The value of this object is valid only when
      clmgmtLicenseActionState is failed(6).";
```

```
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.18";
     }

     leaf clmgmtLicenseActionStorageType {
      type snmpv2-tc:StorageType;
      description
       "This object indicates the storage type for this conceptual
        row. Conceptual rows having the value 'permanent' need not
        allow write-access to any columnar objects in the row.";
       smiv2:defval "volatile";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.19";
     }

     leaf clmgmtLicenseActionRowStatus {
      type snmpv2-tc:RowStatus;
      description
       "This object indicates the the status of this table entry.
        Once the entry status is set to active(1), the associated
        entry cannot be modified until the action completes
        (clmgmtLicenseConfigCommandStatus is set to a value
        other than inProgress(3)). Once the action completes
        the only operation possible after this is to delete
        the row. It is recommended that the management application
        should delete entries in this table after reading
        the result. In order to prevent old entries from
        clogging the table, entries will be aged out, but an
        entry will never be deleted within 5 minutes of
        completion";

smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.20";
     }

     leaf clmgmtLicenseAcceptEULA {
      type boolean;
      description
       "This object indicates whether the End User License Agreement
        needed for installing the licenses is accepted.

        true(1) - EULA is read and accepted
        false(2) - EULA is not accepted

        Management application should set this object to true(1) when
        installing licenses that need EULA acceptance.";
      smiv2:defval "false";
      smiv2:max-access "read-write";
```

```
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.21";
     }

     leaf clmgmtLicenseEULAFile {
      type snmp-framework:SnmpAdminString {
       length "0..255";
      }
      description
       "This object indicates the file where all the End User License
        Agreements (EULAs) need to be exported to. This object need to
         be set only if clmgmtLicenseAction is set to generateEULA(7) and
        the management application must set the value of this object to
        valid value before invoking action.";
      smiv2:defval "";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.22";
     }
    }
   }

   container clmgmtLicenseActionResultTable {
    description
     "This table contains results of license action if the
      license action involves multiple licenses. Entries in this
      table are not created for actions where there is
      only license that is subject of the action. For
      example, if there are 3 licenses in a license file
      when executing license install action, 3 entries will
      be created in this table, one for each license.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3";

    list clmgmtLicenseActionResultEntry {
     key "clmgmtLicenseActionIndex clmgmtLicenseNumber";
     description
      "An entry in clmgmtLicenseActionResultTable. Each entry
       contains result of the action for a single license.
       These entries are created immediately after action
       execution when the action involves multiple licenses.
       These entries get automatically deleted when the
       corresponding entry in clmgmtLicenseActionTable
       is deleted.";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1";

     leaf clmgmtLicenseActionIndex {
      type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseActionTable/cisco-license-mgmt-mib:clmgmtLicenseActionEntry/cisco-license-mgmt-
mib:clmgmtLicenseActionIndex";
```

```
      }
    }

    leaf clmgmtLicenseNumber {
      type uint32 {
        range "1..4294967295";
      }
      description
       "This object indicates the sequence number of this license
        in the list of licenses on which the action
is executed.
        For example, if there are 3 licenses in a license file
        when executing license install action, this object will
        have values 1, 2 and 3 respectively as ordered in the
        license file.";
      smiv2:max-access "not-accessible";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.1";
    }

    leaf clmgmtLicenseIndivActionState {
      type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
      description
       "This object indicates the state of action on this
        individual license.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.2";
    }

    leaf clmgmtLicenseIndivActionFailCause {
      type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;
      description
       "This object indicates the reason for action failure on this
        individual license";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.3";
    }
  }
 }

 container clmgmtLicenseStoreInfoTable {
  description
   "This table contains information about all the license
    stores allocated on the device.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1";

  list clmgmtLicenseStoreInfoEntry {
    key "entPhysicalIndex clmgmtLicenseStoreIndex";
    description
```

```
        "An entry in clmgmtLicenseStoreInfoTable. Each entry
         contains information about a license store allocated
         on the device";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1";

       leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
       }

       leaf clmgmtLicenseStoreIndex {
        type uint32 {
         range "1..4294967295";
        }
        description
         "This object uniquely identifies a license store within
          the device.";
         smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.1";
       }

       leaf clmgmtLicenseStoreName {
        type snmp-framework:SnmpAdminString {
         length "0..255";
        }
        description
         "This object indicates the name of the license store
          within the device. It is a file in device's local file
          system i.e., either on a local disk or flash or some
          other storage media. For example, the value of this
          object can be 'disk1:lic_store_1.txt' or
          'flash:lic_store_2.txt";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.2";
       }

       leaf clmgmtLicenseStoreTotalSize {
        type uint32;
        units "bytes";
        description
         "This object indicates the total number of bytes that are
          allocated to the license store.";
        smiv2:max-access "read-only";
        smiv2:oid
 "1.3.6.1.4.1.9.9.543.1.2.1.1.3";
       }
```

```
      leaf clmgmtLicenseStoreSizeRemaining {
        type uint32;
        units "bytes";
        description
         "This object indicates the number of bytes still remaining
          to be used for new license installations in the license
          store.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.4";
      }
    }
  }

  container clmgmtLicenseDeviceInfoTable {
    description
     "This table contains objects that provide licensing related
      information at the device level. Entries will exist
      only for entities that support licensing. For example,
      if it is a stand alone device and supports licensing,
      then there will be only one entry in this table. If
      it is stackable switch then there will be multiple
      entries with one entry for each device in the stack.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2";

    list
 clmgmtLicenseDeviceInfoEntry {
      key "entPhysicalIndex";
      description
       "An entry in clmgmtLicenseDeviceInfoTable. Each entry
        contains device level licensing information for a device.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf clmgmtDefaultLicenseStore {
        type uint32 {
          range "1..4294967295";
        }
        description
         "This object indicates the clmgmtLicenseStoreIndex of
          default store in the device. There will be only one
          default license store per device. If no license store
```

```
          is specified during license install, this default license
          store will be used.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1.1";
       }
     }
   }

   container clmgmtLicenseInfoTable {
     description
      "This table contains information about all the licenses
       installed on the device.";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3";

     list clmgmtLicenseInfoEntry {
       key "entPhysicalIndex clmgmtLicenseStoreUsed clmgmtLicenseIndex";
       description
        "An entry in clmgmtLicenseInfoTable. Each entry contains
         information about a license installed on the device. This
         entry gets created when a license is installed successfully.
         Management application can not create these entries directly, but
         will do so indirectly by executing license install action.
         Some of these entries may already exist that correspond to
         demo licenses even before management application installs any
         licenses.";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1";

       leaf entPhysicalIndex {
         type leafref {
           path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
          }
       }

       leaf clmgmtLicenseStoreUsed {
         type uint32 {
           range "1..4294967295";
          }
         description
          "This object represents the license store that is used for
           storing this license. This object will have the same value
           as clmgmtLicenseStoreIndex in clmgmtLicenseStoreInfoEntry
           of the license store used.";
         smiv2:max-access "not-accessible";
         smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.1";
       }

       leaf clmgmtLicenseIndex {
```

```
      type cisco-license-mgmt-mib:ClmgmtLicenseIndex;
      description
       "This object uniquely identifies a license within
        the device.";
      smiv2:max-access "not-accessible";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.2";
    }

    leaf clmgmtLicenseFeatureName {
      type snmp-framework:SnmpAdminString
{
        length "0..128";
      }
      description
       "This object indicates the name of the feature that is
        using or can use this license. A license can be used by
        only one feature. Examples of feature name are: 'IPBASE',
        'ADVIPSERVICE'.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.3";
    }

    leaf clmgmtLicenseFeatureVersion {
      type snmp-framework:SnmpAdminString {
        length "0..128";
      }
      description
       "This object indicates the version of the feature that is
        using or can use this license. Examples of feature version
        are: '1.0', '2.0'";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.4";
    }

    leaf clmgmtLicenseType {
      type enumeration {
        enum "demo" {
          value "1";
        }
        enum "extension"
{
          value "2";
        }
        enum "gracePeriod" {
          value "3";
        }
        enum "permanent" {
          value "4";
```

```
        }
        enum "paidSubscription" {
          value "5";
        }
        enum "evaluationSubscription" {
          value "6";
        }
        enum "extensionSubscription" {
          value "7";
        }
        enum "evalRightToUse" {
          value "8";
        }
        enum "rightToUse" {
          value "9";
        }
        enum "permanentRightToUse" {
          value "10";
        }
      }
      description
       "This object identifies type of license. Licenses may have
        validity period defined in terms of time duration that the
        license is valid for or it may be defined in terms of actual
        calendar dates. Subscription licenses are licenses that have
        validity period
defined in terms of calendar dates.

        demo(1)             - demo(evaluation license) license.
        extension(2)        - Extension(expiring) license.
        gracePeriod(3)      - Grace period license.
        permanent(4)        - permanent license, the license has no
                              expiry date.
        paidSubscription(5)  - Paid subscription licenses are the
        licenses
                              which are purchased by customers. These
                              licenses have a start date  and end date
                              associated with them.
        evaluationSubscription(6)-Evaluation subscription licenses are
                               the trial licenses. These licenses
                               are node locked and it can be obtained
                               only once for an UDI. They are valid

        based on calendar days. These licenses
                               have a start date and an end date
                               associated with them and are issued
                               once per UDI.
        extensionSubscription(7)- Extension subscription licenses are
```

```
                        similar to evaluation subscription
                        licenses but these licenses are issued
                        based on customer request. There are
                        no restrictions on the number of
                        licenses available for a UDI.
          evalRightToUse(8)       - Evaluation Right to use (RTU)
          license.
          rightToUse(9)           - Right to use (RTU) license.
          permanentRightToUse(10) ? Right To Use license right after it is configured
                        and is valid for the lifetime of
the product.
                        This is a Right To Use license which is not in
                        evaluation mode for a limited time.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.5";
      }

      leaf clmgmtLicenseCounted {
        type boolean;
        description
         "This object indicates whether the license is counted
          license.
          true(1)  - counted license
          false(2) - uncounted license";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.6";
      }

      leaf clmgmtLicenseValidityPeriod {
        type uint32;
        units "seconds";
        description
         "This object indicates the time period the license is valid for.
          This object is applicable only if clmgmtLicenseType is demo(1),
          or extension(2) or gracePeriod(3) or evalRightToUse(8). The
          object will return
0 for other license types.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.7";
      }

      leaf clmgmtLicenseValidityPeriodRemaining {
        type uint32;
        units "seconds";
        description
         "This object indicates the time period remaining before the
          license expires or transitions to rightToUse(9) license. This
          object is applicable only if clmgmtLicenseType is demo(1), or
```

```
          extension(2) or gracePeriod(3) or evalRightToUse(8). The object
          will contain 0 for other license types.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.8";
      }

      leaf clmgmtLicenseExpiredPeriod {
        type uint32;
        units "seconds";
        description
         "This object indicates the elapsed time period since the license
          expired. This object is applicable only if clmgmtLicenseType
          is demo(1),
or extension(2) or gracePeriod(3). Also, this
          value of this object will be valid only after the license
          expires. The object will return 0 for other license types
          or before the license expiry.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.9";
      }

      leaf clmgmtLicenseMaxUsageCount {
        type uint32;
        description
         "This object indicates the maximum number of entities that
          can use this license. This object is applicable only if
          clmgmtLicenseCounted is true(1). The entity that is being
          counted can be anything and it depends on the licensable
          feature.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.10";
      }

      leaf clmgmtLicenseUsageCountRemaining {
        type uint32;
        description
         "This object indicates the number of entities that can
          still
use this license. This object is applicable only
          if clmgmtLicenseCounted is true(1).";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.11";
      }

      leaf clmgmtLicenseEULAStatus {
        type boolean;
        description
         "This object indicates whether the user accepted
```

```
    End User License Agreement for this license.

    true(1)  - EULA accpeted
    false(2) - EULA not accepted";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.12";
}

leaf clmgmtLicenseComments {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
   "This object represents the user modifiable comments
    about the license. This object is initially populated
    with comments from the license file.";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.13";
 }

leaf clmgmtLicenseStatus {
  type enumeration {
    enum "inactive" {
      value "1";
    }
    enum "notInUse" {
      value "2";
    }
    enum "inUse" {
      value "3";
    }
    enum "expiredInUse" {
      value "4";
    }
    enum "expiredNotInUse" {
      value "5";
    }
    enum "usageCountConsumed" {
      value "6";
    }
  }
  description
   "This object represents status of the license.

    inactive(1)          - license is installed, but
                         not active.
    notInUse(2)          - license is installed and
                         available for use.
```

```
      inUse(3)            - the license is being used (by
                          a feature).
      expiredInUse(4)
    - license is expired but still
                          being held by the feature.
      expiredNotInUse(5)    - license is expired and not being
                          held by any feature.
      usageCountConsumed(6) - number of entities using this
                          licenses has reached the allowed
                          limit, no new entities are allowed
                          to use this license.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.14";
   }

   leaf clmgmtLicenseStartDate {
    type snmpv2-tc:DateAndTime;
    description
     "This object indicates the start date for a subscription
      license. It is optional for subscription linceses to have a
      start date associated with them, they may only have an end
      date associated with them. This object may be applicable only

when clmgmtLicenseType is paidSubscription(5),
      evaluationSubscription(6) or extensionSubscription (7).
      The object will contain an octet string of length 0 when it is
      not applicable.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.15";
   }

   leaf clmgmtLicenseEndDate {
    type snmpv2-tc:DateAndTime;
    description
     "This object indicates the end date for a subscription license.
      This object is applicable only when clmgmtLicenseType is
      paidSubscription(5), evaluationSubscription(6) or
      extensionSubscription (7). The object will contain an octet
      string of length 0 when it is not applicable.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.16";
   }

   leaf clmgmtLicensePeriodUsed {
    type uint32;
    units "seconds";
    description
     "This
```

```
 object indicates the time period used for the
          Right to use (RTU) licenses. This object is applicable for all
          RTU licenses.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.17";
       }
     }
   }

   container clmgmtLicensableFeatureTable {
     description
      "This table contains list of licensable features in the
      image. All the licensable features will have an entry each
      in this table irrespective of whether they are using any
      licenses currently. Entries in this table are created by
      the agent one for each licensable feature in the image.
      These entries remain in the table permanently and can not
      be deleted. Management application can not create or delete
      entries from this table.";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4";

     list clmgmtLicensableFeatureEntry {
       key "entPhysicalIndex clmgmtFeatureIndex";
       description
        "An entry
 in clmgmtLicensableFeatureTable. Each entry represents
         a licensable feature.";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1";

       leaf entPhysicalIndex {
         type leafref {
           path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
         }
       }

       leaf clmgmtFeatureIndex {
         type uint32 {
           range "1..4294967295";
         }
         description
          "This object uniquely identifies a licensable feature in
           the device.";
         smiv2:max-access "not-accessible";
         smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.1";
       }

       leaf clmgmtFeatureName {
```

```
        type snmp-framework:SnmpAdminString {
          length "0..128";
        }
        description
         "This object indicates the name of the licensable feature
          in the device. Examples of feature names are: 'IPBASE',
          'ADVIPSERVICE'";
        smiv2:max-access
"read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.2";
      }

      leaf clmgmtFeatureVersion {
        type snmp-framework:SnmpAdminString {
          length "0..32";
        }
        description
         "This object indicates the version of the licensable
          feature in the device. Examples of feature versions
          are: '1.0' or '2.0'";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.3";
      }

      leaf clmgmtFeatureValidityPeriodRemaining {
        type uint32;
        units "seconds";
        description
         "This object indicates the time period remaining before
          the feature's license expires or transitions. This object is
          applicable only if clmgmtLicenseType of the license used by
          this feature is demo(1), or extension(2) or gracePeriod(3) or
          evalRightToUse(8).

          The object will contain 0 if
other types of license is used
          or if the feature does not use any license. If the
          feature is using multiple licenses, this period will
          represent the cumulative period remaining from all the
          licenses used by this feature.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.4";
      }

      leaf clmgmtFeatureWhatIsCounted {
        type snmp-framework:SnmpAdminString {
          length "0..128";
        }
```

```
      description
       "This object represents the entity that is being counted
        by this feature. Examples of entities are IP Phones, number
        of sessions etc. This object is only applicable for
        features that use counting licenses. For other features,
        this object will return empty string.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.5";
     }

     leaf clmgmtFeatureStartDate {

    type snmpv2-tc:DateAndTime;
      description
       "This object indicates the license start date of the feature.
        This object is applicable if at least one of the licenses used
        for this feature has a valid start date. The start date will
        be the earliest of the valid start dates of all the licenses
        used for this feature. If none of the licenses used for this
        feature have a valid start date then this object will contain an
        octet string of length 0.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.6";
     }

     leaf clmgmtFeatureEndDate {
      type snmpv2-tc:DateAndTime;
      description
       "This object indicates the license end date of the feature.
        This object is applicable if at least one of the licenses used
        for this feature has a valid end date. The end date will
        be the latest of the valid end dates
of all the licenses
        used for this feature. If none of the licenses used for this
        feature have a valid end date then this object will contain an
        octet string of length 0.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.7";
     }

     leaf clmgmtFeaturePeriodUsed {
      type uint32;
      units "seconds";
      description
       "This object indicates the license period used for the feature.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.8";
     }
```

```
    }
  }

  container clmgmtDevCredExportActionTable {
    description
     "A table for triggering device credentials export action.
      Management application must create this entry to trigger the
      export of device credentials from the device to a file.

      Once the request completes, the management application should
      retrieve the values of the objects
of interest, and then
      delete the entry.  In order to prevent old entries from
      clogging the table, entries will be aged out, but an entry
      will never be deleted within 5 minutes of completion.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2";

    list clmgmtDevCredExportActionEntry {
      key "clmgmtDevCredExportActionIndex";
      description
       "An entry for each device credential export action that
        is being executed or was executed recently. The management
        application triggers the export by creating an entry in this
        table. This can be done in the following 2 methods

        1. CREATE-AND-GO method
           Management application sets clmgmtDevCredExportActionStatus
           to createAndGo(4) and all other required objects to valid
           values in a single SNMP SET request. If all the values
           are valid, the device creates the entry and executes the
           action. If
the SET request fails, the entry will not be
           created.
        2. CREATE-AND-WAIT method
           Management application sets clmgmtDevCredExportActionStatus to
           createAndWait(5) to create an entry. Management application
           can set all other required objects to valid
           values in more than one SNMP SET request. If SET request
           for any of the objects fails, management application can set
           just only that object. Once all the required objects
           are set to valid values, management application triggers action
           execution by setting clmgmtDevCredExportActionStatus to
           active(1).

        To stop the action from being executed, the management application
        can delete the entry by setting clmgmtDevCredExportActionStatus
        to destroy(6) when clmgmtDevCredCommandState is pending(2).
```

```
        The status of action execution can be known by
querying
        clmgmtDevCredCommandState. If the action is still in
        pending(2) or inProgress(3), the management application need to
        check back again after few seconds. Once the action completes
        and if status of the action is failed(6), the reason for
        failure can be retrieved from clmgmtDevCredCommandFailCause.

        Entry can be deleted except when clmgmtLicenseAction is set
        to inProgress(3). All entries in this table are volatile
        and are cleared on agent reset.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1";

      leaf clmgmtDevCredExportActionIndex {
        type uint32 {
          range "1..4294967295";
        }
        description
         "This object uniquely identifies a row in
          clmgmtDevCredExportActionTable. The management application
          chooses this value by reading
          clmgmtNextFreeDevCredExportActionIndex while creating an
          entry in this table.
If an entry already exists with this
          index, the creation of the entry will not continue and
          error will be returned. The management application should
          read the value of clmgmtNextFreeDevCredExportActionIndex
          again and retry with the new value for this object.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.1";
      }

      leaf clmgmtDevCredEntPhysicalIndex {
        type entity-mib:PhysicalIndexOrZero;
        description
         "This object represents the entPhysicalIndex of the device
          for which the device credentials are being retrieved. This
          object is mainly used in devices where one device is acting
          as a master and rest of the devices as slaves. The master
          device is responsible for SNMP communication with the
          manager. Examples include stackable switches, devices with
          router processor and line cards.

          Note: This object need not be set if it is a stand alone
          device";
        smiv2:defval "0";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.2";
```

```
}

leaf clmgmtDevCredTransferProtocol {
  type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;
  description
   "This object indicates the transfer protocol to be used when
    copying files as specified in the following objects.
    1. clmgmtDevCredExportFile
    .";
  smiv2:defval "none";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.3";
}

leaf clmgmtDevCredServerAddressType {
  type inet-address:InetAddressType;
  description
   "This object indicates the transport type of the
    address contained in clmgmtDevCredServerAddress object.
    This must be set when clmgmtDevCredTransferProtocol
     is not none(1) or local(2).";
  smiv2:defval "unknown";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.4";
}

leaf clmgmtDevCredServerAddress {
  type inet-address:InetAddress;
  description
   "This object indicates the the ip address of the server
    from which the files must be read or written to if
    clmgmtDevCredTransferProtocol is not none(1) or local(2).

    All bits as 0s or 1s for clmgmtDevCredServerAddress are not
    allowed.

    The format of this address depends on the value of the
    clmgmtDevCredServerAddressType object";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.5";
}

leaf clmgmtDevCredServerUsername {
  type snmp-framework:SnmpAdminString {
    length "0..96";
  }
```

```
description
   "This object indicates the remote user name for accessing
    files via ftp, rcp, sftp or scp protocols. This object
    must be set when the clmgmtDevCredTransferProtocol is
    ftp(4), rcp(5), scp(7) or sftp(8). If
    clmgmtDevCredTransferProtocol is rcp(5), the remote
    username is sent as the server username in an rcp command
    request sent by the system to a remote rcp server.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.6";
 }

 leaf clmgmtDevCredServerPassword {
  type snmp-framework:SnmpAdminString {
   length "0..96";
  }
  description
   "This object indicates the password used by ftp, sftp or
    scp for copying a file to/from an ftp/sftp/scp server.
    This object must be set when the
    clmgmtDevCredTransferProtocol is ftp(4) or scp(7) or
     sftp(8). Reading it returns a zero-length string for
    security reasons.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.7";
 }

 leaf clmgmtDevCredExportFile {
  type snmp-framework:SnmpAdminString {
   length "0..255";
  }
  description
   "This object represents file where device credentials needs
    to be exported to.";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.8";
 }

 leaf clmgmtDevCredCommand {
  type enumeration {
   enum "noOp" {
    value "1";
   }
   enum "getDeviceCredentials" {
    value "2";
   }
```

```
      }
      description
       "This object indicates the the command to be executed.

        Command                    Remarks
        -------
        -------
        noOp(1)                    No operation will be
                                  performed.

        getDeviceCredentials(2)    Exports device credentials";
      smiv2:defval "noOp";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.9";
    }

    leaf clmgmtDevCredCommandState {
      type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
      description
       "This object indicates the state of the action that is
        executed as a result of setting clmgmtDevCredRowStatus
        to active(1).";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.10";
    }

    leaf clmgmtDevCredCommandFailCause {
      type enumeration {
        enum "none" {
          value "1";
        }
        enum "unknownError" {
          value "2";
        }
        enum "transferProtocolNotSupported"
{
          value "3";
        }
        enum "fileServerNotReachable" {
          value "4";
        }
        enum "unrecognizedEntPhysicalIndex" {
          value "5";
        }
        enum "invalidFile" {
          value "6";
        }
      }
```

```
        description
         "This object indicates the the reason for device
          credentials export operation failure.

          The value of this object is valid only when
          clmgmtDevCredCommandState is failed(6).

          none(1)        - action execution has not started yet.
                           If the action is completed and the
                           action is successful, then also
                           none(1) is returned to indicate that
                           there are no errors.
          unknownError(2) - reason for failure is unknown,
                           operation failed, no
operation is
                           performed
          transferProtocolNotSupported(3) - clmgmtDevCredTransferProtocol
                                    given is not supported.
          fileServerNotReachable(4)       - file server is not reachable.
          unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
                                    valid
          invalidFile(6)  - The target file specified is not valid.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.11";
       }

       leaf clmgmtDevCredStorageType {
        type snmpv2-tc:StorageType;
        description
         "This object indicates the storage type for this conceptual
          row. Conceptual rows having the value 'permanent' need not
          allow write-access to any columnar objects in the row.";
        smiv2:defval "volatile";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.12";
       }

       leaf clmgmtDevCredRowStatus {
        type snmpv2-tc:RowStatus;
        description
         "This object indicates the the status of this table entry.
          Once the entry status is set to active(1), the associated
          entry cannot be modified until the action completes
          (clmgmtDevCredCommandStatus is set to a value
          other than inProgress(3)). Once the action completes
          the only operation possible after this is to delete
          the row.
```

```
        clmgmtDevCredExportFile is a mandatory object to be
        set when creating this entry.";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.13";
     }
    }
   }
}

notification clmgmtLicenseExpired {
  description
   "This notification is sent, when a feature license
    expires. This notification will be sent continuously
    every week even after the expiry to alert the
management
    application.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.1";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
```

```
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
     }

     leaf clmgmtFeatureIndex {
       type leafref {
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
       }
     }

     leaf clmgmtFeatureVersion {
       type leafref {
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
       }
     }
   }
 }

  notification clmgmtLicenseExpiryWarning {
    description
     "This notification is sent when a license is about to
     expire. This notification will go out multiple times.
     First notification goes out when expiry day is 4 weeks
     ahead, second notification when expiry day is 3 weeks
     ahead, third notification
  when expiry day is 2 weeks
     ahead. This notification will go out daily in the
     last week of license expiry.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.0.2";

    container object-1 {

     leaf entPhysicalIndex {
       type leafref {
         path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
     }

     leaf clmgmtFeatureIndex {
       type leafref {
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
```

```
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {


   leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }
```

```
    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureValidityPeriodRemaining {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
      }
    }
  }
 }

 notification clmgmtLicenseUsageCountExceeded {
  description
   "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached clmgmtLicenseMaxUsageCount for a counting license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.3";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
```

```
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref
 {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }

 }
```

```
  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseMaxUsageCount {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
       }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
```

```
      }
    }

    leaf clmgmtFeatureWhatIsCounted {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
      }
    }
  }

  container object-5 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }

 notification clmgmtLicenseUsageCountAboutToExceed
```

```
 {
  description
   "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached 80% of clmgmtLicenseMaxUsageCount for a counting
    license. This is a warning notification to the management
    application that very soon the maximum count will be reached
    and after that the device will not allow new entities to
    make use of this license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.4";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {

  path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
```

```
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }

  }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }
```

```
    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseMaxUsageCount {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
      }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseUsageCountRemaining {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseUsageCountRemaining";
```

```
    }
   }
  }

  container object-5 {

   leaf entPhysicalIndex {
    type leafref {
     path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
   }

   leaf clmgmtFeatureIndex {
    type leafref
 {
     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
   }

   leaf clmgmtFeatureWhatIsCounted {
    type leafref {
     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
    }
   }
  }

  container object-6 {

   leaf entPhysicalIndex {
    type leafref {
     path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
   }

   leaf clmgmtLicenseStoreUsed {
    type leafref {
     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
     }
   }
```

```
    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }

 notification clmgmtLicenseInstalled {
  description
   "This notification is sent when a license is installed
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.5";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";

    }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
```

```
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
```

```
      type
 leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseType {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
      }
    }
  }

  container
 object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
```

```
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
       }
    }
  }
 }

 notification clmgmtLicenseCleared {
  description
   "This notification is sent when a license is cleared
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.6";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
```

```
      }

    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
       }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }

  container object-3 {
```

```
    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
       }
    }

    leaf clmgmtLicenseType {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
      }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
```

```
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path
 "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }

 notification clmgmtLicenseRevoked {
  description
   "This notification is sent when a license is revoked
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.7";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
```

```
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {

   type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }
```

```
  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
       }
    }

    leaf clmgmtLicenseType {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
       }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
```

```
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }

 notification clmgmtLicenseEULAAccepted {
  description
   "This
 notification is sent when a user accepts End User
    License Agreement (EULA) for a license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.8";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
```

```
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {

 type leafref {
       path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }
 }

 notification clmgmtLicenseNotEnforced {
  description
   "This notification is sent when a license does not
    exist for a feature, but the feature is a mandatory
    feature and it should run. This notification will be
    sent out periodically
 to indicate that there is no
    license installed for this feature and it needs to
    be done as soon as possible.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.9";

  container object-1 {

    leaf entPhysicalIndex {
```

```
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf
 entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
```

```
  }
 }

 notification clmgmtLicenseSubscriptionExpiryWarning {
  description
   "This notification is sent when a subscription license of a
    feature is about to expire. This notification will be sent as
    per the following
 schedule:
    Once a week for the last eight weeks
    Once a day for the last week
    Once a hour for the last day";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.10";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf
 entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
```

```
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf
 clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureEndDate {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
      }
    }
  }
 }

 notification clmgmtLicenseSubscriptionExtExpiryWarning {
```

```
  description
   "This notification is sent when the subscription license end
    date of a feature is reached but extension period is left. This
    notification will be sent once a day after the license end date
    is reached.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.11";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {

     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
```

```
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
       }
    }

    leaf clmgmtFeatureEndDate {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
      }
    }
  }
 }

 notification clmgmtLicenseSubscriptionExpired {
  description
   "This notification will be sent after a subscription license
    of a feature completely expires. It will be sent once a day
    after the license has completely expired";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.12";

  container object-1 {
```

```
    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
       }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
       }
    }
```

```
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureEndDate {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";

   }
    }
  }
 }

 notification clmgmtLicenseEvalRTUTransitionWarning {
  description
   "This notification is sent when Evaluation to Right to use (RTU)
    license transition is about to happen. The first notification
    will be sent 10 days before the transition and second
    notification will be sent 5 days before the transition.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.13";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
```

```
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
       }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

   container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
```

```
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureValidityPeriodRemaining {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
      }
    }
  }
 }

 notification clmgmtLicenseEvalRTUTransition {
  description
   "This notification is sent, when a feature license transitions
    from a evaluation to a
 Right to use (RTU) license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.14";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
```

```
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }
 }

 smiv2:alias "ciscoLicenseMgmtMIB" {
  smiv2:oid "1.3.6.1.4.1.9.9.543";
 }

 smiv2:alias "ciscoLicenseMgmtMIBNotifs" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.0";
 }

 smiv2:alias "ciscoLicenseMgmtMIBObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1";
 }

 smiv2:alias "clmgmtLicenseConfiguration" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";
```

```
 }

smiv2:alias "clmgmtLicenseInformation" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2";
}

smiv2:alias "clmgmtLicenseDeviceInformation" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";
}

smiv2:alias "clmgmtLicenseNotifObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";
}

smiv2:alias "ciscoLicenseMgmtMIBConform" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.2";
}

smiv2:alias "ciscoLicenseMgmtCompliances" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.2.1";
}

smiv2:alias "ciscoLicenseMgmtGroups" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.2.2";
}

}
// Copyright 2015 Google Inc.
//
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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.
-- **************************************************************************
-- CISCO-IMAGE-LICENSE-MGMT-MIB.my: Cisco MIB to manage image level on
-- Cisco devices.
--
-- August 2007, Ganesan Rajam
--
-- Copyright (c) 2006-2007 by Cisco Systems Inc.
-- All rights reserved.
```

```
--
-- ************************************************************************

CISCO-IMAGE-LICENSE-MGMT-MIB DEFINITIONS ::= BEGIN

IMPORTS
  OBJECT-TYPE,
  MODULE-IDENTITY,
  Unsigned32,
  NOTIFICATION-TYPE
     FROM SNMPv2-SMI
  MODULE-COMPLIANCE,
  OBJECT-GROUP,
  NOTIFICATION-GROUP
     FROM SNMPv2-CONF
  TEXTUAL-CONVENTION,
  TruthValue
     FROM SNMPv2-TC
  SnmpAdminString
     FROM SNMP-FRAMEWORK-MIB
  entPhysicalIndex
     FROM ENTITY-MIB
  ciscoMgmt
     FROM CISCO-SMI;


ciscoImageLicenseMgmtMIB MODULE-IDENTITY
  LAST-UPDATED    "200710160000Z"
  ORGANIZATION    "Cisco Systems Inc."
  CONTACT-INFO
        "Cisco Systems
        Customer Service

     Postal: 170 W Tasman Drive
        San Jose, CA  95134
        USA
        Tel: +1 800 553 -NETS
        E-mail: cs-snmp@cisco.com"
  DESCRIPTION
     "The MIB module for managing the running image level
     of a Cisco device. Cisco's licensing mechanism provides
     flexibility to run a device on a chosen image level.
     This mechanism is referred to as image level licensing.
     Image level licensing leverages the universal image
     based licensing solution.

     The image level licensing mechanism works as follows -
```

A universal image that contains all levels of software
packages is loaded on to the device. At boot time, the
device determines the highest level of license and brings
up the appropriate software features or subsystems.
The user can configure the image level with which the
device has to boot. The system will verify whether the
appropriate license is available for
the configured image
level. The image level for the next boot will be determined
based on the availability of the license. The following
scenarios explains some use-cases of image level licensing:

Scenario 1:
- Customer selects advsecurityk9 based image.
- Manufacturing installs advsecurity license on the device.
- This device will run all features that are part of the
base advsecurity license.
- Customer upgrades to advipservicesk9 license.
- The next boot level is set to advipservicesk9.
- The device will run advsecurityk9 feature until the
next reboot. After reboot the device will run
advipservicesk9 features.

Scenario 2:
- Customer selects advipservicesk9 based image.
- Manufacturing installs advipservices and advsecurity
license on the device.
- This device will run all features that are part of the
base advipservices license.
- No upgrades available for advipservices license.

The user has to accept the End User License Agreement(EULA)
before using this MIB to configure the image level.

This MIB should be used in conjuntion with
CISCO-LICENSE-MGMT-MIB module to achieve the image level
licensing functionality.

This MIB module defines objects which provides the different
image levels supported by the device and the license required
to enable a particular image level. It also defines objects
to let the user configure the required image level. The MIB
module contains notification which will be triggered when
the user changes the image level for next boot.

The CISCO-LICENSE-MGMT-MIB module should be used to export
the EULA and to configure the required license.

```
      This MIB module is defined generically so it can be used for
      both stand-alone as well as stackable devices. The

  entPhysicalIndex imported from ENTITY-MIB is used to identify
      the device uniquely."
    REVISION        "200710160000Z"
    DESCRIPTION
      "Initial version of this MIB module."
    ::= { ciscoMgmt 640 }


ciscoImageLicenseMgmtMIBNotifs  OBJECT IDENTIFIER
    ::= { ciscoImageLicenseMgmtMIB 0 }

ciscoImageLicenseMgmtMIBObjects  OBJECT IDENTIFIER
    ::= { ciscoImageLicenseMgmtMIB 1 }

ciscoImageLicenseMgmtMIBConform  OBJECT IDENTIFIER
    ::= { ciscoImageLicenseMgmtMIB 2 }


BootImageLevel ::= TEXTUAL-CONVENTION
    STATUS          current
    DESCRIPTION
      "This textual convention is used to define
      the image level.

      If the device is running at advipservices
      image level, then the boot image level will
      be 'advipservices'."
    SYNTAX          OCTET STRING (SIZE (0..255))

LicenseNameList ::= TEXTUAL-CONVENTION
    STATUS          current
    DESCRIPTION
      "This textual convention is used to define
      the list of license names.
   If multiple licenses
      are present then this string will contain all
      the licenses seperated by the ',' character.

      If the license required to run a device at
      advipservices image level is advipservices and
      advsecurity, then the license name list will be
      'advipservices,advsecurity'."
    SYNTAX          OCTET STRING (SIZE (0..255))
-- Table for executing license management actions.
```

```
cilmBootImageLevelTable OBJECT-TYPE
  SYNTAX        SEQUENCE OF CilmBootImageLevelEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "A table that contains the configuration information of
     current and next boot image level. This table contains
     entries for each software module running in an image
     loaded in the device. The software module is identified by
     cilmModuleName and the device is identified by
     entPhysicalIndex."
  ::= { ciscoImageLicenseMgmtMIBObjects 1 }

cilmBootImageLevelEntry
 OBJECT-TYPE
  SYNTAX        CilmBootImageLevelEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "An entry in the table for each module containing the
     list of objects that define the configuration of next
     boot level. The following information is specified by
     the objects present in the table.

     - Current image level.
     - Configured image level for the next boot.
     - Actual image level for the next boot.
     - License store index for the current license.
     - License index of the current license.
     - License store index for the next boot license.
     - License index of the next boot license."
  INDEX         {
                  entPhysicalIndex,
                  cilmModuleName
                }
  ::= { cilmBootImageLevelTable 1 }

CilmBootImageLevelEntry ::= SEQUENCE {
     cilmModuleName              SnmpAdminString,
     cilmCurrentImageLevel
       BootImageLevel,
     cilmConfiguredBootImageLevel  BootImageLevel,
     cilmNextBootImageLevel       BootImageLevel,
     cilmCurrentLicenseStoreIndex  Unsigned32,
     cilmCurrentLicenseIndex      Unsigned32,
     cilmNextBootLicenseStoreIndex Unsigned32,
     cilmNextBootLicenseIndex     Unsigned32
}
```

```
cilmModuleName OBJECT-TYPE
  SYNTAX        SnmpAdminString
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "This object is used as one of the two indices in
     cilmBootImageLevelTable. This object indicates the module
     name of the software package. There can be multiple
     modules in an image performing specific functionality.
     For example, in a wireless image there can be two modules
     - a base image module and a wireless module."
  ::= { cilmBootImageLevelEntry 1 }

cilmCurrentImageLevel OBJECT-TYPE
  SYNTAX        BootImageLevel
  MAX-ACCESS    read-only
  STATUS
       current
  DESCRIPTION
     "This object indicates the current image level that
     the module is running."
  ::= { cilmBootImageLevelEntry 2 }

cilmConfiguredBootImageLevel OBJECT-TYPE
  SYNTAX        BootImageLevel
  MAX-ACCESS    read-write
  STATUS        current
  DESCRIPTION
     "This object indicates the configured image level
     of the module for the next boot.

     Note: The configured next boot image level may not
     be the actual next boot image level. The actual next
     boot image level is denoted by cilmNextBootImageLevel
     which is determined based on the license availability."
  ::= { cilmBootImageLevelEntry 3 }

cilmNextBootImageLevel OBJECT-TYPE
  SYNTAX        BootImageLevel
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the next boot image level. The
     next boot image level can be different from configured
     level. The next boot
 image level is determined based
     on the availability of required license."
```

::= { cilmBootImageLevelEntry 4 }

cilmCurrentLicenseStoreIndex OBJECT-TYPE
SYNTAX Unsigned32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the license store index where the currently used license is stored. This object has the same value as clmgmtLicenseStoreIndex object and uniquely identifies an entry in clmgmtLicenseStoreInfoTable in CISCO-LICENSE-MGMT-MIB.

Note: The license store index can be '0' if no license is installed and device is running base image."
::= { cilmBootImageLevelEntry 5 }

cilmCurrentLicenseIndex OBJECT-TYPE
SYNTAX Unsigned32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the license index of the currently used license. This object has the same value as clmgmtLicenseIndex and uniquely identifies an entry in clmgmtLicenseInfoTable in CISCO-LICENSE-MGMT-MIB.

Note: The license index can be '0' if no license is installed and device is running base image."
::= { cilmBootImageLevelEntry 6 }

cilmNextBootLicenseStoreIndex OBJECT-TYPE
SYNTAX Unsigned32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the license store index where the next boot license is stored. This object has the same value as clmgmtLicenseStoreIndex object and uniquely identifies an entry in clmgmtLicenseStoreInfoTable in CISCO-LICENSE-MGMT-MIB.

Note: The license store index can be '0' if no license is installed for the next boot."
::= { cilmBootImageLevelEntry 7 }

cilmNextBootLicenseIndex OBJECT-TYPE

```
  SYNTAX          Unsigned32
  MAX-ACCESS      read-only
  STATUS          current
  DESCRIPTION
     "This object indicates
 the license index of the next boot
     license. This object has the same value as clmgmtLicenseIndex
     and uniquely identifies an entry in clmgmtLicenseInfoTable in
     CISCO-LICENSE-MGMT-MIB.

     Note: The license index can be '0' if no license is
     installed for the next boot."
  ::= { cilmBootImageLevelEntry 8 }



cilmImageLevelToLicenseMapTable OBJECT-TYPE
  SYNTAX          SEQUENCE OF CilmImageLevelToLicenseMapEntry
  MAX-ACCESS      not-accessible
  STATUS          current
  DESCRIPTION
     "This table contains the mapping between different
     image levels of each modules in the image and the
     license required to run the modules at a particular
     image level. This table can be used to identify the
     different image levels and the appropriate licenses
     required for each."
  ::= { ciscoImageLicenseMgmtMIBObjects 2 }

cilmImageLevelToLicenseMapEntry OBJECT-TYPE
  SYNTAX          CilmImageLevelToLicenseMapEntry
   MAX-ACCESS      not-accessible
  STATUS          current
  DESCRIPTION
     "An entry in the table containing the following
     information.
     - The image levels at the which the modules can be run.
     - The license required to the run a module at a
     particular image level.
     - The priority of the license."
  INDEX           {
                    entPhysicalIndex,
                    cilmModuleName,
                    cilmImageLicenseMapIndex
                  }
  ::= { cilmImageLevelToLicenseMapTable 1 }

CilmImageLevelToLicenseMapEntry ::= SEQUENCE {
```

```
      cilmImageLicenseMapIndex   Unsigned32,
      cilmImageLicenseImageLevel BootImageLevel,
      cilmImageLicenseName       LicenseNameList,
      cilmImageLicensePriority   Unsigned32
}

cilmImageLicenseMapIndex OBJECT-TYPE
  SYNTAX         Unsigned32
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION
     "This is a running
 index used to identify an entry
     of this table."
  ::= { cilmImageLevelToLicenseMapEntry 1 }

cilmImageLicenseImageLevel OBJECT-TYPE
  SYNTAX         BootImageLevel
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the image level at which
     a module can be run. A module can be run at
     different image levels. An entry will be created
     in this table for every module and image level
     combination."
  ::= { cilmImageLevelToLicenseMapEntry 2 }

cilmImageLicenseName OBJECT-TYPE
  SYNTAX         LicenseNameList
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the list of licenses needed to
     be installed for the module to run at the image level
     mentioned by cilmImageLicenseImageLevel object of this
     entry."
  ::= { cilmImageLevelToLicenseMapEntry 3 }

cilmImageLicensePriority OBJECT-TYPE
  SYNTAX         Unsigned32
 (1..255)
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the priority of the image level
     mentioned by cilmImageLicenseImageLevel object of this
     entry. The image level with the highest priority license
```

```
        will be considered as the default level in the absense of
        next boot image level configuration. For example if there
        are three licenses l1, l2 and l3 in the ascending order of
        priority, then by default l1 will be the level at which the
        module will be running. If the next boot level is configured
        then the configuration will override the priority. The highest
        priority license supports a feature set which is a super set of
        all other licenses."
    ::= { cilmImageLevelToLicenseMapEntry 4 }



-- Global Objects

cilmEULAAccepted OBJECT-TYPE
    SYNTAX          TruthValue
    MAX-ACCESS      read-write
    STATUS          current
    DESCRIPTION

  "This object when set to TRUE means that the user has
        accepted the END USER LICENSE AGREEMENT. This object
        has to be set to TRUE by the user before using the
        objects in the cilmBootImageLevelTable to configure
        the license."
    DEFVAL          { false }
    ::= { ciscoImageLicenseMgmtMIBObjects 3 }
-- Notification control

cilmNotifCntl  OBJECT IDENTIFIER
    ::= { ciscoImageLicenseMgmtMIBObjects 4 }



cilmImageLevelChangedNotif OBJECT-TYPE
    SYNTAX          TruthValue
    MAX-ACCESS      read-write
    STATUS          current
    DESCRIPTION
        "Specify whether or not a notification should be
        generated on the detection of change in next boot
        image level.

        If set to TRUE, cilmBootImageLevelChanged notification
        will be generated. It is the responsibility of the
        management entity to ensure that the SNMP administrative
        model is configured in such a way as to allow the
        notification to be delivered."
```

```
    REFERENCE
        "See also RFC3413 for explanation that notifications
        are under the ultimate control of the MIB module in
        this document."
    DEFVAL      { false }
    ::= { cilmNotifCntl 1 }

-- Notifications

cilmBootImageLevelChanged NOTIFICATION-TYPE
    OBJECTS     {
                    cilmCurrentImageLevel,
                    cilmConfiguredBootImageLevel
                }
    STATUS      current
    DESCRIPTION
        "This notification is triggered when next boot image level
        is changed in the management entity. The current and
        configured image level are indicated by cilmCurrentImageLevel
        and cilmConfiguredBootImageLevel objects respectively."
    ::= { ciscoImageLicenseMgmtMIBNotifs 1 }
-- Conformance

cilmModuleCompliances  OBJECT IDENTIFIER
    ::= { ciscoImageLicenseMgmtMIBConform 1 }

cilmModuleGroups  OBJECT IDENTIFIER
    ::= { ciscoImageLicenseMgmtMIBConform 2 }


cilmModuleCompliance MODULE-COMPLIANCE
    STATUS      current
    DESCRIPTION
        "Compliance statement for Cisco Image level license mgmt MIB."
    MODULE      -- this module
    MANDATORY-GROUPS {
                    cilmAdminGroup,
                    cilmNotifGroup
                }

    GROUP       cilmOperGroup
    DESCRIPTION
        "This group is mandatory for all devices where
        multiple license are supported."
    ::= { cilmModuleCompliances 1 }

-- Units of Conformance
```

```
cilmAdminGroup OBJECT-GROUP
  OBJECTS       {
                  cilmCurrentImageLevel,
                  cilmConfiguredBootImageLevel,
                  cilmNextBootImageLevel,
                  cilmCurrentLicenseStoreIndex,
                  cilmCurrentLicenseIndex,
                  cilmNextBootLicenseStoreIndex,
                  cilmNextBootLicenseIndex,
                  cilmEULAAccepted,
                  cilmImageLevelChangedNotif

          }
  STATUS        current
  DESCRIPTION
     "Objects for performing license set operation for setting
     next boot level."
  ::= { cilmModuleGroups 1 }

cilmOperGroup OBJECT-GROUP
  OBJECTS       {
                  cilmImageLicenseImageLevel,
                  cilmImageLicenseName,
                  cilmImageLicensePriority
                }
  STATUS        current
  DESCRIPTION
     "Objects for getting current image level configuration data."
  ::= { cilmModuleGroups 2 }

cilmNotifGroup NOTIFICATION-GROUP
 NOTIFICATIONS    { cilmBootImageLevelChanged }
  STATUS        current
  DESCRIPTION
     "Objects for getting current image level configuration data."
  ::= { cilmModuleGroups 3 }

END
-- ****************************************************************************
-- CISCO-LICENSE-MGMT-MIB.my: Cisco MIB to manage licenses on
-- Cisco devices
--
-- July 2006, Sunil Gudurvalmiki
--
-- Copyright (c) 2006, 2008, 2011-2012 by Cisco Systems Inc.
-- All rights reserved.
--
-- ****************************************************************************
```

```
CISCO-LICENSE-MGMT-MIB DEFINITIONS ::= BEGIN

IMPORTS
  OBJECT-TYPE,
  MODULE-IDENTITY,
  Unsigned32,
  NOTIFICATION-TYPE
     FROM SNMPv2-SMI
  MODULE-COMPLIANCE,
  OBJECT-GROUP,
  NOTIFICATION-GROUP
     FROM SNMPv2-CONF
  TEXTUAL-CONVENTION,
  TruthValue,
  RowStatus,
  StorageType,
  DateAndTime
     FROM SNMPv2-TC
  SnmpAdminString
     FROM SNMP-FRAMEWORK-MIB
  entPhysicalIndex,
  PhysicalIndexOrZero
     FROM ENTITY-MIB
  InetAddressType,
  InetAddress
     FROM INET-ADDRESS-MIB
  ciscoMgmt
     FROM CISCO-SMI;


ciscoLicenseMgmtMIB MODULE-IDENTITY
  LAST-UPDATED    "201204190000Z"
   ORGANIZATION    "Cisco Systems Inc."
  CONTACT-INFO
        "Cisco Systems
        Customer Service

        Postal: 170 W Tasman Drive

        San Jose, CA  95134

        USA

        Tel: +1 800 553 -NETS

        E-mail: cs-snmp@cisco.com"
  DESCRIPTION
```

"The MIB module for managing licenses on the system.
The licensing mechanism provides flexibility to
enforce licensing for various features in the system.

The following text introduces different concepts and
terms those are necessary to understand the MIB definition
and to perform license management.

UDI
Universal Device Identifier that uniquely identifies a
device. It comprises of product ID, version ID and serial
number of the device.

NODE LOCKED LICENSE:
Node locked licenses are locked to one of the device
identifiers in the system. For example, the license
can be locked to the UDI value of one of the devices
in the system. Locking a license to an UDI guarantees
that the license will not be moved to a device with a
different UDI.

NON-NODE LOCKED LICENSE:
Non-node locked licenses are not locked to any device
identifier. They can be used on other similar devices.

METERED LICENSE:
Metered licenses are valid for limited period of time
and they expire after that. This period is the usage
period of a license and it is not based on real time
clock, but system clock.

EULA:
End User License Agreement.

EVALUATION LICENSE:
Evaluation licenses are non-node locked metered
licenses which are valid only for a limited period.
They are used only when there are no permanent,
extension or grace period licenses for a feature.
User
will have to accept EULA (End User License
Agreement) before using an evaluation license. Even
though they are not node locked, their usage is
recorded on the device.

RIGHT TO USE (RTU) LICENSE:
Right to use license is a non-node locked metered
license which is in evaluation mode for a limited

time after which it is converted to Right To Use (RTU)
license and is valid for the lifetime of the product.
User will have to accept EULA (End User License Agreement)
before using this license. Even though it is not node
locked, usage information is recorded on the device.

EXTENSION LICENSE:
Extension licenses are node locked metered licenses.
These licenses are issued by Cisco's licensing portal.
These licenses need to be installed using management
interfaces on the device. User will have to accept an

EULA as part of installation of extension license.

GRACE PERIOD LICENSE:
Grace period licenses are node locked metered licenses.
These licenses are issued by Cisco's licensing portal
as part of the permission ticket to rehost a license.
These licenses are installed on the device as part of
the rehost operation. User will have to accept an
EULA as part of the rehost operation for this type
of license. Details on permission ticket, rehost
operations are provided further down in this
description clause.

PERMANENT LICENSE:
Permanent licenses are node locked licenses that have
no usage period associated with them. These licenses
are issued by Cisco's licensing portal. These licenses
need to be installed using management interfaces on
the device. Once these licenses are installed, they
will provide
needed permission for the feature/image
across different versions.

COUNTED LICENSE:
Counted licenses limit the number of similar entities
that can use the license. For example, a counted
license when used by a feature can limit the number
of IP phones that can connect or the number of tunnels
that can be created.

UNCOUNTED LICENSE:
Uncounted licenses do not limit the number of similar
entities that can use the licenses.

License can be enforced at the image level or at the feature
level and this MIB module supports both.

IMAGE LEVEL LICENSING:

A universal image that contains all levels of software packages is loaded on to the device. At boot time, the device determines the highest level of license and brings up the appropriate software features or subsystems.

FEATURE LEVEL LICENSING:

Feature level licensing will support enforcement of license at individual feature. Features have to check for their licenses before enabling themselves. If it does not have a license, the feature should disable itself.

There is a one-to-one relationship between a feature and a license. That is, a feature can use only one license at a time and a license can be used by only one feature at a time.

LICENSE LINE:

A License line is an atomic set of ASCII characters arranged in a particular format that holds the license for a single feature within it. A line has all the necessary fields and attributes that make it a valid, non-tamper able and complete license.

LICENSE FILE:

File generated by Cisco licensing portal. It is used to install license on product. It has a user readable part and it contains one or more license lines.

DEVICE CREDENTIALS:

Device credentials file is a document that is generated by a licensed device. This document establishes the identity of the device and proves that the sender/user has/had authorized access to the device.

REHOST:

Rehost operation allows a node locked license that is installed on a device to be installed on other similar device. As part of rehost operation, a device processes the permission ticket, revokes the license(s) on the device and generates a rehost ticket as the proof of revocation. This rehost ticket needs to be presented to the Cisco's licensing portal to get the license transferred on to a new similar device.

PERMISSION TICKET:
Permission ticket is a document generated by Cisco licensing portal that allows
a device to rehost its
licenses.

REHOST TICKET:
Rehost ticket is document generated by a device after it has applied a permission ticket. The rehost ticket is a proof of revocation.

LICENSING PORTAL:
Generates licenses, permission tickets and verifies device credentials and rehost tickets.

This MIB module provides MIB objects to install, clear, revoke licenses. It also provides objects to regenerate last rehost ticket, backup all the licenses installed on a device, generate & export EULA for licenses.

STEPS TO INSTALL A LICENSE:
To install a license, the management application
1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the license file, uses device credentials to identify the device
3. Executes the license install action.

STEPS TO CLEAR A LICENSE:
To clear a license, the management application
1. Identifies the license to be cleared using license index.
2. Executes the license clear action.

STEPS TO REHOST A LICENSE:
To rehost a license, the management application
1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the processPermissionTicket action. Device revokes the license and generates rehost ticket to be submitted as proof of revocation.
4. Retrieves device credentials of the device where the license needs to be transferred to.
5. Submits rehost ticket as proof of revocation to Cisco's licensing portal, uses device credentials of

the new device to identify the device, gets license file.

6. Executes the license install action on the new device.

STEPS TO REGENERATE LAST REHOST TICKET:

To regenerate last rehost ticket, the management application

1. Retrieves device credentials of the device.
2. Uses already obtained permission ticket or communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the regenerateLastRehostTicket action. Device generates rehost ticket to be submitted as proof of revocation.

STEPS TO BACKUP ALL LICENSES:

To backup all licenses installed in the device, the management application

1. Specifies the backup file path.
2. Executes the license backup action.

STEPS TO GENERATE & EXPORT EULA:

To install certain kind of licenses, the management application must accept EULA first. The management application can generate and export EULA for one or more licenses with out installing licenses as follows.

1. Specifies the license file path that has licenses to be installed
2. Specifies the EULA file path where EULA need to be exported to
3. Executes the generate EULA action.

To support the various license actions, this MIB module also defines MIB objects to know if a device supports licensing, retrieve device credentials, retrieve information on license stores in the device.

It also defines MIB objects to expose management information associated with the licenses installed on the device, with the licensable features in the software image.

This MIB module also defines various notifications that will be triggered to asynchronously notify the management application of any critical events.

This MIB module is defined generically so it can be
implemented on stand alone devices or stack of devices.
In stack of devices, one device in the stack acts as
master agent and rest are slave agents. Each device in the
stack has its own UDI. The master agent receives requests
on behalf of all the devices in the stack including itself
and delegates it to other devices as needed. It also
collects responses from other devices and sends them to
the management application. Examples of such devices include
stackable switches, devices with route processor and line
cards. On the other hand, stand alone device is a single
device and has only one UDI associated with it.

entPhysicalIndex imported from ENTITY-MIB is used to
identify the device uniquely. It is specified
as the index
or one of the index for tables in this MIB as needed."
REVISION "201204190000Z"
DESCRIPTION
"This version of the MIB adds support for Permanent Right to use (RTU)
licensing. The revisions are:
o Updated clmgmtLicenseType object to support the following new
types of license:
permanentRightToUse

The new module compliance is ciscoLicenseMgmtComplianceRev1."

REVISION "201104190000Z"
DESCRIPTION
"This version of the MIB adds support for Right to use (RTU)
licensing. The revisions are:
o Added RTU license definition to MIB description above.
o Updated clmgmtLicenseType object to support the following new
types of license:
evalRightToUse
rightToUse
o Added following objects to clmgmtLicenseInfoTable
clmgmtLicensePeriodUsed
o Added following objects to clmgmtLicensableFeatureTable
clmgmtFeaturePeriodUsed
o Added the following notifications
clmgmtLicenseEvalRTUTransitionWarning
clmgmtLicenseEvalRTUTransition
o Added the following conformance groups
clmgmtLicenseRTUGroup
clmgmtLicenseRTUUsageNotifGroup

```
      The new module compliance is ciscoLicenseMgmtComplianceRev1."
    REVISION        "200811210000Z"
    DESCRIPTION
      "This version of the MIB adds support for subscription
      licensing. Subscription licenses provide software
      enforcement for a licensed feature for a fixed calendar
      period. The revisions are:
      o Updated clmgmtLicenseType object to support the following three
        new types of licenses:
            paidSubscription
            evaluationSubscription
            extensionSubscription
      o Added following objects to clmgmtLicenseInfoTable
            clmgmtLicenseStartDate
            clmgmtLicenseEndDate
      o Added following
 objects to clmgmtLicensableFeatureTable
            clmgmtFeatureStartDate
            clmgmtFeatureEndDate
      o Added the following notifications
            clmgmtLicenseSubscriptionExpiryWarning
            clmgmtLicenseSubscriptionExtExpiryWarning
            clmgmtLicenseSubscriptionExpired
      o Added the following conformance groups
            clmgmtLicenseSubscriptionGroup
            clmgmtLicenseSubscriptionUsageNotifGroup
      The new module compliance is ciscoLicenseMgmtComplianceRev1."
    REVISION        "200610030000Z"
    DESCRIPTION
      "Initial version of this MIB module."
    ::= { ciscoMgmt 543 }


ciscoLicenseMgmtMIBNotifs  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIB 0 }

ciscoLicenseMgmtMIBObjects  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIB 1 }

ciscoLicenseMgmtMIBConform  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIB 2 }

clmgmtLicenseConfiguration  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIBObjects 1 }

clmgmtLicenseInformation
  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIBObjects 2 }
```

```
clmgmtLicenseDeviceInformation  OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIBObjects 3 }

clmgmtLicenseNotifObjects  OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIBObjects 4 }


ClmgmtLicenseIndex ::= TEXTUAL-CONVENTION
  STATUS        current
  DESCRIPTION
     "A unique value, for each license in the managed system.
     It is not necessary to have values assigned contiguously.
     The value for each license must remain constant
     at least from one re-initialization of the entity's
     network management system to the next re-initialization"
  SYNTAX        Unsigned32 (1..4294967295)

ClmgmtLicenseIndexOrZero ::= TEXTUAL-CONVENTION
  STATUS        current
  DESCRIPTION
     "This textual convention is an extension of the ClmgmtLicenseIndex
     convention.  The latter defines a greater than zero value
     used to identify a license in the managed system.
  This
     extension permits the additional value of zero. The value
     zero is object-specific and must therefore be defined as
     part of the description of any object which uses this
     syntax. Examples of the usage of zero might include
     situations where license was not present or unknown."
  SYNTAX        Unsigned32

ClmgmtLicenseTransferProtocol ::= TEXTUAL-CONVENTION
  STATUS        current
  DESCRIPTION
     "The transfer protocol that should be used for copying files
     when performing license management. When the protocol is
     set to local(2), local file system (flash or disk) is used.
     Different agents may support different transfer protocols
     and the management application is expected to some how determine
     which protocol is supported and use."
  SYNTAX        INTEGER  {
                  none(1),
                  local(2),
                  tftp(3),
                  ftp(4),
                   rcp(5),
                  http(6),
```

```
            scp(7),
            sftp(8)
        }

ClmgmtLicenseActionState ::= TEXTUAL-CONVENTION
  STATUS        current
  DESCRIPTION
    "The state of license action execution.

    none(1)             - action is not yet scheduled to be
                        executed.

    pending(2)          - All the required parameters for the
                        action are set and the action is
                        scheduled to be executed.

    inProgress(3)       - action execution has started and is
                        in progress.

    successful(4)       - action has completed successfully.

    partiallySuccessful(5) - action has completed, but was
                        partially successful. Management
                        application can query additional MIB

                objects to know what is successful
                        and what has failed. These addtional
                        objects are listed in the
                        description of the corresponding
                        action tables.

    failed(6)           - action has failed."
  SYNTAX        INTEGER  {
                none(1),
                pending(2),
                inProgress(3),
                successful(4),
                partiallySuccessful(5),
                failed(6)
            }

ClmgmtLicenseActionFailCause ::= TEXTUAL-CONVENTION
  STATUS        current
  DESCRIPTION
    "Reason for license action failure. Defines error codes for
    all the license actions.

    none(1)             - action execution has not
```

started yet. If the action
is
completed and the action
is successful, then also
none(1) is returned to
indicate that there are no
errors.
generalFailure(2) - General licensing failure.
This will be used for resource
unavailability failures.
Ex: Lack of memory.
transferProtocolNotSupported(3) - protocol selected is not
supported.
fileServerNotReachable(4) - file server is not reachable.
unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
valid
invalidLicenseFilePath(6) - The license file path is not
accessible.
invalidLicenseFile(7) - Contents of license file are

not valid.
invalidLicenseLine(8) - License string in the license
file is not valid.
licenseAlreadyExists(9) - Management application is trying
to install a license that already
exists.
licenseNotValidForDevice(10) - This license is not valid for
the device/entPhysicalIndex
specified.
invalidLicenseCount(11) - Invalid count for this counted
license.
invalidLicensePeriod(12) - Validity period is invalid for
this expiring license.
licenseInUse(13) - License file is in use by a
feature/image.
invalidLicenseStore(14) - License store is not valid.
licenseStorageFull(15) - There is
no more space in the
license storage.
invalidPermissionTicketFile(16) - The permission ticket file
path is not accecssible.
invalidPermissionTicket(17) - The permission ticket file
contents are not valid.
invalidRehostTicketFile(18) - The rehost ticket file path is
not accessible.
invalidRehostTicket(19) - The rehost ticket file contents
are not valid.
invalidLicenseBackupFile(20) - License backup store path

is not accessible.
licenseClearInProgress(21) - When license clear action is
in progress, license backup
action is not permitted to
avoid race conditions. This

error code is sent back in
response to a license backup
action when a license clear
action is in progress or in
pending state. Try again in few
seconds.
invalidLicenseEULAFile(22) - EULA file path is not accessible."
SYNTAX INTEGER {
none(1),
generalFailure(2),
transferProtocolNotSupported(3),
fileServerNotReachable(4),
unrecognizedEntPhysicalIndex(5),
invalidLicenseFilePath(6),
invalidLicenseFile(7),
invalidLicenseLine(8),
licenseAlreadyExists(9),
licenseNotValidForDevice(10),
invalidLicenseCount(11),

invalidLicensePeriod(12),
licenseInUse(13),
invalidLicenseStore(14),
licenseStorageFull(15),
invalidPermissionTicketFile(16),
invalidPermissionTicket(17),
invalidRehostTicketFile(18),
invalidRehostTicket(19),
invalidLicenseBackupFile(20),
licenseClearInProgress(21),
invalidLicenseEULAFile(22)
}

clmgmtNextFreeLicenseActionIndex OBJECT-TYPE
SYNTAX Unsigned32 (1..4294967295)
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object contains appropriate value for
clmgmtLicenseActionIndex that can be used to create
an entry in clmgmtLicenseActionTable. The management application
should read this object first and then use this as the

```
        value
 for clmgmtLicenseActionIndex to avoid collisions
        when creating entries in clmgmtLicenseActionTable.
        Following this approach does not guarantee collision free
        row creation, but will reduce the probability. The
        collision will happen if two management applications read this
        object at the same time and attempt to create an entry
        with this value at the same time. In this case, the
        management application whose request is processed after the first
        request will get an error and the process of reading this object
        and entry creation needs to be repeated."
    ::= { clmgmtLicenseConfiguration 1 }
-- Table for executing license management actions.

clmgmtLicenseActionTable OBJECT-TYPE
    SYNTAX          SEQUENCE OF ClmgmtLicenseActionEntry
    MAX-ACCESS      not-accessible
    STATUS          current
    DESCRIPTION
        "A table for invoking license management actions. Management
        application must create a row
 in this table to trigger any of
        the license management actions. The following are different
        actions that can be executed using this table.
            1. install
            2. clear
            3. processPermissionTicket
            4. regenerateLastRehostTicket
            5. backup
            6. generateEULA

        Refer to the description of clmgmtLicenseAction for more
        information on what these actions do on the device.
        Once the request completes, the management application should
        retrieve the values of the objects of interest, and then
        delete the entry.  In order to prevent old entries from
        clogging the table, entries will be aged out, but an entry
        will never be deleted within 5 minutes of completion."
    ::= { clmgmtLicenseConfiguration 2 }

clmgmtLicenseActionEntry OBJECT-TYPE
    SYNTAX          ClmgmtLicenseActionEntry
    MAX-ACCESS      not-accessible
    STATUS          current
    DESCRIPTION
        "An
 entry for each action that is being executed or was
        executed recently. The management application executes an
```

action
by creating this entry. This can be done in the following
2 methods

1. CREATE-AND-GO method
   Management application sets clmgmtLicenseActionRowStatus to
   createAndGo(4) and all other required objects to valid
   values in a single SNMP SET request. If all the values
   are valid, the device creates the entry and executes the
   action. If the SET request fails, the entry will not be
   created.
2. CREATE-AND-WAIT method
   Management application sets clmgmtLicenseActionRowStatus to
   createAndWait(5) to create an entry. Management application
   can set all other required objects to valid
   values in more than one SNMP SET request. If SET request
   for any of the objects fails, management application can
set
    just only that object. Once all the required objects
   are set to valid values, management application triggers
action
   execution by setting clmgmtLicenseActionRowStatus to
   active(1).

To stop the action from being executed, the management
application
can delete the entry by setting clmgmtLicenseActionRowStatus
to destroy(6) when clmgmtLicenseActionState is pending(2).

The status of action execution can be known by querying
clmgmtLicenseActionState. If the action is still in
pending(2) or in inProgress(3) state, the management
application need to check back again after few seconds.
Once the action completes and status of the action is
failed(6), the reason for failure can be retrieved
from clmgmtLicenseActionFailCause. If the status of the
action is partiallySuccessful(5), results of individual
licenses can be queried from clmgmtLicenseActionResultTable.

Not all objects in the entry are needed to execute every
action. Below is the list of actions and the required
objects that are needed to be set for executing that
action.

1. Installing a license
  The following MIB objects need to be set for installing a
  license
    a. clmgmtLicenseActionTransferProtocol

b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicenseFile
g. clmgmtLicenseStore
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAcceptEULA
j. clmgmtLicenseAction

clmgmtLicenseActionEntPhysicalIndex need not be set explicitly for license installs. License itself identifes the device where the license needs to be installed.

clmgmtLicenseStore need
to be set to store the licenses
in a non-default license store. But, if a license file has more than one license and licenses need to be installed on multiple devices (for example to multiple members with in a stack), then value of clmgmtLicenseStore is ignored and the licenses will be installed in default license stores of the respective devices.

2. Clearing a license
The following MIB objects need to be set for clearing a license
a. clmgmtLicenseActionEntPhysicalIndex
b. clmgmtLicenseActionLicenseIndex
c. clmgmtLicenseStore
d. clmgmtLicenseAction

3. Revoking a license
The following MIB objects need to be set for revoking a license
a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicensePermissionTicketFile
g. clmgmtLicenseRehostTicketFile
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAction

4. Regenerate last rehost ticket
The following MIB objects need to be set for regenerating last rehost ticket
a. clmgmtLicenseActionTransferProtocol

b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicensePermissionTicketFile
g. clmgmtLicenseRehostTicketFile
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAction

5. Save all licenses to a backup storage
The following MIB objects need to be set for storing all licenses to a backup store
a. clmgmtLicenseActionEntPhysicalIndex
b. clmgmtLicenseActionTransferProtocol
c. clmgmtLicenseServerAddressType
d. clmgmtLicenseServerAddress
e. clmgmtLicenseServerUsername
f. clmgmtLicenseServerPassword
g. clmgmtLicenseBackupFile
h. clmgmtLicenseAction

6. Generate and export EULA if the licenses need EULA to be accepted for installing.
The following MIB objects need to be set exporting required EULAs
a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicenseFile
g. clmgmtLicenseEULAFile
h. clmgmtLicenseAction

For any action, if clmgmtLicenseActionTransferProtocol is set to local(2), the following objects need not be set.
a. clmgmtLicenseServerAddressType

b. clmgmtLicenseServerAddress
c. clmgmtLicenseServerUsername
d. clmgmtLicenseServerPassword

Entry can be deleted except when clmgmtLicenseAction is set to pending(2). All entries are volatile and are cleared on agent reset."
INDEX { clmgmtLicenseActionIndex }
::= { clmgmtLicenseActionTable 1 }

```
ClmgmtLicenseActionEntry ::= SEQUENCE {
      clmgmtLicenseActionIndex           Unsigned32,
      clmgmtLicenseActionEntPhysicalIndex PhysicalIndexOrZero,
      clmgmtLicenseActionTransferProtocol ClmgmtLicenseTransferProtocol,
      clmgmtLicenseServerAddressType      InetAddressType,
      clmgmtLicenseServerAddress          InetAddress,
      clmgmtLicenseServerUsername         SnmpAdminString,
      clmgmtLicenseServerPassword         SnmpAdminString,
      clmgmtLicenseFile                   SnmpAdminString,
      clmgmtLicenseStore                  Unsigned32,
      clmgmtLicenseActionLicenseIndex
    ClmgmtLicenseIndexOrZero,
      clmgmtLicensePermissionTicketFile   SnmpAdminString,
      clmgmtLicenseRehostTicketFile       SnmpAdminString,
      clmgmtLicenseBackupFile             SnmpAdminString,
      clmgmtLicenseStopOnFailure          TruthValue,
      clmgmtLicenseAction                 INTEGER,
      clmgmtLicenseActionState            ClmgmtLicenseActionState,
      clmgmtLicenseJobQPosition           Unsigned32,
      clmgmtLicenseActionFailCause        ClmgmtLicenseActionFailCause,
      clmgmtLicenseActionStorageType      StorageType,
      clmgmtLicenseActionRowStatus        RowStatus,
      clmgmtLicenseAcceptEULA             TruthValue,
      clmgmtLicenseEULAFile               SnmpAdminString
}

clmgmtLicenseActionIndex OBJECT-TYPE
  SYNTAX         Unsigned32 (1..4294967295)
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION
     "This object uniquely identifies a row in
     clmgmtLicenseActionTable.
 The management application should choose
     this value by reading clmgmtNextFreeLicenseActionIndex
     while creating an entry in this table. If an entry already
     exists with this index, the creation of the entry will not
     continue and error will be returned. The management application
     should read the value of clmgmtNextFreeLicenseActionIndex
     again and retry with the new value for this object."
  ::= { clmgmtLicenseActionEntry 1 }

clmgmtLicenseActionEntPhysicalIndex OBJECT-TYPE
  SYNTAX         PhysicalIndexOrZero
  MAX-ACCESS     read-create
  STATUS         current
  DESCRIPTION
```

"This object represents the entPhysicalIndex of the device
where the action is being executed. This object is mainly
used in devices where one device is acting as a master and
rest of the devices as slaves. The master device is
responsible for SNMP communication with the management
application. Examples
include stackable switches, devices
with route processor and line card configuration. If this
object is not set, the license action will be executed on
the master device. Note: This object need not be set if
there is a stand alone device"
DEFVAL { 0 }
::= { clmgmtLicenseActionEntry 2 }

clmgmtLicenseActionTransferProtocol OBJECT-TYPE
SYNTAX ClmgmtLicenseTransferProtocol
MAX-ACCESS read-create
STATUS current
DESCRIPTION
"This object represents the transfer protocol to be used
when copying files as specified in the following objects.
1. clmgmtLicenseFile
2. clmgmtLicensePermissionTicketFile
3. clmgmtLicenseRehostTicketFile
4. clmgmtLicenseBackupFile

Note: This object need not be set if the all the files
required for the action are in device's local file system."
DEFVAL { none }
::= { clmgmtLicenseActionEntry 3 }

clmgmtLicenseServerAddressType
OBJECT-TYPE
SYNTAX InetAddressType
MAX-ACCESS read-create
STATUS current
DESCRIPTION
"This object indicates the transport type of the
address contained in clmgmtLicenseServerAddress object.
This must be set when clmgmtLicenseActionTransferProtocol
is not none(1) or local(2)."
DEFVAL { unknown }
::= { clmgmtLicenseActionEntry 4 }

clmgmtLicenseServerAddress OBJECT-TYPE
SYNTAX InetAddress
MAX-ACCESS read-create
STATUS current

```
  DESCRIPTION
     "This object indicates the ip address of the server from
     which the files must be read or written to if
     clmgmtLicenseActionTransferProtocol is not none(1) or
     local(2).

     All bits as 0s or 1s for clmgmtLicenseServerAddress are not
     allowed.

     The format of this address depends on the value of the
     clmgmtLicenseServerAddressType object"
  DEFVAL
       { "" }
  ::= { clmgmtLicenseActionEntry 5 }

clmgmtLicenseServerUsername OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..96))
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the remote user name for accessing
     files via ftp, rcp, sftp or scp protocols. This object must
     be set when the clmgmtLicenseActionTransferProtocol is
     ftp(4), rcp(5), scp(7) or sftp(8). If
     clmgmtLicenseActionTransferProtocol is rcp(5), the remote
     username is sent as the server username in an rcp command
     request sent by the system to a remote rcp server."
  DEFVAL        { "" }
  ::= { clmgmtLicenseActionEntry 6 }

clmgmtLicenseServerPassword OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..96))
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the password used by ftp, sftp or
     scp for copying a file to/from
 an ftp/sftp/scp server.
     This object must be set when the
     clmgmtLicenseActionTransferProtocol is ftp(4) or scp(7)
     or sftp(8). Reading it returns a zero-length string for
     security reasons."
  DEFVAL        { "" }
  ::= { clmgmtLicenseActionEntry 7 }

clmgmtLicenseFile OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..255))
  MAX-ACCESS    read-create
```

```
  STATUS        current
  DESCRIPTION
     "This object represents the location of the license file
     on the server identified by clmgmtLicenseServerAddress. This
     object MUST be set to a valid value before or concurrently
     with setting the value of the clmgmtLicenseAction object to
     install(2). For other operations, the value of this
     object is not considered, it is irrelevant."
  DEFVAL        { "" }
  ::= { clmgmtLicenseActionEntry 8 }

clmgmtLicenseStore OBJECT-TYPE
  SYNTAX        Unsigned32
  MAX-ACCESS    read-create

 STATUS        current
  DESCRIPTION
     "This object represents the clmgmtLicenseStoreIndex of the
     license store to use within the device. The license store
     can be a local disk or flash. A device can have more than
     one license stores. If this object is not set, the license
     will be stored in the default license store as exposed by
     clmgmtDefaultLicenseStore object."
  DEFVAL        { 0 }
  ::= { clmgmtLicenseActionEntry 9 }

clmgmtLicenseActionLicenseIndex OBJECT-TYPE
  SYNTAX        ClmgmtLicenseIndexOrZero
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the the license index of the license
     that is the subject of this action. This is used for
     identifying a license for performing actions specific to
     that license. This object need to be set only if
     clmgmtLicenseAction is set to clear(4). The value of this
     object is same as the clmgmtLicenseIndex
 object in
     clmgmtLicenseInfoEntry for license that is subject of this
     action."
  DEFVAL        { 0 }
  ::= { clmgmtLicenseActionEntry 10 }

clmgmtLicensePermissionTicketFile OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..255))
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
```

"This object indicates the file name of the permission
ticket. This object need to be set only if
clmgmtLicenseAction is set to processPermissionTicket(4)
or regenerateLastRehostTicket(5) actions. The permission
ticket is obtained from Cisco licensing portal to revoke
a license. The management application must set this object
to valid value before invoking the action."
DEFVAL { "" }
::= { clmgmtLicenseActionEntry 11 }

clmgmtLicenseRehostTicketFile OBJECT-TYPE
SYNTAX SnmpAdminString (SIZE (0..255))
MAX-ACCESS read-create
STATUS current
DESCRIPTION
"This object indicates the file where the rehost ticket
generated by the device need to be exported to. The rehost
ticket is generated as a result of processPermissionTicket
and regenerateLastRehostTicket actions. After generating
the rehost ticket, the device exports the rehost ticket
contents to this file. This object need to be set only
if clmgmtLicenseAction is set to processPermissionTicket(4)
or regenerateLastRehostTicket(5) actions."
DEFVAL { "" }
::= { clmgmtLicenseActionEntry 12 }

clmgmtLicenseBackupFile OBJECT-TYPE
SYNTAX SnmpAdminString (SIZE (0..255))
MAX-ACCESS read-create
STATUS current
DESCRIPTION
"This object indicates the file where all the licenses in
the device need to be backed up. This object need to be set
only if clmgmtLicenseAction is set to backup(6) and the
management application must set the
value of this object
to valid value before invoking action."
DEFVAL { "" }
::= { clmgmtLicenseActionEntry 13 }

clmgmtLicenseStopOnFailure OBJECT-TYPE
SYNTAX TruthValue
MAX-ACCESS read-create
STATUS current
DESCRIPTION
"This object indicates whether the license action should
stop if the action on a license fails. This object is
applicable only if there are more than one licenses

```
    involved in an action."
  DEFVAL        { false }
  ::= { clmgmtLicenseActionEntry 14 }

clmgmtLicenseAction OBJECT-TYPE
  SYNTAX        INTEGER  {
                noOp(1),
                install(2),
                clear(3),
                processPermissionTicket(4),
                regenerateLastRehostTicket(5),
                backup(6),
                generateEULA(7)
              }
  MAX-ACCESS      read-create
  STATUS
 current
  DESCRIPTION
    "This object indicates the the command/action to be executed.

    Command                   Remarks
    -------                   -------
    noOp(1)                     No operation will be
                              performed.

    install(2)                  Installs the license.

    clear(3)                    Clears the license.

    processPermissionTicket(4)     Processes thee permission
                              ticket and generates and
                              exports rehost ticket.

    regenerateLastRehostTicket(5)  Generates and exports the
                              last generated rehost
                              ticket.

    backup(6)                   Backs up all the licenses
                              installed currently onto a
                              backup store.

    generateEULA(7)
         Checks whether the licenses
                              in the license file need EULA
                              acceptance and uploads the
                              needed EULA contents to a file."
  DEFVAL        { noOp }
  ::= { clmgmtLicenseActionEntry 15 }
```

```
clmgmtLicenseActionState OBJECT-TYPE
  SYNTAX        ClmgmtLicenseActionState
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the state of this license action."
  ::= { clmgmtLicenseActionEntry 16 }

clmgmtLicenseJobQPosition OBJECT-TYPE
  SYNTAX        Unsigned32
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object represents the position of the action
     in the license action job queue that is maintained
     internally. Only actions in pending(2) state will
     be put in the queue until they are executed. By
     reading this object, the management
 application can make
     intelligent decision on whether to execute another
     action that it is planning on. For example, if there
     is already a license clear action in the queue in
     pending(2) state, management application can choose to
     defer its license back up action to a later time. This
     object will return a value of 0 if the action is not in
     pending(2) state."
  ::= { clmgmtLicenseActionEntry 17 }

clmgmtLicenseActionFailCause OBJECT-TYPE
  SYNTAX        ClmgmtLicenseActionFailCause
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the reason for this license action
     failure. The value of this object is valid only when
     clmgmtLicenseActionState is failed(6)."
  ::= { clmgmtLicenseActionEntry 18 }

clmgmtLicenseActionStorageType OBJECT-TYPE
  SYNTAX        StorageType
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION

 "This object indicates the storage type for this conceptual
     row. Conceptual rows having the value 'permanent' need not
     allow write-access to any columnar objects in the row."
```

```
  DEFVAL        { volatile }
  ::= { clmgmtLicenseActionEntry 19 }

clmgmtLicenseActionRowStatus OBJECT-TYPE
  SYNTAX        RowStatus
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the the status of this table entry.
     Once the entry status is set to active(1), the associated
     entry cannot be modified until the action completes
     (clmgmtLicenseConfigCommandStatus is set to a value
     other than inProgress(3)). Once the action completes
     the only operation possible after this is to delete
     the row. It is recommended that the management application
     should delete entries in this table after reading
     the result. In order to prevent old entries from
     clogging the table, entries
 will be aged out, but an
     entry will never be deleted within 5 minutes of
     completion"
  ::= { clmgmtLicenseActionEntry 20 }

clmgmtLicenseAcceptEULA OBJECT-TYPE
  SYNTAX        TruthValue
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates whether the End User License Agreement
     needed for installing the licenses is accepted.

     true(1) - EULA is read and accepted
     false(2) - EULA is not accepted

     Management application should set this object to true(1) when
     installing licenses that need EULA acceptance."
  DEFVAL        { false }
  ::= { clmgmtLicenseActionEntry 21 }

clmgmtLicenseEULAFile OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..255))
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the file where all the End User License
     Agreements (EULAs) need to be exported to. This object need
 to
     be set only if clmgmtLicenseAction is set to generateEULA(7) and
```

```
      the management application must set the value of this object to
      valid value before invoking action."
    DEFVAL         { "" }
    ::= { clmgmtLicenseActionEntry 22 }


-- License action results table.

clmgmtLicenseActionResultTable OBJECT-TYPE
    SYNTAX         SEQUENCE OF ClmgmtLicenseActionResultEntry
    MAX-ACCESS     not-accessible
    STATUS         current
    DESCRIPTION
      "This table contains results of license action if the
      license action involves multiple licenses. Entries in this
      table are not created for actions where there is
      only license that is subject of the action. For
      example, if there are 3 licenses in a license file
      when executing license install action, 3 entries will
      be created in this table, one for each license."
    ::= { clmgmtLicenseConfiguration 3 }

clmgmtLicenseActionResultEntry OBJECT-TYPE
    SYNTAX
        ClmgmtLicenseActionResultEntry
    MAX-ACCESS     not-accessible
    STATUS         current
    DESCRIPTION
      "An entry in clmgmtLicenseActionResultTable. Each entry
      contains result of the action for a single license.
      These entries are created immediately after action
      execution when the action involves multiple licenses.
      These entries get automatically deleted when the
      corresponding entry in clmgmtLicenseActionTable
      is deleted."
    INDEX          {
                     clmgmtLicenseActionIndex,
                     clmgmtLicenseNumber
                   }
    ::= { clmgmtLicenseActionResultTable 1 }

ClmgmtLicenseActionResultEntry ::= SEQUENCE {
      clmgmtLicenseNumber              Unsigned32,
      clmgmtLicenseIndivActionState    ClmgmtLicenseActionState,
      clmgmtLicenseIndivActionFailCause ClmgmtLicenseActionFailCause
}

clmgmtLicenseNumber OBJECT-TYPE
```

```
  SYNTAX        Unsigned32 (1..4294967295)
   MAX-ACCESS     not-accessible
  STATUS        current
  DESCRIPTION
     "This object indicates the sequence number of this license
     in the list of licenses on which the action is executed.
     For example, if there are 3 licenses in a license file
     when executing license install action, this object will
     have values 1, 2 and 3 respectively as ordered in the
     license file."
  ::= { clmgmtLicenseActionResultEntry 1 }

clmgmtLicenseIndivActionState OBJECT-TYPE
  SYNTAX        ClmgmtLicenseActionState
  MAX-ACCESS     read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the state of action on this
     individual license."
  ::= { clmgmtLicenseActionResultEntry 2 }

clmgmtLicenseIndivActionFailCause OBJECT-TYPE
  SYNTAX        ClmgmtLicenseActionFailCause
  MAX-ACCESS     read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the reason for action failure
 on this
     individual license"
  ::= { clmgmtLicenseActionResultEntry 3 }


-- License Store Info Table

clmgmtLicenseStoreInfoTable OBJECT-TYPE
  SYNTAX        SEQUENCE OF ClmgmtLicenseStoreInfoEntry
  MAX-ACCESS     not-accessible
  STATUS        current
  DESCRIPTION
     "This table contains information about all the license
     stores allocated on the device."
  ::= { clmgmtLicenseInformation 1 }

clmgmtLicenseStoreInfoEntry OBJECT-TYPE
  SYNTAX        ClmgmtLicenseStoreInfoEntry
  MAX-ACCESS     not-accessible
  STATUS        current
  DESCRIPTION
```

```
      "An entry in clmgmtLicenseStoreInfoTable. Each entry
      contains information about a license store allocated
      on the device"
    INDEX          {
                     entPhysicalIndex,
                     clmgmtLicenseStoreIndex
                   }
    ::= { clmgmtLicenseStoreInfoTable 1 }

ClmgmtLicenseStoreInfoEntry ::= SEQUENCE {
      clmgmtLicenseStoreIndex
        Unsigned32,
      clmgmtLicenseStoreName          SnmpAdminString,
      clmgmtLicenseStoreTotalSize     Unsigned32,
      clmgmtLicenseStoreSizeRemaining Unsigned32
}

clmgmtLicenseStoreIndex OBJECT-TYPE
    SYNTAX          Unsigned32 (1..4294967295)
    MAX-ACCESS      not-accessible
    STATUS          current
    DESCRIPTION
      "This object uniquely identifies a license store within
      the device."
    ::= { clmgmtLicenseStoreInfoEntry 1 }

clmgmtLicenseStoreName OBJECT-TYPE
    SYNTAX          SnmpAdminString (SIZE  (0..255))
    MAX-ACCESS      read-only
    STATUS          current
    DESCRIPTION
      "This object indicates the name of the license store
      within the device. It is a file in device's local file
      system i.e., either on a local disk or flash or some
      other storage media. For example, the value of this
      object can be 'disk1:lic_store_1.txt' or
      'flash:lic_store_2.txt"
    ::= { clmgmtLicenseStoreInfoEntry
   2 }

clmgmtLicenseStoreTotalSize OBJECT-TYPE
    SYNTAX          Unsigned32
    UNITS           "bytes"
    MAX-ACCESS      read-only
    STATUS          current
    DESCRIPTION
      "This object indicates the total number of bytes that are
      allocated to the license store."
```

```
  ::= { clmgmtLicenseStoreInfoEntry 3 }

clmgmtLicenseStoreSizeRemaining OBJECT-TYPE
  SYNTAX         Unsigned32
  UNITS          "bytes"
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the number of bytes still remaining
     to be used for new license installations in the license
     store."
  ::= { clmgmtLicenseStoreInfoEntry 4 }


-- License Device Info Table

clmgmtLicenseDeviceInfoTable OBJECT-TYPE
  SYNTAX         SEQUENCE OF ClmgmtLicenseDeviceInfoEntry
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION
     "This table contains objects that provide licensing related
     information
 at the device level. Entries will exist
     only for entities that support licensing. For example,
     if it is a stand alone device and supports licensing,
     then there will be only one entry in this table. If
     it is stackable switch then there will be multiple
     entries with one entry for each device in the stack."
  ::= { clmgmtLicenseInformation 2 }

clmgmtLicenseDeviceInfoEntry OBJECT-TYPE
  SYNTAX         ClmgmtLicenseDeviceInfoEntry
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION
     "An entry in clmgmtLicenseDeviceInfoTable. Each entry
     contains device level licensing information for a device."
  INDEX          { entPhysicalIndex }
  ::= { clmgmtLicenseDeviceInfoTable 1 }

ClmgmtLicenseDeviceInfoEntry ::= SEQUENCE {
     clmgmtDefaultLicenseStore Unsigned32
}

clmgmtDefaultLicenseStore OBJECT-TYPE
  SYNTAX         Unsigned32 (1..4294967295)
  MAX-ACCESS     read-only
```

```
  STATUS
   current
  DESCRIPTION
     "This object indicates the clmgmtLicenseStoreIndex of
     default store in the device. There will be only one
     default license store per device. If no license store
     is specified during license install, this default license
     store will be used."
  ::= { clmgmtLicenseDeviceInfoEntry 1 }


-- License Info Table

clmgmtLicenseInfoTable OBJECT-TYPE
  SYNTAX        SEQUENCE OF ClmgmtLicenseInfoEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "This table contains information about all the licenses
     installed on the device."
  ::= { clmgmtLicenseInformation 3 }

clmgmtLicenseInfoEntry OBJECT-TYPE
  SYNTAX        ClmgmtLicenseInfoEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "An entry in clmgmtLicenseInfoTable. Each entry contains
     information about a license installed on the device. This
     entry gets created when
 a license is installed successfully.
     Management application can not create these entries directly, but
     will do so indirectly by executing license install action.
     Some of these entries may already exist that correspond to
     demo licenses even before management application installs any
     licenses."
  INDEX         {
                  entPhysicalIndex,
                  clmgmtLicenseStoreUsed,
                  clmgmtLicenseIndex
                }
  ::= { clmgmtLicenseInfoTable 1 }

ClmgmtLicenseInfoEntry ::= SEQUENCE {
     clmgmtLicenseStoreUsed          Unsigned32,
     clmgmtLicenseIndex              ClmgmtLicenseIndex,
     clmgmtLicenseFeatureName        SnmpAdminString,
     clmgmtLicenseFeatureVersion     SnmpAdminString,
```

```
      clmgmtLicenseType                 INTEGER,
      clmgmtLicenseCounted              TruthValue,
      clmgmtLicenseValidityPeriod       Unsigned32,
       clmgmtLicenseValidityPeriodRemaining Unsigned32,
      clmgmtLicenseExpiredPeriod        Unsigned32,
      clmgmtLicenseMaxUsageCount        Unsigned32,
      clmgmtLicenseUsageCountRemaining  Unsigned32,
      clmgmtLicenseEULAStatus           TruthValue,
      clmgmtLicenseComments             SnmpAdminString,
      clmgmtLicenseStatus               INTEGER,
      clmgmtLicenseStartDate            DateAndTime,
      clmgmtLicenseEndDate              DateAndTime,
      clmgmtLicensePeriodUsed           Unsigned32
}

clmgmtLicenseStoreUsed OBJECT-TYPE
  SYNTAX        Unsigned32 (1..4294967295)
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "This object represents the license store that is used for
     storing this license. This object will have the same value
     as clmgmtLicenseStoreIndex in clmgmtLicenseStoreInfoEntry
     of the license store used."
  ::= { clmgmtLicenseInfoEntry
 1 }

clmgmtLicenseIndex OBJECT-TYPE
  SYNTAX        ClmgmtLicenseIndex
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "This object uniquely identifies a license within
     the device."
  ::= { clmgmtLicenseInfoEntry 2 }

clmgmtLicenseFeatureName OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..128))
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the name of the feature that is
     using or can use this license. A license can be used by
     only one feature. Examples of feature name are: 'IPBASE',
     'ADVIPSERVICE'."
  ::= { clmgmtLicenseInfoEntry 3 }

clmgmtLicenseFeatureVersion OBJECT-TYPE
```

```
  SYNTAX         SnmpAdminString (SIZE  (0..128))
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the version of the feature that is
     using or can use this license. Examples of feature version
      are: '1.0', '2.0'"
  ::= { clmgmtLicenseInfoEntry 4 }

clmgmtLicenseType OBJECT-TYPE
  SYNTAX         INTEGER  {
                  demo(1),
                  extension(2),
                  gracePeriod(3),
                  permanent(4),
                  paidSubscription(5),
                  evaluationSubscription(6),
                  extensionSubscription(7),
                  evalRightToUse(8),
                  rightToUse(9),
                  permanentRightToUse(10)
                }
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object identifies type of license. Licenses may have
     validity period defined in terms of time duration that the
     license is valid for or it may be defined in terms of actual
     calendar dates. Subscription licenses are licenses that have
     validity period defined in terms of calendar dates.

     demo(1)
          - demo(evaluation license) license.
     extension(2)         - Extension(expiring) license.
     gracePeriod(3)       - Grace period license.
     permanent(4)         - permanent license, the license has no
                          expiry date.
     paidSubscription(5)   - Paid subscription licenses are the
     licenses
                          which are purchased by customers. These
                          licenses have a start date  and end date
                          associated with them.
     evaluationSubscription(6)-Evaluation subscription licenses are
                           the trial licenses. These licenses
                           are node locked and it can be obtained
                           only once for an UDI. They are valid
                           based on calendar days. These licenses
                           have a start date and an end date
```

```
                    associated with them and are issued
                        once per UDI.
        extensionSubscription(7)- Extension subscription licenses are
                        similar to evaluation subscription
                        licenses but these licenses are issued
                        based on customer request. There are
                        no restrictions on the number of
                        licenses available for a UDI.
        evalRightToUse(8)       - Evaluation Right to use (RTU)
        license.
        rightToUse(9)           - Right to use (RTU) license.
        permanentRightToUse(10) ? Right To Use license right after it is configured
                        and is valid for the lifetime of the product.
                        This is a Right To Use license which is not in
                        evaluation mode for a limited time."

    ::=
  { clmgmtLicenseInfoEntry 5 }

clmgmtLicenseCounted OBJECT-TYPE
    SYNTAX          TruthValue
    MAX-ACCESS      read-only
    STATUS          current
    DESCRIPTION
        "This object indicates whether the license is counted
        license.
        true(1)  - counted license
        false(2) - uncounted license"
    ::= { clmgmtLicenseInfoEntry 6 }

clmgmtLicenseValidityPeriod OBJECT-TYPE
    SYNTAX          Unsigned32
    UNITS           "seconds"
    MAX-ACCESS      read-only
    STATUS          current
    DESCRIPTION
        "This object indicates the time period the license is valid for.
        This object is applicable only if clmgmtLicenseType is demo(1),
        or extension(2) or gracePeriod(3) or evalRightToUse(8). The
        object will return 0 for other license types."
    ::= { clmgmtLicenseInfoEntry 7 }

clmgmtLicenseValidityPeriodRemaining OBJECT-TYPE
    SYNTAX          Unsigned32
    UNITS           "seconds"
    MAX-ACCESS      read-only
    STATUS
```

```
    current
  DESCRIPTION
     "This object indicates the time period remaining before the
     license expires or transitions to rightToUse(9) license. This
     object is applicable only if clmgmtLicenseType is demo(1), or
     extension(2) or gracePeriod(3) or evalRightToUse(8). The object
     will contain 0 for other license types."
  ::= { clmgmtLicenseInfoEntry 8 }

clmgmtLicenseExpiredPeriod OBJECT-TYPE
  SYNTAX        Unsigned32
  UNITS         "seconds"
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the elapsed time period since the license
     expired. This object is applicable only if clmgmtLicenseType
     is demo(1), or extension(2) or gracePeriod(3). Also, this
     value of this object will be valid only after the license
     expires. The object will return 0 for other license types
     or before the license expiry."
  ::= { clmgmtLicenseInfoEntry 9 }

clmgmtLicenseMaxUsageCount
 OBJECT-TYPE
  SYNTAX        Unsigned32
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the maximum number of entities that
     can use this license. This object is applicable only if
     clmgmtLicenseCounted is true(1). The entity that is being
     counted can be anything and it depends on the licensable
     feature."
  ::= { clmgmtLicenseInfoEntry 10 }

clmgmtLicenseUsageCountRemaining OBJECT-TYPE
  SYNTAX        Unsigned32
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the number of entities that can
     still use this license. This object is applicable only
     if clmgmtLicenseCounted is true(1)."
  ::= { clmgmtLicenseInfoEntry 11 }

clmgmtLicenseEULAStatus OBJECT-TYPE
  SYNTAX        TruthValue
```

```
  MAX-ACCESS      read-only
  STATUS          current
  DESCRIPTION
     "This object indicates whether the user
 accepted
     End User License Agreement for this license.

     true(1)  - EULA accpeted
     false(2) - EULA not accepted"
  ::= { clmgmtLicenseInfoEntry 12 }

clmgmtLicenseComments OBJECT-TYPE
  SYNTAX          SnmpAdminString (SIZE  (0..255))
  MAX-ACCESS      read-write
  STATUS          current
  DESCRIPTION
     "This object represents the user modifiable comments
     about the license. This object is initially populated
     with comments from the license file."
  ::= { clmgmtLicenseInfoEntry 13 }

clmgmtLicenseStatus OBJECT-TYPE
  SYNTAX          INTEGER  {
                    inactive(1),
                    notInUse(2),
                    inUse(3),
                    expiredInUse(4),
                    expiredNotInUse(5),
                    usageCountConsumed(6)
                  }
  MAX-ACCESS      read-only
  STATUS          current
  DESCRIPTION
     "This object represents status of the license.

      inactive(1)          - license is installed, but
                             not active.
     notInUse(2)           - license is installed and
                             available for use.
     inUse(3)              - the license is being used (by
                             a feature).
     expiredInUse(4)       - license is expired but still
                             being held by the feature.
     expiredNotInUse(5)    - license is expired and not being
                             held by any feature.
     usageCountConsumed(6) - number of entities using this
                             licenses has reached the allowed
                             limit, no new entities are allowed
```

to use this license."
::= { clmgmtLicenseInfoEntry 14 }

clmgmtLicenseStartDate OBJECT-TYPE
SYNTAX DateAndTime
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object
indicates the start date for a subscription
license. It is optional for subscription linceses to have a
start date associated with them, they may only have an end
date associated with them. This object may be applicable only
when clmgmtLicenseType is paidSubscription(5),
evaluationSubscription(6) or extensionSubscription (7).
The object will contain an octet string of length 0 when it is
not applicable."
::= { clmgmtLicenseInfoEntry 15 }

clmgmtLicenseEndDate OBJECT-TYPE
SYNTAX DateAndTime
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the end date for a subscription license.
This object is applicable only when clmgmtLicenseType is
paidSubscription(5), evaluationSubscription(6) or
extensionSubscription (7). The object will contain an octet
string of length 0 when it is not applicable."
::= { clmgmtLicenseInfoEntry
16 }

clmgmtLicensePeriodUsed OBJECT-TYPE
SYNTAX Unsigned32
UNITS "seconds"
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the time period used for the
Right to use (RTU) licenses. This object is applicable for all
RTU licenses."
::= { clmgmtLicenseInfoEntry 17 }

-- Licensable features information table.

clmgmtLicensableFeatureTable OBJECT-TYPE
SYNTAX SEQUENCE OF ClmgmtLicensableFeatureEntry

```
  MAX-ACCESS      not-accessible
  STATUS          current
  DESCRIPTION
     "This table contains list of licensable features in the
     image. All the licensable features will have an entry each
     in this table irrespective of whether they are using any
     licenses currently. Entries in this table are created by
     the agent one for each licensable feature in the image.
     These entries remain in the table permanently and can not

  be deleted. Management application can not create or delete
     entries from this table."
  ::= { clmgmtLicenseInformation 4 }

clmgmtLicensableFeatureEntry OBJECT-TYPE
  SYNTAX          ClmgmtLicensableFeatureEntry
  MAX-ACCESS      not-accessible
  STATUS          current
  DESCRIPTION
     "An entry in clmgmtLicensableFeatureTable. Each entry represents
     a licensable feature."
  INDEX           {
                    entPhysicalIndex,
                    clmgmtFeatureIndex
                  }
  ::= { clmgmtLicensableFeatureTable 1 }

ClmgmtLicensableFeatureEntry ::= SEQUENCE {
     clmgmtFeatureIndex                 Unsigned32,
     clmgmtFeatureName                  SnmpAdminString,
     clmgmtFeatureVersion               SnmpAdminString,
     clmgmtFeatureValidityPeriodRemaining Unsigned32,
     clmgmtFeatureWhatIsCounted         SnmpAdminString,
     clmgmtFeatureStartDate             DateAndTime,
     clmgmtFeatureEndDate
             DateAndTime,
     clmgmtFeaturePeriodUsed            Unsigned32
}

clmgmtFeatureIndex OBJECT-TYPE
  SYNTAX          Unsigned32 (1..4294967295)
  MAX-ACCESS      not-accessible
  STATUS          current
  DESCRIPTION
     "This object uniquely identifies a licensable feature in
     the device."
  ::= { clmgmtLicensableFeatureEntry 1 }
```

```
clmgmtFeatureName OBJECT-TYPE
  SYNTAX         SnmpAdminString (SIZE  (0..128))
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the name of the licensable feature
     in the device. Examples of feature names are: 'IPBASE',
     'ADVIPSERVICE'"
  ::= { clmgmtLicensableFeatureEntry 2 }

clmgmtFeatureVersion OBJECT-TYPE
  SYNTAX         SnmpAdminString (SIZE  (0..32))
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the version of the licensable
     feature in the device. Examples
 of feature versions
     are: '1.0' or '2.0'"
  ::= { clmgmtLicensableFeatureEntry 3 }

clmgmtFeatureValidityPeriodRemaining OBJECT-TYPE
  SYNTAX         Unsigned32
  UNITS          "seconds"
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the time period remaining before
     the feature's license expires or transitions. This object is
     applicable only if clmgmtLicenseType of the license used by
     this feature is demo(1), or extension(2) or gracePeriod(3) or
     evalRightToUse(8).

     The object will contain 0 if other types of license is used
     or if the feature does not use any license. If the
     feature is using multiple licenses, this period will
     represent the cumulative period remaining from all the
     licenses used by this feature."
  ::= { clmgmtLicensableFeatureEntry 4 }

clmgmtFeatureWhatIsCounted OBJECT-TYPE
  SYNTAX         SnmpAdminString (SIZE
 (0..128))
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object represents the entity that is being counted
     by this feature. Examples of entities are IP Phones, number
```

```
      of sessions etc. This object is only applicable for
      features that use counting licenses. For other features,
      this object will return empty string."
   ::= { clmgmtLicensableFeatureEntry 5 }

clmgmtFeatureStartDate OBJECT-TYPE
   SYNTAX         DateAndTime
   MAX-ACCESS     read-only
   STATUS         current
   DESCRIPTION
      "This object indicates the license start date of the feature.
      This object is applicable if at least one of the licenses used
      for this feature has a valid start date. The start date will
      be the earliest of the valid start dates of all the licenses
      used for this feature. If none of the licenses used for this
      feature have a valid start date then this object will contain an

     octet string of length 0."
   ::= { clmgmtLicensableFeatureEntry 6 }

clmgmtFeatureEndDate OBJECT-TYPE
   SYNTAX         DateAndTime
   MAX-ACCESS     read-only
   STATUS         current
   DESCRIPTION
      "This object indicates the license end date of the feature.
      This object is applicable if at least one of the licenses used
      for this feature has a valid end date. The end date will
      be the latest of the valid end dates of all the licenses
      used for this feature. If none of the licenses used for this
      feature have a valid end date then this object will contain an
      octet string of length 0."
   ::= { clmgmtLicensableFeatureEntry 7 }

clmgmtFeaturePeriodUsed OBJECT-TYPE
   SYNTAX         Unsigned32
   UNITS          "seconds"
   MAX-ACCESS     read-only
   STATUS         current
   DESCRIPTION
      "This object indicates the license period used for the feature."
   ::= { clmgmtLicensableFeatureEntry 8 }



--
 MIB objects for exporting device credentials
```

```
clmgmtNextFreeDevCredExportActionIndex OBJECT-TYPE
  SYNTAX         Unsigned32
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object contains appropriate value for
     clmgmtDevCredExportActionIndex that can be used to create
     an entry in clmgmtDevCredExportActionTable. The management
     application should read this object first and then use this
     as the value for clmgmtDevCredExportActionIndex to avoid
     collisions when creating entries in
     clmgmtDevCredExportActionTable. Following this approach does
     not guarantee collision free row creation, but will reduce
     the probability. The collision will happen if two
     management applications read this object at the same time and
     attempt to create an entry with this value at the same time.
     In this case, the management application whose request is
     processed after the first request
 will get an error and the
     process of reading this object and entry creation needs to be
     repeated."
  ::= { clmgmtLicenseDeviceInformation 1 }
-- Table for triggering action to export device credentials.

clmgmtDevCredExportActionTable OBJECT-TYPE
  SYNTAX         SEQUENCE OF ClmgmtDevCredExportActionEntry
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION
     "A table for triggering device credentials export action.
     Management application must create this entry to trigger the
     export of device credentials from the device to a file.

     Once the request completes, the management application should
     retrieve the values of the objects of interest, and then
     delete the entry.  In order to prevent old entries from
     clogging the table, entries will be aged out, but an entry
     will never be deleted within 5 minutes of completion."
  ::= { clmgmtLicenseDeviceInformation 2 }

clmgmtDevCredExportActionEntry
 OBJECT-TYPE
  SYNTAX         ClmgmtDevCredExportActionEntry
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION
     "An entry for each device credential export action that
     is being executed or was executed recently. The management
```

application triggers the export by creating an entry in this
table. This can be done in the following 2 methods

1. CREATE-AND-GO method
   Management application sets clmgmtDevCredExportActionStatus
   to createAndGo(4) and all other required objects to valid
   values in a single SNMP SET request. If all the values
   are valid, the device creates the entry and executes the
   action. If the SET request fails, the entry will not be
   created.
2. CREATE-AND-WAIT method
   Management application sets clmgmtDevCredExportActionStatus to
   createAndWait(5) to create an entry. Management application
    can set all other required objects to valid
   values in more than one SNMP SET request. If SET request
   for any of the objects fails, management application can set
   just only that object. Once all the required objects
   are set to valid values, management application triggers action
   execution by setting clmgmtDevCredExportActionStatus to
   active(1).

To stop the action from being executed, the management application
can delete the entry by setting clmgmtDevCredExportActionStatus
to destroy(6) when clmgmtDevCredCommandState is pending(2).

The status of action execution can be known by querying
clmgmtDevCredCommandState. If the action is still in
pending(2) or inProgress(3), the management application need to
check back again after few seconds. Once the action completes
and if status of the action is failed(6), the reason for
failure can
be retrieved from clmgmtDevCredCommandFailCause.

Entry can be deleted except when clmgmtLicenseAction is set
to inProgress(3). All entries in this table are volatile
and are cleared on agent reset."
  INDEX          { clmgmtDevCredExportActionIndex }
  ::= { clmgmtDevCredExportActionTable 1 }

ClmgmtDevCredExportActionEntry ::= SEQUENCE {
    clmgmtDevCredExportActionIndex Unsigned32,
    clmgmtDevCredEntPhysicalIndex  PhysicalIndexOrZero,
    clmgmtDevCredTransferProtocol  ClmgmtLicenseTransferProtocol,
    clmgmtDevCredServerAddressType InetAddressType,
    clmgmtDevCredServerAddress     InetAddress,
    clmgmtDevCredServerUsername    SnmpAdminString,
    clmgmtDevCredServerPassword    SnmpAdminString,
    clmgmtDevCredExportFile        SnmpAdminString,

```
        clmgmtDevCredCommand            INTEGER,
        clmgmtDevCredCommandState       ClmgmtLicenseActionState,
        clmgmtDevCredCommandFailCause   INTEGER,
        clmgmtDevCredStorageType
        StorageType,
        clmgmtDevCredRowStatus          RowStatus
}

clmgmtDevCredExportActionIndex OBJECT-TYPE
    SYNTAX          Unsigned32 (1..4294967295)
    MAX-ACCESS      not-accessible
    STATUS          current
    DESCRIPTION
        "This object uniquely identifies a row in
        clmgmtDevCredExportActionTable. The management application
        chooses this value by reading
        clmgmtNextFreeDevCredExportActionIndex while creating an
        entry in this table. If an entry already exists with this
        index, the creation of the entry will not continue and
        error will be returned. The management application should
        read the value of clmgmtNextFreeDevCredExportActionIndex
        again and retry with the new value for this object."
    ::= { clmgmtDevCredExportActionEntry 1 }

clmgmtDevCredEntPhysicalIndex OBJECT-TYPE
    SYNTAX          PhysicalIndexOrZero
    MAX-ACCESS      read-create
    STATUS          current
    DESCRIPTION
         "This object represents the entPhysicalIndex of the device
        for which the device credentials are being retrieved. This
        object is mainly used in devices where one device is acting
        as a master and rest of the devices as slaves. The master
        device is responsible for SNMP communication with the
        manager. Examples include stackable switches, devices with
        router processor and line cards.

        Note: This object need not be set if it is a stand alone
        device"
    DEFVAL          { 0 }
    ::= { clmgmtDevCredExportActionEntry 2 }

clmgmtDevCredTransferProtocol OBJECT-TYPE
    SYNTAX          ClmgmtLicenseTransferProtocol
    MAX-ACCESS      read-create
    STATUS          current
    DESCRIPTION
        "This object indicates the transfer protocol to be used when
```

```
      copying files as specified in the following objects.
      1. clmgmtDevCredExportFile
      ."
    DEFVAL        { none }
    ::= { clmgmtDevCredExportActionEntry
   3 }

clmgmtDevCredServerAddressType OBJECT-TYPE
    SYNTAX        InetAddressType
    MAX-ACCESS    read-create
    STATUS        current
    DESCRIPTION
      "This object indicates the transport type of the
      address contained in clmgmtDevCredServerAddress object.
      This must be set when clmgmtDevCredTransferProtocol
      is not none(1) or local(2)."
    DEFVAL        { unknown }
    ::= { clmgmtDevCredExportActionEntry 4 }

clmgmtDevCredServerAddress OBJECT-TYPE
    SYNTAX        InetAddress
    MAX-ACCESS    read-create
    STATUS        current
    DESCRIPTION
      "This object indicates the the ip address of the server
      from which the files must be read or written to if
      clmgmtDevCredTransferProtocol is not none(1) or local(2).

      All bits as 0s or 1s for clmgmtDevCredServerAddress are not
      allowed.

      The format of this address depends on the value of the
      clmgmtDevCredServerAddressType
   object"
    DEFVAL        { "" }
    ::= { clmgmtDevCredExportActionEntry 5 }

clmgmtDevCredServerUsername OBJECT-TYPE
    SYNTAX        SnmpAdminString (SIZE  (0..96))
    MAX-ACCESS    read-create
    STATUS        current
    DESCRIPTION
      "This object indicates the remote user name for accessing
      files via ftp, rcp, sftp or scp protocols. This object
      must be set when the clmgmtDevCredTransferProtocol is
      ftp(4), rcp(5), scp(7) or sftp(8). If
      clmgmtDevCredTransferProtocol is rcp(5), the remote
      username is sent as the server username in an rcp command
```

```
    request sent by the system to a remote rcp server."
  DEFVAL        { "" }
  ::= { clmgmtDevCredExportActionEntry 6 }

clmgmtDevCredServerPassword OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..96))
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
    "This object indicates the password used by ftp, sftp or
    scp for copying
 a file to/from an ftp/sftp/scp server.
    This object must be set when the
    clmgmtDevCredTransferProtocol is ftp(4) or scp(7) or
    sftp(8). Reading it returns a zero-length string for
    security reasons."
  DEFVAL        { "" }
  ::= { clmgmtDevCredExportActionEntry 7 }

clmgmtDevCredExportFile OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..255))
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
    "This object represents file where device credentials needs
    to be exported to."
  ::= { clmgmtDevCredExportActionEntry 8 }

clmgmtDevCredCommand OBJECT-TYPE
  SYNTAX        INTEGER  {
                  noOp(1),
                  getDeviceCredentials(2)
                }
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
    "This object indicates the the command to be executed.

    Command                     Remarks
    -------
          -------
    noOp(1)                   No operation will be
                            performed.

    getDeviceCredentials(2)       Exports device credentials"
  DEFVAL        { noOp }
  ::= { clmgmtDevCredExportActionEntry 9 }
```

```
clmgmtDevCredCommandState OBJECT-TYPE
  SYNTAX         ClmgmtLicenseActionState
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the state of the action that is
     executed as a result of setting clmgmtDevCredRowStatus
     to active(1)."
  ::= { clmgmtDevCredExportActionEntry 10 }

clmgmtDevCredCommandFailCause OBJECT-TYPE
  SYNTAX         INTEGER  {
                 none(1),
                 unknownError(2),
                 transferProtocolNotSupported(3),
                 fileServerNotReachable(4),
                 unrecognizedEntPhysicalIndex(5),
                 invalidFile(6)

    }
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the the reason for device
     credentials export operation failure.

     The value of this object is valid only when
     clmgmtDevCredCommandState is failed(6).

     none(1)         - action execution has not started yet.
                     If the action is completed and the
                     action is successful, then also
                     none(1) is returned to indicate that
                     there are no errors.
     unknownError(2) - reason for failure is unknown,
                     operation failed, no operation is
                     performed
     transferProtocolNotSupported(3) - clmgmtDevCredTransferProtocol
                                given is not supported.
     fileServerNotReachable(4)       - file server is not reachable.
     unrecognizedEntPhysicalIndex(5) - entPhysicalIndex
 is not
                                valid
     invalidFile(6)  - The target file specified is not valid."
  ::= { clmgmtDevCredExportActionEntry 11 }

clmgmtDevCredStorageType OBJECT-TYPE
  SYNTAX         StorageType
```

```
  MAX-ACCESS      read-create
  STATUS          current
  DESCRIPTION
     "This object indicates the storage type for this conceptual
     row. Conceptual rows having the value 'permanent' need not
     allow write-access to any columnar objects in the row."
  DEFVAL          { volatile }
  ::= { clmgmtDevCredExportActionEntry 12 }

clmgmtDevCredRowStatus OBJECT-TYPE
  SYNTAX          RowStatus
  MAX-ACCESS      read-create
  STATUS          current
  DESCRIPTION
     "This object indicates the the status of this table entry.
     Once the entry status is set to active(1), the associated
     entry cannot be modified until the action completes
     (clmgmtDevCredCommandStatus is set to a value
     other than
 inProgress(3)). Once the action completes
     the only operation possible after this is to delete
     the row.

     clmgmtDevCredExportFile is a mandatory object to be
     set when creating this entry."
  ::= { clmgmtDevCredExportActionEntry 13 }



-- Objects for enabling/disabling notifications

clmgmtLicenseUsageNotifEnable OBJECT-TYPE
  SYNTAX          TruthValue
  MAX-ACCESS      read-write
  STATUS          current
  DESCRIPTION
     "This object indicates whether the device should generate
     the notifications related to usage of licenses. This object
     enables/disables sending following notifications:
        clmgmtLicenseExpired
        clmgmtLicenseExpiryWarning
        clmgmtLicenseUsageCountExceeded
        clmgmtLicenseUsageCountAboutToExceed
        clmgmtLicenseSubscriptionExpiryWarning
        clmgmtLicenseSubscriptionExtExpiryWarning
        clmgmtLicenseSubscriptionExpired
        clmgmtLicenseEvalRTUTransitionWarning
```

```
        clmgmtLicenseEvalRTUTransition"
  DEFVAL        { true }
  ::= { clmgmtLicenseNotifObjects 1 }

clmgmtLicenseDeploymentNotifEnable OBJECT-TYPE
  SYNTAX        TruthValue
  MAX-ACCESS    read-write
  STATUS        current
  DESCRIPTION
     "This object indicates whether the device should generate
     notifications related to license deployment. This object
     enables/disables sending following notifications:
        clmgmtLicenseInstalled
        clmgmtLicenseCleared
        clmgmtLicenseRevoked
        clmgmtLicenseEULAAccepted"
  DEFVAL        { true }
  ::= { clmgmtLicenseNotifObjects 2 }

clmgmtLicenseErrorNotifEnable OBJECT-TYPE
  SYNTAX        TruthValue
  MAX-ACCESS    read-write
  STATUS        current
  DESCRIPTION
     "This object indicates whether the device should generate
     notifications related to error conditions in enforcing
     licensing. This object
 enables/disables sending following
     notifications:
        clmgmtLicenseNotEnforced"
  DEFVAL        { true }
  ::= { clmgmtLicenseNotifObjects 3 }

-- Notifications

clmgmtLicenseExpired NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtFeatureName,
                  clmgmtFeatureVersion
                }
  STATUS        current
  DESCRIPTION
     "This notification is sent, when a feature license
     expires. This notification will be sent continuously
     every week even after the expiry to alert the management
     application."
  ::= { ciscoLicenseMgmtMIBNotifs 1 }
```

```
clmgmtLicenseExpiryWarning NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtFeatureName,
                  clmgmtFeatureVersion,
                  clmgmtFeatureValidityPeriodRemaining
                }
  STATUS        current
  DESCRIPTION
     "This notification is sent when a license is about to

     expire. This notification will go out multiple times.
     First notification goes out when expiry day is 4 weeks
     ahead, second notification when expiry day is 3 weeks
     ahead, third notification when expiry day is 2 weeks
     ahead. This notification will go out daily in the
     last week of license expiry."
  ::= { ciscoLicenseMgmtMIBNotifs 2 }

clmgmtLicenseUsageCountExceeded NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtLicenseFeatureName,
                  clmgmtLicenseFeatureVersion,
                  clmgmtLicenseMaxUsageCount,
                  clmgmtFeatureWhatIsCounted,
                  clmgmtLicenseComments
                }
  STATUS        current
  DESCRIPTION
     "This notification is sent when clmgmtLicenseUsageCountRemaining
     has reached clmgmtLicenseMaxUsageCount for a counting license."
  ::= { ciscoLicenseMgmtMIBNotifs 3 }

clmgmtLicenseUsageCountAboutToExceed NOTIFICATION-TYPE
   OBJECTS       {
                  clmgmtLicenseFeatureName,
                  clmgmtLicenseFeatureVersion,
                  clmgmtLicenseMaxUsageCount,
                  clmgmtLicenseUsageCountRemaining,
                  clmgmtFeatureWhatIsCounted,
                  clmgmtLicenseComments
                }
  STATUS        current
  DESCRIPTION
     "This notification is sent when clmgmtLicenseUsageCountRemaining
     has reached 80% of clmgmtLicenseMaxUsageCount for a counting
     license. This is a warning notification to the management
     application that very soon the maximum count will be reached
     and after that the device will not allow new entities to
```

```
    make use of this license."
  ::= { ciscoLicenseMgmtMIBNotifs 4 }

clmgmtLicenseInstalled NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtLicenseFeatureName,
                  clmgmtLicenseFeatureVersion,

                clmgmtLicenseType,
                  clmgmtLicenseComments
                }
  STATUS        current
  DESCRIPTION
    "This notification is sent when a license is installed
    successfully."
  ::= { ciscoLicenseMgmtMIBNotifs 5 }

clmgmtLicenseCleared NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtLicenseFeatureName,
                  clmgmtLicenseFeatureVersion,
                  clmgmtLicenseType,
                  clmgmtLicenseComments
                }
  STATUS        current
  DESCRIPTION
    "This notification is sent when a license is cleared
    successfully."
  ::= { ciscoLicenseMgmtMIBNotifs 6 }

clmgmtLicenseRevoked NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtLicenseFeatureName,
                  clmgmtLicenseFeatureVersion,
                  clmgmtLicenseType,
                  clmgmtLicenseComments
                }
  STATUS
       current
  DESCRIPTION
    "This notification is sent when a license is revoked
    successfully."
  ::= { ciscoLicenseMgmtMIBNotifs 7 }

clmgmtLicenseEULAAccepted NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtFeatureName,
                  clmgmtFeatureVersion
```

```
            }
  STATUS        current
  DESCRIPTION
     "This notification is sent when a user accepts End User
     License Agreement (EULA) for a license."
 ::= { ciscoLicenseMgmtMIBNotifs 8 }

clmgmtLicenseNotEnforced NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtFeatureName,
                  clmgmtFeatureVersion
                }
  STATUS        current
  DESCRIPTION
     "This notification is sent when a license does not
     exist for a feature, but the feature is a mandatory
     feature and it should run. This notification will be
     sent out periodically to indicate that there is no

 license installed for this feature and it needs to
     be done as soon as possible."
 ::= { ciscoLicenseMgmtMIBNotifs 9 }

clmgmtLicenseSubscriptionExpiryWarning NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtFeatureName,
                  clmgmtFeatureVersion,
                  clmgmtFeatureEndDate
                }
  STATUS        current
  DESCRIPTION
     "This notification is sent when a subscription license of a
     feature is about to expire. This notification will be sent as
     per the following schedule:
     Once a week for the last eight weeks
     Once a day for the last week
     Once a hour for the last day"
 ::= { ciscoLicenseMgmtMIBNotifs 10 }

clmgmtLicenseSubscriptionExtExpiryWarning NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtFeatureName,
                  clmgmtFeatureVersion,
                  clmgmtFeatureEndDate
                }
  STATUS
 current
  DESCRIPTION
```

```
      "This notification is sent when the subscription license end
      date of a feature is reached but extension period is left. This
      notification will be sent once a day after the license end date
      is reached."
  ::= { ciscoLicenseMgmtMIBNotifs 11 }

clmgmtLicenseSubscriptionExpired NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtFeatureName,
                  clmgmtFeatureVersion,
                  clmgmtFeatureEndDate
                }
  STATUS        current
  DESCRIPTION
      "This notification will be sent after a subscription license
      of a feature completely expires. It will be sent once a day
      after the license has completely expired"
  ::= { ciscoLicenseMgmtMIBNotifs 12 }

clmgmtLicenseEvalRTUTransitionWarning NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtFeatureName,
                  clmgmtFeatureVersion,
                  clmgmtFeatureValidityPeriodRemaining
                }
  STATUS        current
  DESCRIPTION
      "This notification is sent when Evaluation to Right to use (RTU)
      license transition is about to happen. The first notification
      will be sent 10 days before the transition and second
      notification will be sent 5 days before the transition."
  ::= { ciscoLicenseMgmtMIBNotifs 13 }

clmgmtLicenseEvalRTUTransition NOTIFICATION-TYPE
  OBJECTS       {
                  clmgmtFeatureName,
                  clmgmtFeatureVersion
                }
  STATUS        current
  DESCRIPTION
      "This notification is sent, when a feature license transitions
      from a evaluation to a Right to use (RTU) license."
  ::= { ciscoLicenseMgmtMIBNotifs 14 }
-- Conformance

ciscoLicenseMgmtCompliances  OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIBConform 1 }
```

```
ciscoLicenseMgmtGroups  OBJECT IDENTIFIER
  ::= { ciscoLicenseMgmtMIBConform 2 }


ciscoLicenseMgmtCompliance
 MODULE-COMPLIANCE
  STATUS        deprecated
  DESCRIPTION
     "Compliance statement for Cisco license mgmt MIB."
  MODULE        -- this module
  MANDATORY-GROUPS {
                clmgmtLicenseDeploymentGroup,
                clmgmtLicenseDeviceInformationGroup,
                clmgmtLicenseInformationGroup,
                clmgmtLicensableFeatureInformationGroup,
                clmgmtLicenseDevCredGroup,
                clmgmtLicenseNotificationEnableGroup,
                clmgmtLicenseUsageNotifGroup,
                clmgmtLicenseDeploymentNotifGroup,
                clmgmtLicenseErrorNotifGroup
              }

  GROUP         clmgmtLicenseStoreInformationGroup
  DESCRIPTION
     "This group is mandatory for all devices where
     multiple license stores are supported."
  ::= { ciscoLicenseMgmtCompliances 1 }

ciscoLicenseMgmtComplianceRev1 MODULE-COMPLIANCE
   STATUS        current
  DESCRIPTION
     "Compliance statement for Cisco license mgmt MIB."
  MODULE        -- this module
  MANDATORY-GROUPS {
                clmgmtLicenseDeploymentGroup,
                clmgmtLicenseDeviceInformationGroup,
                clmgmtLicenseInformationGroup,
                clmgmtLicensableFeatureInformationGroup,
                clmgmtLicenseDevCredGroup,
                clmgmtLicenseNotificationEnableGroup,
                clmgmtLicenseUsageNotifGroup,
                clmgmtLicenseDeploymentNotifGroup,
                clmgmtLicenseErrorNotifGroup
              }

  GROUP         clmgmtLicenseStoreInformationGroup
  DESCRIPTION
     "This group is mandatory for all devices where
```

```
        multiple license stores are supported."

    GROUP       clmgmtLicenseSubscriptionGroup
    DESCRIPTION
        "This object group is mandatory for all devices
    that
        support subscription licensing."

    GROUP       clmgmtLicenseSubscriptionUsageNotifGroup
    DESCRIPTION
        "This notification group is mandatory for all devices that
        support subscription licensing."

    GROUP       clmgmtLicenseRTUGroup
    DESCRIPTION
        "This object group is mandatory for all devices that
        support Right to Use (RTU) licensing."

    GROUP       clmgmtLicenseRTUUsageNotifGroup
    DESCRIPTION
        "This notification group is mandatory for all devices that
        support Right to use (RTU) licensing."
    ::= { ciscoLicenseMgmtCompliances 2 }

-- Units of Conformance

clmgmtLicenseDeploymentGroup OBJECT-GROUP
    OBJECTS     {
                    clmgmtNextFreeLicenseActionIndex,
                    clmgmtLicenseActionEntPhysicalIndex,
                    clmgmtLicenseActionTransferProtocol,
                    clmgmtLicenseServerAddressType,
                    clmgmtLicenseServerAddress,
                     clmgmtLicenseServerUsername,
                    clmgmtLicenseServerPassword,
                    clmgmtLicenseFile,
                    clmgmtLicenseStore,
                    clmgmtLicenseActionLicenseIndex,
                    clmgmtLicensePermissionTicketFile,
                    clmgmtLicenseRehostTicketFile,
                    clmgmtLicenseBackupFile,
                    clmgmtLicenseStopOnFailure,
                    clmgmtLicenseAction,
                    clmgmtLicenseActionState,
                    clmgmtLicenseJobQPosition,
                    clmgmtLicenseActionFailCause,
                    clmgmtLicenseActionStorageType,
                    clmgmtLicenseActionRowStatus,
```

```
                clmgmtLicenseIndivActionState,
                clmgmtLicenseIndivActionFailCause,
                clmgmtLicenseAcceptEULA,
                clmgmtLicenseEULAFile

    }
  STATUS        current
  DESCRIPTION
    "A collection of objects for performing license deployment
    i.e., license installation, clear and revoke"
  ::= { ciscoLicenseMgmtGroups 1 }

clmgmtLicenseStoreInformationGroup OBJECT-GROUP
  OBJECTS       {
                clmgmtLicenseStoreName,
                clmgmtLicenseStoreTotalSize,
                clmgmtLicenseStoreSizeRemaining
              }
  STATUS        current
  DESCRIPTION
    "A collection of objects that provide information about
    license storages in the device."
  ::= { ciscoLicenseMgmtGroups 2 }

clmgmtLicenseDeviceInformationGroup OBJECT-GROUP
  OBJECTS       { clmgmtDefaultLicenseStore }
  STATUS        current
  DESCRIPTION
    "A collection of objects that provide information about
    device level licensing support information in the device."
  ::= { ciscoLicenseMgmtGroups 3 }

clmgmtLicenseInformationGroup OBJECT-GROUP
   OBJECTS       {
                clmgmtLicenseFeatureName,
                clmgmtLicenseFeatureVersion,
                clmgmtLicenseType,
                clmgmtLicenseCounted,
                clmgmtLicenseValidityPeriod,
                clmgmtLicenseValidityPeriodRemaining,
                clmgmtLicenseExpiredPeriod,
                clmgmtLicenseMaxUsageCount,
                clmgmtLicenseUsageCountRemaining,
                clmgmtLicenseEULAStatus,
                clmgmtLicenseComments,
                clmgmtLicenseStatus
              }
  STATUS        current
```

```
  DESCRIPTION
     "A collection of objects that provide information about
     licenses and its state."
  ::= { ciscoLicenseMgmtGroups 4 }

clmgmtLicensableFeatureInformationGroup OBJECT-GROUP
  OBJECTS       {
                clmgmtFeatureName,
                clmgmtFeatureVersion,

                clmgmtFeatureValidityPeriodRemaining,
                clmgmtFeatureWhatIsCounted
              }
  STATUS        current
  DESCRIPTION
     "A collection of objects that provide information about
     licensable features in the software image."
  ::= { ciscoLicenseMgmtGroups 5 }

clmgmtLicenseDevCredGroup OBJECT-GROUP
  OBJECTS       {
                clmgmtNextFreeDevCredExportActionIndex,
                clmgmtDevCredEntPhysicalIndex,
                clmgmtDevCredTransferProtocol,
                clmgmtDevCredServerAddressType,
                clmgmtDevCredServerAddress,
                clmgmtDevCredServerUsername,
                clmgmtDevCredServerPassword,
                clmgmtDevCredExportFile,
                clmgmtDevCredCommand,
                clmgmtDevCredCommandState,
                clmgmtDevCredCommandFailCause,

    clmgmtDevCredStorageType,
                clmgmtDevCredRowStatus
              }
  STATUS        current
  DESCRIPTION
     "A collection of objects for exporting device credentials
     from the device."
  ::= { ciscoLicenseMgmtGroups 6 }

clmgmtLicenseNotificationEnableGroup OBJECT-GROUP
  OBJECTS       {
                clmgmtLicenseUsageNotifEnable,
                clmgmtLicenseDeploymentNotifEnable,
                clmgmtLicenseErrorNotifEnable
              }
```

```
  STATUS        current
  DESCRIPTION
     "A collection of objects for controlling
     (enabling/disabling) license notifications to a management
     application."
  ::= { ciscoLicenseMgmtGroups 7 }

clmgmtLicenseUsageNotifGroup NOTIFICATION-GROUP
  NOTIFICATIONS    {
                clmgmtLicenseExpired,
                clmgmtLicenseExpiryWarning,
                clmgmtLicenseUsageCountExceeded,

     clmgmtLicenseUsageCountAboutToExceed
              }
  STATUS        current
  DESCRIPTION
     "A collection of notifications related to license usage."
  ::= { ciscoLicenseMgmtGroups 8 }

clmgmtLicenseDeploymentNotifGroup NOTIFICATION-GROUP
  NOTIFICATIONS    {
                clmgmtLicenseInstalled,
                clmgmtLicenseCleared,
                clmgmtLicenseRevoked,
                clmgmtLicenseEULAAccepted
              }
  STATUS        current
  DESCRIPTION
     "A collection of notifications related to license deployment."
  ::= { ciscoLicenseMgmtGroups 9 }

clmgmtLicenseErrorNotifGroup NOTIFICATION-GROUP
  NOTIFICATIONS    { clmgmtLicenseNotEnforced }
  STATUS        current
  DESCRIPTION
     "A collection of notifications related to license errors."
  ::= { ciscoLicenseMgmtGroups 10 }

clmgmtLicenseSubscriptionGroup OBJECT-GROUP
  OBJECTS        {
                clmgmtLicenseStartDate,
                 clmgmtLicenseEndDate,
                clmgmtFeatureStartDate,
                clmgmtFeatureEndDate
              }
  STATUS        current
  DESCRIPTION
```

```
      "A collection of objects that provide information specific to
      subscription licenses."
   ::= { ciscoLicenseMgmtGroups 11 }

clmgmtLicenseSubscriptionUsageNotifGroup NOTIFICATION-GROUP
  NOTIFICATIONS    {
                   clmgmtLicenseSubscriptionExpiryWarning,
                   clmgmtLicenseSubscriptionExtExpiryWarning,
                   clmgmtLicenseSubscriptionExpired
                 }
   STATUS          current
   DESCRIPTION
      "A collection of notifications related to usage of subscription
      licenses."
   ::= { ciscoLicenseMgmtGroups 12 }

clmgmtLicenseRTUGroup OBJECT-GROUP
   OBJECTS         {
                   clmgmtLicensePeriodUsed,
                   clmgmtFeaturePeriodUsed

  }
   STATUS          current
   DESCRIPTION
      "A collection of objects that provide information specific to
      Right to use (RTU) licenses."
   ::= { ciscoLicenseMgmtGroups 13 }

clmgmtLicenseRTUUsageNotifGroup NOTIFICATION-GROUP
  NOTIFICATIONS    {
                   clmgmtLicenseEvalRTUTransitionWarning,
                   clmgmtLicenseEvalRTUTransition
                 }
   STATUS          current
   DESCRIPTION
      "A collection of notifications related to Right to use (RTU)
      licenses."
   ::= { ciscoLicenseMgmtGroups 14 }

END


--%DNP%  MLC -Edit MLC

--%DNP%  MTF -TRUE MTF
```

# 1.491 tzdata 2025b-0ubuntu0.24.04.1

## 1.491.1 Available under license :

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# 1.492 go-ieproxy 0.0.3

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# 1.493 dpkg 1.22.6ubuntu6.5

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# 1.495 bigfft 0.0.0-20230129092748-24d4a6f8daec

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# 1.496 go-tdigest 3.1.0+incompatible

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# 1.497 xz 5.8.1-r0

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```
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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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`

# 1.498 gnostic-models 0.6.8

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# 1.502 kubernetes-klog 2.110.1

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# 1.505 golcs 0.0.0-20170316035057-ecda9a501e82

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# 1.507 pq 1.10.4

## 1.507.1 Available under license :

```
//go:build go1.10
// +build go1.10

package pq

import (
 "context"
 "database/sql/driver"
)

// NoticeHandler returns the notice handler on the given connection, if any. A
// runtime panic occurs if c is not a pq connection. This is rarely used
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.
func NoticeHandler(c driver.Conn) func(*Error) {
 return c.(*conn).noticeHandler
}
```

```
// SetNoticeHandler sets the given notice handler on the given connection. A
// runtime panic occurs if c is not a pq connection. A nil handler may be used
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and
// ConnectorWithNoticeHandler instead.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {
 c.(*conn).noticeHandler = handler
}

// NoticeHandlerConnector wraps a regular connector and sets a notice handler
//
 on it.
type NoticeHandlerConnector struct {
 driver.Connector
 noticeHandler func(*Error)
}

// Connect calls the underlying connector's connect method and then sets the
// notice handler.
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
 c, err := n.Connector.Connect(ctx)
 if err == nil {
  SetNoticeHandler(c, n.noticeHandler)
 }
 return c, err
}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  return c.noticeHandler
 }
 return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and
 setting the notice
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
```

```
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  c.noticeHandler = handler
  return c
 }
 return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}
```

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# 1.508 ory-fosite 0.49.0

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```
name: Licenses

on:
 pull_request:
 push:
   branches:
     - main
     - master

jobs:
 check:
   runs-on: ubuntu-latest
   steps:
     - uses: actions/checkout@v2
     - uses: actions/setup-go@v2
       with:
```

```
      go-version: "1.21"
  - uses: actions/setup-node@v2
    with:
      node-version: "18"
  - run: make licenses
```

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# 1.521 rich 14.0.0

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# 1.523 pycparser 2.22

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pycparser -- A C parser in Python

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# 1.524 google-cloud-go-storage 1.43.0

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package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
 "google.golang.org/api/iterator"
)

func ExampleNewLicensesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will
 require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()
```

```
 // TODO: Use client.
 _ = c
}

func ExampleLicensesClient_Delete() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.DeleteLicenseRequest{
  //
 TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#DeleteLicenseRequest.
 }
 op, err := c.Delete(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }

 err = op.Wait(ctx)
 if err != nil {
  // TODO: Handle error.
 }
}

func ExampleLicensesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseRequest{
```

```
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseRequest.
 }
 resp,
 err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetIamPolicyLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetIamPolicyLicenseRequest.
 }
 resp, err := c.GetIamPolicy(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_Insert()
 {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
```

```
}
defer c.Close()

req := &computepb.InsertLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#InsertLicenseRequest.
}
op, err := c.Insert(ctx, req)
if err != nil {
 // TODO: Handle error.
}

err = op.Wait(ctx)
if err != nil {
 // TODO: Handle error.
}
}

func ExampleLicensesClient_List() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template
 only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.ListLicensesRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
 }
 it := c.List(ctx, req)
 for {
  resp, err := it.Next()
  if err == iterator.Done {
   break
  }
  if err != nil {
   // TODO: Handle error.
  }
  // TODO: Use resp.
  _ = resp
```

```
 // If you need to access the underlying RPC response,
 // you can do so by casting the `Response` as below.
 // Otherwise, remove this line. Only populated after
 // first call to Next(). Not safe for concurrent access.
 _ = it.Response.(*computepb.LicensesListResponse)
 }
}

func
 ExampleLicensesClient_SetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.SetIamPolicyLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#SetIamPolicyLicenseRequest.
 }
 resp, err := c.SetIamPolicy(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
 ctx := context.Background()
 // This snippet has been automatically
 generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()
```

```
 req := &computepb.TestIamPermissionsLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseRequest.
 }
 resp, err := c.TestIamPermissions(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}
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package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleNewLicenseCodesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 //
 - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
```

```
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicenseCodesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseCodeRequest{
  // TODO: Fill request
 struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseCodeRequest.
 }
 resp, err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.TestIamPermissionsLicenseCodeRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseCodeRequest.
```

```
}
resp,
err := c.TestIamPermissions(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}
```

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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.34.2
//  protoc        v4.25.3
// source: google/ai/generativelanguage/v1beta/permission.proto

package generativelanguagepb

import (
 reflect "reflect"
 sync "sync"

 _ "google.golang.org/genproto/googleapis/api/annotations"
 protoreflect "google.golang.org/protobuf/reflect/protoreflect"
 protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const
 (
 // Verify that this generated code is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
 // Verify that runtime/protoimpl is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Defines types of the grantee of this permission.
type Permission_GranteeType int32
```

```
const (
 // The default value. This value is unused.
 Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GranteeType = 0
 // Represents a user. When set, you must provide email_address for the user.
 Permission_USER Permission_GranteeType = 1
 // Represents a group. When set, you must provide email_address for the
 // group.
 Permission_GROUP Permission_GranteeType = 2
 // Represents access to everyone. No extra information is required.
 Permission_EVERYONE Permission_GranteeType = 3
)

// Enum value maps for Permission_GranteeType.
var (
 Permission_GranteeType_name = map[int32]string{
  0: "GRANTEE_TYPE_UNSPECIFIED",
  1: "USER",
  2:
 "GROUP",
  3: "EVERYONE",
 }
 Permission_GranteeType_value = map[string]int32{
  "GRANTEE_TYPE_UNSPECIFIED": 0,
  "USER":                     1,
  "GROUP":                    2,
  "EVERYONE":                 3,
 }
)

func (x Permission_GranteeType) Enum() *Permission_GranteeType {
 p := new(Permission_GranteeType)
 *p = x
 return p
}

func (x Permission_GranteeType) String() string {
 return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_GranteeType) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GranteeType) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0]
}
```

```
func (x Permission_GranteeType) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_GranteeType.Descriptor instead.
func (Permission_GranteeType) EnumDescriptor() ([]byte,
 []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

const (
 // The default value. This value is unused.
 Permission_ROLE_UNSPECIFIED Permission_Role = 0
 // Owner can use, update, share and delete the resource.
 Permission_OWNER Permission_Role = 1
 // Writer can use, update and share the resource.
 Permission_WRITER Permission_Role = 2
 // Reader can use the resource.
 Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
 Permission_Role_name = map[int32]string{
  0: "ROLE_UNSPECIFIED",
  1: "OWNER",
  2: "WRITER",
  3: "READER",
 }
 Permission_Role_value = map[string]int32{
  "ROLE_UNSPECIFIED": 0,
  "OWNER":            1,
  "WRITER":           2,
  "READER":           3,
 }
)

func (x Permission_Role) Enum() *Permission_Role {
 p := new(Permission_Role)
 *p = x
 return p
}

func (x Permission_Role) String() string {
 return
```

```
 protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service accounts,
 you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Output only. Identifier. The permission name. A unique name will be
 // generated on create. Examples:
 //
 // tunedModels/{tuned_model}/permissions/{permission}
 // corpora/{corpus}/permissions/{permission}
 //
 // Output only.
 Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
```

```
 // Optional. Immutable. The type of the grantee.
 GranteeType *Permission_GranteeType
`protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1beta.Pe
rmission_GranteeType,oneof"
 json:"grantee_type,omitempty"`
 // Optional. Immutable. The email address of the user of group which this
 // permission refers. Field is not set when permission's grantee type is
 // EVERYONE.
 EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
json:"email_address,omitempty"`
 // Required. The role granted by this permission.
 Role *Permission_Role
`protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1beta.Permission_Role,oneof"
json:"role,omitempty"`
}

func (x *Permission) Reset() {
 *x = Permission{}
 if protoimpl.UnsafeEnabled {
  mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  ms.StoreMessageInfo(mi)
 }
}

func (x *Permission) String() string {
 return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}

func (x *Permission)
 ProtoReflect() protoreflect.Message {
 mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
 if protoimpl.UnsafeEnabled && x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0}
}
```

```
func (x *Permission) GetName() string {
 if x != nil {
  return x.Name
 }
 return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
 if x != nil && x.GranteeType != nil {
  return *x.GranteeType
 }
 return Permission_GRANTEE_TYPE_UNSPECIFIED
}

func (x *Permission) GetEmailAddress() string {
 if x != nil && x.EmailAddress != nil {
  return *x.EmailAddress
 }
 return ""
}

func (x *Permission) GetRole() Permission_Role {
 if x != nil && x.Role
 != nil {
  return *x.Role
 }
 return Permission_ROLE_UNSPECIFIED
}

var File_google_ai_generativelanguage_v1beta_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = []byte{
 0x0a, 0x34, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
 0x31, 0x62, 0x65, 0x74, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x23, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x1a, 0x1f, 0x67, 0x6f, 0x6f,
 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65,
 0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a,
 0x19, 0x67, 0x6f,
 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63,
 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x85, 0x05, 0x0a, 0x0a, 0x50, 0x65, 0x72, 0x6d,
 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65, 0x18, 0x01,
 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04, 0x6e, 0x61,
 0x6d, 0x65, 0x12, 0x6b, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f, 0x74, 0x79,
 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3b, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
```

0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x00, 0x52, 0x0b, 0x67,
0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x88, 0x01, 0x01, 0x12,
0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x01, 0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x88, 0x01, 0x01, 0x12, 0x52, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x34, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02, 0x52, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a,
0x18, 0x47, 0x52, 0x41, 0x4e, 0x54, 0x45, 0x45, 0x5f,
0x54, 0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45, 0x44, 0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01, 0x12, 0x09, 0x0a, 0x05, 0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45, 0x56, 0x45, 0x52, 0x59, 0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c, 0x65, 0x12, 0x14, 0x0a, 0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45, 0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52, 0x10, 0x01, 0x12, 0x0a, 0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a, 0x0a, 0x06, 0x52, 0x45, 0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6, 0x01, 0x0a, 0x2c, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73,
0x2e, 0x63, 0x6f, 0x6d,
0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x32, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x5f, 0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x12, 0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f, 0x72, 0x70, 0x75, 0x73, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f, 0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f, 0x72, 0x6f, 0x6c, 0x65, 0x42,
0x9b, 0x01, 0x0a, 0x27, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x42, 0x0f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x50, 0x01, 0x5a, 0x5d, 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6f, 0x6d, 0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61,

```
 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74,
 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,
 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x62, 0x06, 0x70,
 0x72, 0x6f, 0x74, 0x6f, 0x33,
}

var (
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce sync.Once
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP() []byte {
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce.Do(func() {
  file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData)
 })
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData
}

var file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1beta_permission_proto_goTypes
 = []any{
 (Permission_GranteeType)(0), // 0: google.ai.generativelanguage.v1beta.Permission.GranteeType
 (Permission_Role)(0),        // 1: google.ai.generativelanguage.v1beta.Permission.Role
 (*Permission)(nil),          // 2: google.ai.generativelanguage.v1beta.Permission
}
var file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = []int32{
 0, // 0: google.ai.generativelanguage.v1beta.Permission.grantee_type:type_name ->
google.ai.generativelanguage.v1beta.Permission.GranteeType
 1, // 1: google.ai.generativelanguage.v1beta.Permission.role:type_name ->
google.ai.generativelanguage.v1beta.Permission.Role
 2, // [2:2] is the sub-list for method output_type
 2, // [2:2] is the sub-list for method input_type
 2, // [2:2] is the sub-list for extension type_name
 2, // [2:2] is the sub-list for extension extendee
 0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1beta_permission_proto_init() }
func
 file_google_ai_generativelanguage_v1beta_permission_proto_init() {
 if File_google_ai_generativelanguage_v1beta_permission_proto != nil {
  return
 }
 if !protoimpl.UnsafeEnabled {
  file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].Exporter = func(v any, i int) any {
```

```
  switch v := v.(*Permission); i {
  case 0:
   return &v.state
  case 1:
   return &v.sizeCache
  case 2:
   return &v.unknownFields
  default:
   return nil
  }
 }
}
file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].OneofWrappers = []any{}
type x struct{}
out := protoimpl.TypeBuilder{
 File: protoimpl.DescBuilder{
  GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
  RawDescriptor: file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc,
  NumEnums:      2,
  NumMessages:   1,
  NumExtensions: 0,
  NumServices:   0,
 },
 GoTypes:          file_google_ai_generativelanguage_v1beta_permission_proto_goTypes,
 DependencyIndexes: file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs,
 EnumInfos:
       file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes,
 MessageInfos:      file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes,
}.Build()
 File_google_ai_generativelanguage_v1beta_permission_proto = out.File
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = nil
 file_google_ai_generativelanguage_v1beta_permission_proto_goTypes = nil
 file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = nil
}
// Copyright 2024 Google LLC
//
// Licensed under the Apache License, Version 2.0 (the "License");
// you may not use this file except in compliance with the License.
// You may obtain a copy of the License at
//
//     https://www.apache.org/licenses/LICENSE-2.0
//
// Unless required by applicable law or agreed to in writing, software
// distributed under the License is distributed on an "AS IS" BASIS,
// WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
// See the License for the specific language governing permissions and
// limitations under the License.
```

```
// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (
 "bytes"
 "context"
 "fmt"
 "io"
 "math"
 "net/http"
 "net/url"
 "time"

 computepb "cloud.google.com/go/compute/apiv1/computepb"
 gax "github.com/googleapis/gax-go/v2"
 "google.golang.org/api/googleapi"
 "google.golang.org/api/iterator"
 "google.golang.org/api/option"
 "google.golang.org/api/option/internaloption"
 httptransport
 "google.golang.org/api/transport/http"
 "google.golang.org/grpc"
 "google.golang.org/protobuf/encoding/protojson"
 "google.golang.org/protobuf/proto"
)

var newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
 Delete            []gax.CallOption
 Get               []gax.CallOption
 GetIamPolicy      []gax.CallOption
 Insert            []gax.CallOption
 List              []gax.CallOption
 SetIamPolicy      []gax.CallOption
 TestIamPermissions []gax.CallOption
}

func defaultLicensesRESTCallOptions() *LicensesCallOptions {
 return &LicensesCallOptions{
  Delete: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
  Get: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
```

```
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
   },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 GetIamPolicy:
[]gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
  gax.WithRetry(func() gax.Retryer {
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
   },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 Insert: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 List: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
  gax.WithRetry(func() gax.Retryer {
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
   },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 SetIamPolicy: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 TestIamPermissions: []gax.CallOption{
  gax.WithTimeout(600000
* time.Millisecond),
 },
}
}

// internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
```

```
type internalLicensesClient interface {
 Close() error
 setGoogleClientInfo(...string)
 Connection() *grpc.ClientConn
 Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
 Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
 GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
 List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
 SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse,
 error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The Licenses API.
type LicensesClient struct {
 // The internal transport-dependent client.
 internalClient internalLicensesClient

 // The call options for this service.
 CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
 return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
 c.internalClient.setGoogleClientInfo(keyval...)
}

//
 Connection returns a connection to the API service.
//
```

```
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicensesClient) Connection() *grpc.ClientConn {
 return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
 return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption) (*computepb.License, error) {
 return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy
 for a resource. May be empty if no such policy or resource exists. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
 return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
 list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption) *LicenseIterator {
 return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
```

```
...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is intended for use
 only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req *computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse, error) {
 return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with method calls.
type licensesRESTClient struct {
 // The http endpoint to connect to.
 endpoint string

 // The http client.
 httpClient *http.Client

 // operationClient is used to call the operation-specific management service.
 operationClient *GlobalOperationsClient

 // The x-goog-* headers to be sent with each request.
 xGoogHeaders []string

 // Points back to the CallOptions field of the containing LicensesClient
 CallOptions **LicensesCallOptions
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
 clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
 httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
 if err != nil {
  return nil, err
 }

 callOpts := defaultLicensesRESTCallOptions()
 c := &licensesRESTClient{
  endpoint:    endpoint,
  httpClient:  httpClient,
  CallOptions: &callOpts,
```

```
 }
 c.setGoogleClientInfo()

 o := []option.ClientOption{
  option.WithHTTPClient(httpClient),
  option.WithEndpoint(endpoint),
 }
 opC, err := NewGlobalOperationsRESTClient(ctx, o...)
 if err != nil {
  return nil, err
 }
 c.operationClient = opC

 return &LicensesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
 return []option.ClientOption{
  internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
  internaloption.WithDefaultEndpointTemplate("https://compute.UNIVERSE_DOMAIN"),
  internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
  internaloption.WithDefaultUniverseDomain("googleapis.com"),
  internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
  internaloption.WithDefaultScopes(DefaultAuthScopes()...),
  internaloption.EnableNewAuthLibrary(),
 }
}

//
 setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
 kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
 kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
 c.xGoogHeaders = []string{
  "x-goog-api-client", gax.XGoogHeader(kv...),
 }
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
 // Replace httpClient with nil to force cleanup.
 c.httpClient
 = nil
 if err := c.operationClient.Close(); err != nil {
  return err
```

```
 }
 return nil
}

// Connection returns a connection to the API service.
//
// Deprecated: This method always returns nil.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
 return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params",
 fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "license",
url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Delete[0:len((*c.CallOptions).Delete):len((*c.CallOptions).Delete)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
```

```
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf,
err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 op := &Operation{
  &globalOperationsHandle{
   c:       c.operationClient,
   proto:   resp,
   project: req.GetProject(),
  },
 }
 return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 // Build HTTP headers from client and context metadata.
```

```
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()),
 "license", url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.License{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err
 := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}
```

```
// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
req.GetResource())

 params := url.Values{}
 if req != nil && req.OptionsRequestedPolicyVersion != nil {
  params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and
 context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).GetIamPolicy[0:len((*c.CallOptions).GetIamPolicy):len((*c.CallOptions).GetIamPolicy)],
opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()
```

```
 if err = googleapi.CheckResponse(httpRsp);
err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetLicenseResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId",
 fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()
```

```
// Build HTTP headers from client and context metadata.
hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v", "project", url.QueryEscape(req.GetProject()))}

hds = append(c.xGoogHeaders, hds...)
hds = append(hds, "Content-Type", "application/json")
headers := gax.BuildHeaders(ctx, hds...)
opts = append((*c.CallOptions).Insert[0:len((*c.CallOptions).Insert):len((*c.CallOptions).Insert)], opts...)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.Operation{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
 if settings.Path != "" {
  baseUrl.Path = settings.Path
 }
 httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err !=
nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
}, opts...)
if e != nil {
 return nil, e
}
op := &Operation{
 &globalOperationsHandle{
  c:      c.operationClient,
```

```
  proto:   resp,
  project: req.GetProject(),
  },
 }
 return op, nil
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient)
 List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption) *LicenseIterator {
 it := &LicenseIterator{}
 req = proto.Clone(req).(*computepb.ListLicensesRequest)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
  resp := &computepb.LicensesListResponse{}
  if pageToken != "" {
   req.PageToken = proto.String(pageToken)
  }
  if pageSize > math.MaxInt32 {
   req.MaxResults = proto.Uint32(math.MaxInt32)
  } else if pageSize != 0 {
   req.MaxResults = proto.Uint32(uint32(pageSize))
  }
  baseUrl, err := url.Parse(c.endpoint)
  if err != nil {
   return nil, "", err
  }
  baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

  params := url.Values{}
  if req != nil && req.Filter != nil {
   params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
  }
  if req != nil && req.MaxResults != nil {
   params.Add("maxResults",
 fmt.Sprintf("%v", req.GetMaxResults()))
  }
  if req != nil && req.OrderBy != nil {
   params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
  }
  if req != nil && req.PageToken != nil {
   params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
  }
  if req != nil && req.ReturnPartialSuccess != nil {
```

```
 params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := append(c.xGoogHeaders, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return
err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, "", e
 }
 it.Response = resp
 return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
```

```
 items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
 if err != nil {
  return "", err
 }
 it.items = append(it.items, items...)
 return nextPageToken, nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()

return it
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only
 by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetGlobalSetPolicyRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).SetIamPolicy[0:len((*c.CallOptions).SetIamPolicy):len((*c.CallOptions).SetIamPolicy)],
 opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
```

```
  baseUrl.Path = settings.Path
 }
 httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// TestIamPermissions returns permissions that a caller has on
 the specified resource. Caution This resource is intended for use only by third-party partners who are creating Cloud
Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetTestPermissionsRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }
```

```
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type",
 "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).Tes
tIamPermissions)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.TestPermissionsResponse{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
```

```
  return err
 }

 return
nil
}, opts...)
if e != nil {
 return nil, e
}
return resp, nil
}
```

# 1.525 gofrs-uuid 4.4.0+incompatible

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# 1.526 go-xerial-snappy 0.0.0-20230731223053-c322873962e3

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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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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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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
"
#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_ */
# 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:
* 1. Redistributions of source code must retain the above copyright
*    notice, this list of conditions and the following disclaimer.
* 2. Redistributions in binary form must reproduce the above copyright
*    notice, this list of conditions and the following disclaimer in the
*    documentation and/or other materials provided with the distribution.
*
* THIS SOFTWARE IS PROVIDED BY THE AUTHOR ``AS IS'' AND ANY EXPRESS OR
* 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_ */
pkgname=linux-headers
pkgver=6.14.2 # Follow the latest Linux stable
_kernver=${pkgver%.*}
pkgrel=0
pkgdesc="Linux system headers"
url="https://kernel.org/"
arch="all" # Headers are architecture specific
license="GPL-2.0-only"
makedepends="perl"
options="!check !dbg !strip !tracedeps !archcheck"
source="https://kernel.org/pub/linux/kernel/v6.x/linux-$_kernver.tar.xz
 revert-broken-uapi.patch
 0003-remove-inclusion-of-sysinfo.h-in-kernel.h.patch
```

# 1.529 xz 5.4.5

## 1.529.1 Available under license :

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==========

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  is a rough summary of which licenses apply to which parts of this
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   - liblzma is in the public domain.

   - xz, xzdec, and lzmadec command line tools are in the public
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     GNU LGPLv2.1+.

   - The scripts to grep, diff, and view compressed files have been
     adapted from gzip. These scripts and their documentation are
     under GNU GPLv2+.

   - All the documentation in the doc directory and most of the
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     Note: The JavaScript files (under the MIT license) have
     been removed from the Doxygen-generated HTML version of the
     liblzma API documentation.
 Doxygen itself is under the GNU GPL
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   - The build system contains public domain files, and files that
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If you have questions, don't hesitate to ask the author(s) for more
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# 1.530 grafana-tempo 1.5.1-0.20230524121406-1dc1bfe7085b

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# 1.531 selinux 3.5-2ubuntu2.1

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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
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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
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It may happen that this requirement contradicts the license
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# 1.532 libsepol 3.5-2build1

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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.

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c) You must cause the whole of the work to be licensed at no
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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

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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.

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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

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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
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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
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e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major
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# 1.538 go-mssqldb 1.8.0

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# 1.545 tomli 2.0.1

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# 1.562 python-setuptools 80.9.0

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The code contained in this directory was automatically generated using the
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python -m validate_pyproject.pre_compile --output-dir=setuptools/config/_validate_pyproject --enable-plugins setuptools distutils --very-verbose -t setuptools=setuptools/config/setuptools.schema.json -t distutils=setuptools/config/distutils.schema.json

Please avoid changing it manually.

You can report issues or suggest changes directly to `validate-pyproject`
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- https://github.com/abravalheri/validate-pyproject/issues

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The following files include code from opensource projects
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- `fastjsonschema_exceptions.py`:
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- `__init__.py`
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`fastjsonschema`
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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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|---|---|---|---|---|
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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) |
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| 2.0.1 | 2.0+1.6.1 | 2001 | PSF | yes |
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```
--
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--

JUNIPER-LICENSE-MIB DEFINITIONS ::= BEGIN

IMPORTS
  MODULE-IDENTITY, OBJECT-TYPE, Unsigned32, TimeTicks, IpAddress,
  NOTIFICATION-TYPE
     FROM SNMPv2-SMI
  jnxLicenseMibRoot
     FROM JUNIPER-SMI
  DisplayString
     FROM SNMPv2-TC;

jnxLicenseMIB       MODULE-IDENTITY
  LAST-UPDATED    "201906170000Z"
  ORGANIZATION    "Juniper Networks, Inc."
  CONTACT-INFO
         "Juniper Technical Assistance Center
          Juniper Networks, Inc.
          1133 Innovation Way
          Sunnyvale, CA 94089
          E-mail: support@juniper.net"
  DESCRIPTION
     "Implementation of enterprise specific MIB
      for license commands and configuration."
  REVISION    "201007090000Z"    -- Jul 09, 2010
  DESCRIPTION
         "Initial version."

   REVISION    "201612150000Z"    -- Dec 15, 2016
  DESCRIPTION
         "Added OID jnxLicenseKeyType and Trap jnxLicenseExpired"


  REVISION    "201906170000Z"    -- Jun 17, 2019
  DESCRIPTION
         "Deprecated jnxLicenseKeys."

  ::=  {  jnxLicenseMibRoot  1  }

jnxLicenseNotifications     OBJECT IDENTIFIER ::=  {  jnxLicenseMIB  0  }
```

```
jnxLicenseObjects          OBJECT IDENTIFIER ::=  {  jnxLicenseMIB  1  }

jnxLicenseInstallObjects     OBJECT IDENTIFIER ::=  { jnxLicenseObjects 1 }
jnxLicenseSettings           OBJECT IDENTIFIER ::=  { jnxLicenseObjects 2 }

-- ****************************************************************
-- License table for installed licenses
-- ****************************************************************

jnxLicenseInstallTable   OBJECT-TYPE
  SYNTAX           SEQUENCE  OF  JnxLicenseInstallEntry
  MAX-ACCESS       not-accessible
  STATUS           current
  DESCRIPTION      "This table contains installed feature license information."
   ::=  { jnxLicenseInstallObjects 1 }

jnxLicenseInstallEntry   OBJECT-TYPE
  SYNTAX           JnxLicenseInstallEntry
  MAX-ACCESS       not-accessible
  STATUS           current
  DESCRIPTION      "A row of giving installed feature license information."
  INDEX            {  IMPLIED jnxLicenseId  }
  ::=  { jnxLicenseInstallTable 1 }

JnxLicenseInstallEntry  ::=  SEQUENCE {
  jnxLicenseId             DisplayString,
  jnxLicenseVersion        INTEGER,
  jnxLicenseDeviceId       DisplayString,
  jnxLicenseType           INTEGER,
  jnxLicenseKeys           OCTET STRING,
  jnxLicenseKeyType  INTEGER
  }

jnxLicenseId OBJECT-TYPE
  SYNTAX         DisplayString
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION    "Installed feature licenses Id."
  ::=  {  jnxLicenseInstallEntry 1  }

jnxLicenseVersion OBJECT-TYPE
  SYNTAX         INTEGER
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
    "License Version information"
  ::=  {  jnxLicenseInstallEntry 2  }
```

```
jnxLicenseDeviceId OBJECT-TYPE
  SYNTAX        DisplayString
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION   "License Device Id "
  ::= { jnxLicenseInstallEntry 3 }

jnxLicenseType OBJECT-TYPE
  SYNTAX        INTEGER { invalid(0), count-down(1), date-based(2),permanent(3) }
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION   "License type information"
  ::= { jnxLicenseInstallEntry 4 }

jnxLicenseKeys    OBJECT-TYPE
  SYNTAX        OCTET STRING
  MAX-ACCESS    read-only
  STATUS        deprecated
  DESCRIPTION   "******** THIS OBJECT IS DEPRECATED ********
                 This object is deprecated,
                 it displays all the license keys
                 in the system."

  ::= { jnxLicenseInstallEntry 5 }

jnxLicenseKeyType    OBJECT-TYPE
  SYNTAX        INTEGER {commercial(1),
 trial(2), demo(3), emergency(4), lab(5), education(6)}
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION   "License key type"
  ::= { jnxLicenseInstallEntry 6 }

-- Feature Listing Table

jnxLicenseFeatureListTable OBJECT-TYPE
  SYNTAX        SEQUENCE OF JnxLicenseFeatureListEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION   "list of features supporting Licensing."
  ::= { jnxLicenseInstallObjects 2 }

jnxLicenseFeatureListEntry OBJECT-TYPE
  SYNTAX        JnxLicenseFeatureListEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION   "A row of licensed features."
  INDEX         { jnxLicenseFeatureId }
```

```
  ::=  { jnxLicenseFeatureListTable 1 }

JnxLicenseFeatureListEntry ::=  SEQUENCE {
  jnxLicenseFeatureId             INTEGER,
  jnxLicenseFeatureName           DisplayString,
  jnxLicenseFeatureDescr          DisplayString,
  jnxLicenseFeatureLicenseId
     DisplayString,
  jnxLicenseFeatureLicenseUsed          INTEGER,
  jnxLicenseFeatureLicenseInstalled     INTEGER,
  jnxLicenseFeatureLicenseNeeded        INTEGER
  }

jnxLicenseFeatureId OBJECT-TYPE
  SYNTAX            INTEGER
  MAX-ACCESS        not-accessible
  STATUS            current
  DESCRIPTION       "Feature Id to point an entry in this table"
  ::=  { jnxLicenseFeatureListEntry 1 }

jnxLicenseFeatureName OBJECT-TYPE
  SYNTAX              DisplayString
  MAX-ACCESS          read-only
  STATUS              current
  DESCRIPTION         "Feature Name"
  ::=  {  jnxLicenseFeatureListEntry 2  }

jnxLicenseFeatureDescr OBJECT-TYPE
  SYNTAX              DisplayString
  MAX-ACCESS          read-only
  STATUS              current
  DESCRIPTION         "Feature Name"
  ::=  {  jnxLicenseFeatureListEntry 3  }

jnxLicenseFeatureLicenseId OBJECT-TYPE
  SYNTAX              DisplayString
  MAX-ACCESS
        read-only
  STATUS              current
  DESCRIPTION         "Feature License Id"
  ::=  {  jnxLicenseFeatureListEntry 4  }

jnxLicenseFeatureLicenseUsed     OBJECT-TYPE
  SYNTAX        INTEGER
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION   "Licenses Used"
  ::=  {  jnxLicenseFeatureListEntry 5  }
```

```
jnxLicenseFeatureLicenseInstalled OBJECT-TYPE
  SYNTAX         INTEGER
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION    "Licenses Installed"
  ::=  {  jnxLicenseFeatureListEntry 6  }

jnxLicenseFeatureLicenseNeeded    OBJECT-TYPE
  SYNTAX         INTEGER
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION    "Licenses Needed"
  ::=  {  jnxLicenseFeatureListEntry 7  }


-- ****************************************************************
-- License configuration parameters
-- ****************************************************************

jnxLicenseRenewBeforExpiration
 OBJECT-TYPE
  SYNTAX                 INTEGER
  MAX-ACCESS               read-only
  STATUS                 current
  DESCRIPTION
     "License renew lead time before expiration in days."
  ::= { jnxLicenseSettings  1 }

jnxLicenseRenewInterval  OBJECT-TYPE
  SYNTAX             INTEGER
  MAX-ACCESS         read-only
  STATUS             current
  DESCRIPTION
     "License checking interval in hours."
  ::= { jnxLicenseSettings  2 }

jnxLicenseAutoUpdate    OBJECT-TYPE
  SYNTAX             DisplayString
  MAX-ACCESS         read-only
  STATUS             current
  DESCRIPTION
     "License auto update URL of a license server."
  ::= { jnxLicenseSettings  3 }


-- ****************************************************************
```

```
-- define branches for jnx license traps
-- ****************************************************************************

jnxLicenseGraceExpired NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName
 }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license grace period for
      feature identified by jnxLicenseFeatureName is expired"
  ::= { jnxLicenseNotifications 1 }

jnxLicenseGraceAboutToExpire NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license grace period for
      feature identified by jnxLicenseFeatureName is about to expire"
  ::= { jnxLicenseNotifications 2 }

jnxLicenseAboutToExpire NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license period for
      feature identified by jnxLicenseFeatureName is about to expire"
  ::= { jnxLicenseNotifications 3 }

jnxLicenseInfringeCumulative NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the
 feature is used more
      times than as specified in number of licenses allowed for feature
      as identified by jnxLicenseFeatureName"
  ::= { jnxLicenseNotifications 4 }

jnxLicenseInfringeSingle NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license for feature
      identified by jnxLicenseFeatureName is not valid i.e. either expired or
      not available."
  ::= { jnxLicenseNotifications 5 }

jnxLicenseKeyExpired NOTIFICATION-TYPE
```

```
  OBJECTS  { jnxLicenseFeatureName,  jnxLicenseFeatureLicenseId, jnxLicenseKeyType }
  STATUS   current
  DESCRIPTION
      "The SNMP trap that is generated when the license for feature
       identified by jnxLicenseFeatureName is not valid i.e. either expired or
       not available."
  ::= { jnxLicenseNotifications 6 }

END
submodule Cisco-IOS-XR-smart-license-platform-oper-sub1 {
 belongs-to Cisco-IOS-XR-smart-license-platform-oper {
  prefix Cisco-IOS-XR-smart-license-platform-oper;
 }

 import cisco-semver {
  prefix semver;
 }

 organization
  "Cisco Systems, Inc.";
 contact
  "Cisco Systems, Inc.
   Customer Service

   Postal: 170 West Tasman Drive
   San Jose, CA 95134

   Tel: +1 800 553-NETS

   E-mail: cs-yang@cisco.com";
 description
  "This submodule contains a collection of YANG definitions
   for Cisco IOS-XR smart-license-platform package operational data.

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 revision 2022-09-28 {
  description
    "Added zr-zrp-dco under ft-feature-name-enum enum.
     2022-07-27
       Renamed node-deactivated enum to perpetual-without-sia-renewal in Sia-status-enum type.
     2022-05-09
       Traffic-Eng Advantage license feature renamed to SR-TE Advantage license
 in feature-details container.";
  semver:module-version "2.0.0";
 }
 revision 2021-06-03 {
```

```
  description
    "Added support for enum node-deactivated.";
  semver:module-version "1.1.0";
}
revision 2020-09-15 {
  description
    "Structured the yang response for show CLIs.";
  semver:module-version "1.0.0";
}
revision 2019-04-05 {
  description
    "Establish semantic version baseline.";
}
revision 2015-11-09 {
  description
    "IOS XR 6.0 revision.";
}

typedef Ft-feature-name-enum {
  type enumeration {
    enum "essential" {
      description
        "essential";
    }
    enum "l3vpn-advantage" {
      description
        "l3vpn advantage";
    }
    enum "macsec-advantage" {
      description
        "macsec advantage";
    }
    enum "peering-scale-advantage" {
      description
        "peering scale advantage";
    }
    enum "sr-te-advantage" {
      description
        "sr te advantage";
    }
     enum "flex-algo-advantage" {
      description
        "flex algo advantage";
    }
    enum "service-layer-advantage" {
      description
        "service layer advantage";
    }
```

```
    enum "evpn-advantage" {
      description
        "evpn advantage";
    }
    enum "vpls-advantage" {
      description
        "vpls advantage";
    }
    enum "iccp-advantage" {
      description
        "iccp advantage";
    }
    enum "l2vpn-advantage" {
      description
        "l2vpn advantage";
    }
    enum "zr-zrp-dco" {
      description
        "zr zrp dco";
    }
  }
  description
    "Feature Name in the feature table";
}

typedef Feature-status-enum {
  type enumeration {
    enum "active" {
      description
        "active";
    }
    enum "inactive" {
      description
        "inactive";
    }
  }
  description
    "Feature Name";
}

typedef Feature-name-enum {
  type enumeration {

enum "fcm" {
      description
        "fcm";
    }
    enum "system" {
```

```
      description
        "system";
    }
  }
  description
    "Feature Name";
}

typedef Bool-state {
  type enumeration {
    enum "no" {
      value 0;
      description
        "No";
    }
    enum "yes" {
      value 1;
      description
        "Yes";
    }
  }
  description
    "Boolean State ";
}

typedef Sia-status-enum {
  type enumeration {
    enum "incompliance" {
      description
        "incompliance";
    }
    enum "out-of-compliance" {
      description
        "out of compliance";
    }
    enum "perpetual-without-sia-renewal" {
      description
        "perpetual without sia renewal";
    }
  }
  description
    "SIA Status";
}

grouping FEATURE-LIST {
  description
    "FEATURE LIST";
  container count {
```

```
    description
      "Count";
    uses PLAT-ENTITLEMENT;
  }
  leaf feature-area
{
    type Feature-name-enum;
    description
      "Feature Name";
  }
  leaf entitlement {
    type string;
    description
      "Entitlement";
  }
}

grouping PLAT-SL-SUMMARY {
  description
    "SL Summary";
  container collection {
    description
      "Last and Next collection times";
    uses PLAT-INTERVALS;
  }
  container reporting {
    description
      "Last and Next reporting times";
    uses PLAT-INTERVALS;
  }
  container sia-status {
    description
      "SIA Status";
    uses PLAT-SIA-STATUS;
  }
  container upgrade-license-status {
    description
      "Upgrade License Status";
    uses PLAT-UPGRADE-LICENSE-STATUS;
  }
  list license {
    description
      "List of licenses consumed";
    uses FEATURE-LIST;
  }
}

grouping PLAT-ENTITLEMENT {
```

```
  description
    "PLAT ENTITLEMENT";
  leaf last {
    type uint32;
    description
      "Last count";
  }
  leaf next {

type uint32;
    description
      "Next count";
  }
}

grouping PLAT-ENTITLEMENT-LIST {
  description
    "PLAT ENTITLEMENT LIST";
  container count {
    description
      "Count";
    uses PLAT-ENTITLEMENT;
  }
  leaf name {
    type string;
    description
      "Entitlement Name";
  }
  leaf entitlement-tag {
    type string;
    description
      "Entitlement Tag";
  }
}

grouping PLAT-FEATURE-TABLE {
  description
    "PLAT FEATURE TABLE";
  leaf feature {
    type Ft-feature-name-enum;
    description
      "Feature Name";
  }
  leaf location {
    type string;
    description
      "Location";
  }
```

```
  leaf interface-list {
    type string;
    description
      "Interface List";
  }
}

grouping PLAT-DETAIL-FLAGS {
  description
    "PLAT DETAIL FLAGS";
  leaf need-running-config {
    type Bool-state;
    description
      "Is running config needed";
  }
  leaf need-throughput {
     type Bool-state;
    description
      "Is throughput needed";
  }
}

grouping FEATURE-DETAILS {
  description
    "FEATURE DETAILS";
  container flags {
    description
      "Flags for is running config and is throughput";
    uses PLAT-DETAIL-FLAGS;
  }
  leaf name {
    type Feature-name-enum;
    description
      "Feature Name";
  }
  leaf status {
    type Feature-status-enum;
    description
      "Status";
  }
  list feature-table {
    description
      "Feature Table";
    uses PLAT-FEATURE-TABLE;
  }
  list entitlement {
    description
      "List of entitlements";
```

```
    uses PLAT-ENTITLEMENT-LIST;
  }
}

grouping PLAT-PARAMETERS {
  description
    "PLAT PARAMETERS";
  leaf collection-interval {
    type int32;
    units "minute";
    description
      "Collection Interval in minutes";
  }
  leaf reporting-interval {
    type int32;
    units "minute";
    description

"Reporting Interval minutes";
  }
  leaf throughput-guage {
    type int32;
    units "kbit/s";
    description
      "Throughput Guage in Kbps";
  }
}

grouping PLAT-UPGRADE-LICENSE-STATUS {
  description
    "PLAT UPGRADE LICENSE STATUS";
  container grace-period-remaining {
    description
      "Remaining grace period";
    uses PLAT-GRACE-PERIOD;
  }
  leaf upgrade-license-state {
    type Sia-status-enum;
    description
      "Upgrade License status enum";
  }
  leaf grace-period-expired {
    type Bool-state;
    description
      "Has grace period expired";
  }
  leaf ooc-reason {
    type string;
```

```
    description
      "Reason for Upgrade License ooc";
  }
}

grouping PLAT-GRACE-PERIOD {
  description
    "PLAT GRACE PERIOD";
  leaf days {
    type int32;
    units "day";
    description
      "Number of days remaining in grace period";
  }
  leaf hours {
    type int32;
    units "hour";
     description
      "Number of hours remaining in grace period";
  }
}

grouping PLAT-SIA-STATUS {
  description
    "PLAT SIA STATUS";
  container grace-period-remaining {
    description
      "Remaining grace period";
    uses PLAT-GRACE-PERIOD;
  }
  leaf sia-state {
    type Sia-status-enum;
    description
      "SIA status enum";
  }
  leaf grace-period-expired {
    type Bool-state;
    description
      "Has grace period expired";
  }
  leaf ooc-reason {
    type string;
    description
      "Reason for SIA ooc";
  }
}

grouping PLAT-INTERVALS {
```

```
  description
    "PLAT INTERVALS";
  leaf last {
    type string;
    description
      "Last collection or reporting interval";
  }
  leaf next {
    type string;
    description
      "Next collection or reporting interval";
  }
}

grouping PLAT-SL-DETAIL {
  description
    "SL Detail";
  container collection {
    description
      "Last
and Next collection times";
    uses PLAT-INTERVALS;
  }
  container reporting {
    description
      "Last and Next reporting times";
    uses PLAT-INTERVALS;
  }
  container sia-status {
    description
      "SIA Status";
    uses PLAT-SIA-STATUS;
  }
  container upgrade-license-status {
    description
      "Upgrade License Status";
    uses PLAT-UPGRADE-LICENSE-STATUS;
  }
  container parameters {
    description
      "Parameters";
    uses PLAT-PARAMETERS;
  }
  container feature-details {
    description
      "Feature Details";
    uses FEATURE-DETAILS;
  }
```

```
 }
}
module Cisco-IOS-XR-um-license-smart-cfg {
 namespace "http://cisco.com/ns/yang/Cisco-IOS-XR-um-license-smart-cfg";
 prefix um-license-smart-cfg;

 import Cisco-IOS-XR-types {
   prefix xr;
 }
 import cisco-semver {
   prefix semver;
 }

 organization
   "Cisco Systems, Inc.";
 contact
   "Cisco Systems, Inc.
    Customer Service

    Postal: 170 West Tasman Drive
    San Jose, CA 95134

    Tel: +1 800 553-NETS

    E-mail: cs-yang@cisco.com";
 description
   "This module contains a collection of YANG definitions
    for Cisco IOS-XR license-smart package configuration.

    This YANG module augments the
    modules with configuration data.

    Copyright (c) 2021-2022 by Cisco Systems, Inc.
    All rights reserved.";

 revision 2022-03-05 {
   description
     "Model deprecated";
   semver:module-version "1.1.0";
 }
 revision 2021-03-03 {
   description
     "Initial release";
   semver:module-version "1.0.0";
 }

 feature is_software_upgrade_config_visible
```

```
{
  description
    "is software upgrade config visible";
}

feature is_reservation_config_visible {
  description
    "is reservation config visible";
}

feature is_config_visible {
  description
    "is config visible";
}

container license {
  status deprecated;
  description
    "license";
  container smart {
    description
      "Smart Licensing";
    container transport {
      description
        "Select the type of message transport for Smart Licensing";
      container smart {
        presence "Indicates a smart node is configured.";
        description
          "Use the http as transport";
      }
    }
    leaf url {
      type string {
        length "1..200" {
          description
            "Set the Smart Transport URL";
        }
      }
      description
        "Set the Smart Transport Primary URL";
    }
    container proxy {
      description
        "Proxy
related commands";
      leaf hostname {
        type xr:Cisco-ios-xr-string {
          length "1..200" {
```

```
          description
            "address/hostname";
          }
        }
        description
          "The IP address or hostname of the Proxy";
      }
      leaf port {
        type uint32 {
          range "0..65535" {
            description
              "proxy port";
          }
        }
        description
          "The proxy port";
      }
    }
  }
}
container license-smart-flexible-consumption {
  if-feature "is_config_visible";
  status deprecated;
  description
    "flexible-consumption(Vortex) model";
  container enable {
    presence "Indicates a enable node is configured.";
    description
      "Enable flexible-consumption model";
  }
}
container license-smart-software-upgrade {
  if-feature "is_software_upgrade_config_visible";
  status deprecated;
  description
    "Enable
or disable the software-upgrade feature";
  container enable {
    presence "Indicates a enable node is configured.";
    description
      "Enable or disable the software-upgrade feature";
  }
}
container license-smart-reservation {
  if-feature "is_reservation_config_visible";
  presence "Indicates a reservation node is configured.";
  status deprecated;
  description
```

```
    "Enable or disable the license reservation feature";
 }
}
/*
* Generated by ncsc --mib2yang-std
* Source: MIB_SOURCES_POST_PROCESSED/CISCO-LICENSE-MGMT-MIB.mib
*/
/*
* This YANG module has been generated by smidump 0.5.0:
*
*      smidump -f yang CISCO-LICENSE-MGMT-MIB
*
* Do not edit. Edit the source file instead!
*/

module CISCO-LICENSE-MGMT-MIB {

 namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-LICENSE-MGMT-MIB";
 prefix "cisco-license-mgmt-mib";

 import ENTITY-MIB {
  prefix "entity-mib";
 }

 import INET-ADDRESS-MIB {
  prefix "inet-address";
 }

 import SNMP-FRAMEWORK-MIB {
  prefix "snmp-framework";
 }

 import SNMPv2-TC {
  prefix "snmpv2-tc";
 }

 import ietf-yang-smiv2 {
  prefix "smiv2";
 }

 organization
  "Cisco Systems Inc.";

 contact
  "Cisco Systems
   Customer Service

   Postal: 170 W Tasman Drive
```

San Jose, CA  95134

USA

Tel: +1 800 553 -NETS

E-mail: cs-snmp@cisco.com";

description
"The MIB module for managing licenses on the system.

The licensing mechanism provides flexibility to
enforce licensing for various features in the system.

The following text introduces different concepts and
terms those are necessary to understand the MIB definition
and to perform license management.

UDI
Universal Device Identifier that uniquely identifies a
device. It comprises of product ID, version ID and serial
number of the device.

NODE LOCKED LICENSE:
Node locked licenses are locked to one of the device
identifiers in the system. For example, the license
can be locked to the UDI value of one of the devices
in the system. Locking a license to an UDI guarantees
that the license will not be moved to a device with a
different UDI.

NON-NODE LOCKED LICENSE:
Non-node locked licenses are not locked to any device
identifier. They can be used on other similar devices.

METERED LICENSE:
Metered
licenses are valid for limited period of time
and they expire after that. This period is the usage
period of a license and it is not based on real time
clock, but system clock.

EULA:
End User License Agreement.

EVALUATION LICENSE:
Evaluation licenses are non-node locked metered

licenses which are valid only for a limited period.
They are used only when there are no permanent,
extension or grace period licenses for a feature.
User will have to accept EULA (End User License
Agreement) before using an evaluation license. Even
though they are not node locked, their usage is
recorded on the device.

RIGHT TO USE (RTU) LICENSE:
Right to use license is a non-node locked metered
license which is in evaluation mode for a limited
time after which it is converted to Right To Use (RTU)
license and is valid for the lifetime of the product.

User will have to accept EULA (End User License Agreement)
before using this license. Even though it is not node
locked, usage information is recorded on the device.

EXTENSION LICENSE:
Extension licenses are node locked metered licenses.
These licenses are issued by Cisco's licensing portal.
These licenses need to be installed using management
interfaces on the device. User will have to accept an
EULA as part of installation of extension license.

GRACE PERIOD LICENSE:
Grace period licenses are node locked metered licenses.
These licenses are issued by Cisco's licensing portal
as part of the permission ticket to rehost a license.
These licenses are installed on the device as part of
the rehost operation. User will have to accept an
EULA as part of the rehost operation for this type
of license. Details on permission ticket, rehost
operations are provided
further down in this
description clause.

PERMANENT LICENSE:
Permanent licenses are node locked licenses that have
no usage period associated with them. These licenses
are issued by Cisco's licensing portal. These licenses
need to be installed using management interfaces on
the device. Once these licenses are installed, they
will provide needed permission for the feature/image
across different versions.

COUNTED LICENSE:
Counted licenses limit the number of similar entities

that can use the license. For example, a counted
license when used by a feature can limit the number
of IP phones that can connect or the number of tunnels
that can be created.

UNCOUNTED LICENSE:
Uncounted licenses do not limit the number of similar
entities that can use the licenses.

License can be enforced at the image level or at the feature level and
this MIB module supports both.

IMAGE LEVEL LICENSING:
A universal image that contains all levels of
software packages is loaded on to the device. At boot
time, the device determines the highest level of license
and brings up the appropriate software features or
subsystems.

FEATURE LEVEL LICENSING:
Feature level licensing will support enforcement of
license at individual feature. Features have to check
for their licenses before enabling themselves. If it
does not have a license, the feature should disable
itself.

There is a one-to-one relationship between
a feature and a license. That is, a feature can use
only one license at a time and a license can be used
by only one feature at a time.

LICENSE LINE:
A License line is an atomic set of ASCII characters
arranged in a particular format that holds the license
for a single
feature within it. A line has all the
necessary fields and attributes that make it a valid,
non-tamper able and complete license.

LICENSE FILE:
File generated by Cisco licensing portal. It is used
to install license on product. It has a user readable
part and it contains one or more license lines.

DEVICE CREDENTIALS:
Device credentials file is a document that is generated
by a licensed device. This document establishes the

identity of the device and proves that the sender/user
has/had authorized access to the device.

REHOST:
Rehost operation allows a node locked license that
is installed on a device to be installed on other
similar device. As part of rehost operation, a device
processes the permission ticket, revokes the license(s)
on the device and generates a rehost ticket as the
proof of revocation. This rehost ticket needs to be

presented to the Cisco's licensing portal to get the
license transferred on to a new similar device.

PERMISSION TICKET:
Permission ticket is a document generated by Cisco
licensing portal that allows a device to rehost its
licenses.

REHOST TICKET:
Rehost ticket is document generated by a device after
it has applied a permission ticket. The rehost ticket
is a proof of revocation.

LICENSING PORTAL:
Generates licenses, permission tickets and verifies
device credentials and rehost tickets.

This MIB module provides MIB objects to install, clear,
revoke licenses. It also provides objects to regenerate
last rehost ticket, backup all the licenses installed
on a device, generate & export EULA for licenses.

STEPS TO INSTALL A LICENSE:
To install a license, the management application
1. Retrieves device credentials of the device.
2. Communicates
with Cisco's licensing portal to get
the license file, uses device credentials to identify
the device
3. Executes the license install action.

STEPS TO CLEAR A LICENSE:
To clear a license, the management application
1. Identifies the license to be cleared using license
index.
2. Executes the license clear action.

STEPS TO REHOST A LICENSE:

To rehost a license, the management application

1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the processPermissionTicket action. Device revokes the license and generates rehost ticket to be submitted as proof of revocation.
4. Retrieves device credentials of the device where the license needs to be transferred to.
5. Submits rehost ticket as proof of revocation to Cisco's licensing portal, uses device credentials of the new device to identify the device, gets license file.
6. Executes the license install action on the new device.

STEPS TO REGENERATE LAST REHOST TICKET:

To regenerate last rehost ticket, the management application

1. Retrieves device credentials of the device.
2. Uses already obtained permission ticket or communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the regenerateLastRehostTicket action. Device generates rehost ticket to be submitted as proof of revocation.

STEPS TO BACKUP ALL LICENSES:

To backup all licenses installed in the device, the management application

1. Specifies the backup file path.
2. Executes the license backup action.

STEPS TO GENERATE & EXPORT EULA:

To install certain kind of licenses, the management application must accept EULA first. The management application can generate and export EULA for one or more licenses with out installing licenses as follows.

1. Specifies the license file path that has licenses to be installed
2. Specifies the EULA file path where EULA need to be exported to
3. Executes the generate EULA action.

To support the various license actions, this MIB module
also defines MIB objects to know if a device supports
licensing, retrieve device credentials, retrieve
information on license stores in the device.

It also defines MIB objects to expose management
information associated with the licenses installed on the
device, with the licensable features in the software image.

This MIB module also defines various notifications that
will be
triggered to asynchronously notify the management
application of any critical events.

This MIB module is defined generically so it can be
implemented on stand alone devices or stack of devices.
In stack of devices, one device in the stack acts as
master agent and rest are slave agents. Each device in the
stack has its own UDI. The master agent receives requests
on behalf of all the devices in the stack including itself
and delegates it to other devices as needed. It also
collects responses from other devices and sends them to
the management application. Examples of such devices include
stackable switches, devices with route processor and line
cards. On the other hand, stand alone device is a single
device and has only one UDI associated with it.

entPhysicalIndex imported from ENTITY-MIB is used to
identify the device uniquely. It is specified as the index
or one of the index for tables in this MIB as needed.";

revision 2012-04-19 {
description
"This version of the MIB adds support for Permanent Right to use (RTU)
licensing. The revisions are:
o Updated clmgmtLicenseType object to support the following new
types of license:
permanentRightToUse

The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}

revision 2011-04-19 {
description
"This version of the MIB adds support for Right to use (RTU)
licensing. The revisions are:
o Added RTU license definition to MIB description above.

```
    o Updated clmgmtLicenseType object to support the following new
      types of license:
      evalRightToUse
      rightToUse
    o Added following objects to clmgmtLicenseInfoTable
      clmgmtLicensePeriodUsed
    o Added following objects to clmgmtLicensableFeatureTable
      clmgmtFeaturePeriodUsed
    o Added the following notifications
      clmgmtLicenseEvalRTUTransitionWarning
      clmgmtLicenseEvalRTUTransition
     o Added the following conformance groups
      clmgmtLicenseRTUGroup
      clmgmtLicenseRTUUsageNotifGroup

    The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}

revision 2008-11-21 {
  description
   "This version of the MIB adds support for subscription
    licensing. Subscription licenses provide software
    enforcement for a licensed feature for a fixed calendar
    period. The revisions are:
    o Updated clmgmtLicenseType object to support the following three
      new types of licenses:
           paidSubscription
           evaluationSubscription
           extensionSubscription
    o Added following objects to clmgmtLicenseInfoTable
           clmgmtLicenseStartDate
           clmgmtLicenseEndDate
    o Added following objects to clmgmtLicensableFeatureTable
           clmgmtFeatureStartDate
           clmgmtFeatureEndDate
    o Added the following notifications
           clmgmtLicenseSubscriptionExpiryWarning
            clmgmtLicenseSubscriptionExtExpiryWarning
           clmgmtLicenseSubscriptionExpired
    o Added the following conformance groups
           clmgmtLicenseSubscriptionGroup
           clmgmtLicenseSubscriptionUsageNotifGroup
    The new module compliance is ciscoLicenseMgmtComplianceRev1.";
}

revision 2006-10-03 {
  description
   "Initial version of this MIB module.";
```

```
}

typedef ClmgmtLicenseIndex {
  type uint32 {
    range "1..4294967295";
  }
  description
   "A unique value, for each license in the managed system.
    It is not necessary to have values assigned contiguously.
    The value for each license must remain constant
    at least from one re-initialization of the entity's
    network management system to the next re-initialization";
}

typedef ClmgmtLicenseIndexOrZero {
  type uint32;
  description
   "This textual convention is an extension of the ClmgmtLicenseIndex
    convention.
 The latter defines a greater than zero value
    used to identify a license in the managed system.  This
    extension permits the additional value of zero. The value
    zero is object-specific and must therefore be defined as
    part of the description of any object which uses this
    syntax. Examples of the usage of zero might include
    situations where license was not present or unknown.";
}

typedef ClmgmtLicenseTransferProtocol {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "local" {
      value "2";
    }
    enum "tftp" {
      value "3";
    }
    enum "ftp" {
      value "4";
    }
    enum "rcp" {
      value "5";
    }
    enum "http" {
      value "6";
    }
```

```
    enum "scp" {
      value "7";
    }
    enum "sftp" {
      value "8";
    }
  }
  description
   "The transfer protocol that should be used for copying files
    when performing license management. When
the protocol is
    set to local(2), local file system (flash or disk) is used.
    Different agents may support different transfer protocols
    and the management application is expected to some how determine
    which protocol is supported and use.";
}

typedef ClmgmtLicenseActionState {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "pending" {
      value "2";
    }
    enum "inProgress" {
      value "3";
    }
    enum "successful" {
      value "4";
    }
    enum "partiallySuccessful" {
      value "5";
    }
    enum "failed" {
      value "6";
    }
  }
  description
   "The state of license action execution.

    none(1)              - action is not yet scheduled to be
                         executed.

    pending(2)           - All the required parameters for the
                         action are set and the action is
                         scheduled
```

```
to be executed.

    inProgress(3)         - action execution has started and is
                          in progress.

    successful(4)         - action has completed successfully.

    partiallySuccessful(5) - action has completed, but was
                          partially successful. Management
                          application can query additional MIB
                          objects to know what is successful
                          and what has failed. These addtional
                          objects are listed in the
                          description of the corresponding
                          action tables.

    failed(6)             - action has failed.";
}

typedef ClmgmtLicenseActionFailCause {
  type enumeration {
    enum "none" {
      value "1";
    }
    enum "generalFailure" {
      value "2";
    }
    enum "transferProtocolNotSupported" {
      value
"3";
    }
    enum "fileServerNotReachable" {
      value "4";
    }
    enum "unrecognizedEntPhysicalIndex" {
      value "5";
    }
    enum "invalidLicenseFilePath" {
      value "6";
    }
    enum "invalidLicenseFile" {
      value "7";
    }
    enum "invalidLicenseLine" {
      value "8";
    }
    enum "licenseAlreadyExists" {
      value "9";
```

```
    }
    enum "licenseNotValidForDevice" {
      value "10";
    }
    enum "invalidLicenseCount" {
      value "11";
    }
    enum "invalidLicensePeriod" {
      value "12";
    }
    enum "licenseInUse" {
      value "13";
    }
    enum "invalidLicenseStore" {
      value "14";
    }
    enum "licenseStorageFull" {
      value "15";
    }
    enum "invalidPermissionTicketFile" {
      value "16";
    }
    enum "invalidPermissionTicket" {
      value "17";
    }
    enum "invalidRehostTicketFile" {
      value "18";
    }
    enum "invalidRehostTicket"
  {
      value "19";
    }
    enum "invalidLicenseBackupFile" {
      value "20";
    }
    enum "licenseClearInProgress" {
      value "21";
    }
    enum "invalidLicenseEULAFile" {
      value "22";
    }
   }
   description
    "Reason for license action failure. Defines error codes for
    all the license actions.

    none(1)                  - action execution has not
                            started yet. If the action
```

is completed and the action
is successful, then also
none(1) is returned to
indicate that there are no
errors.

generalFailure(2) - General licensing failure.
This will be used for resource
unavailability failures.

Ex: Lack of memory.

transferProtocolNotSupported(3) - protocol selected is not
supported.

fileServerNotReachable(4) - file server is not reachable.

unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
valid

invalidLicenseFilePath(6) - The license file path is not
accessible.

invalidLicenseFile(7) - Contents of license file are
not valid.

invalidLicenseLine(8) - License string in the license
file is not valid.

licenseAlreadyExists(9) - Management application is trying
to install a license that already
exists.

licenseNotValidForDevice(10) - This license is not valid for
the device/entPhysicalIndex
specified.

invalidLicenseCount(11) - Invalid count for this counted
license.

invalidLicensePeriod(12) - Validity period is invalid for
this expiring license.

licenseInUse(13) - License file is in use by a
feature/image.

invalidLicenseStore(14) - License store is not valid.

licenseStorageFull(15) - There is no more space in the
license storage.

invalidPermissionTicketFile(16) - The permission ticket file
path is not accecssible.

invalidPermissionTicket(17) - The permission ticket file
contents are not valid.

invalidRehostTicketFile(18) - The rehost ticket file path is
not accessible.

invalidRehostTicket(19) - The rehost ticket file contents

are not valid.

invalidLicenseBackupFile(20) - License backup store path
is not accessible.

licenseClearInProgress(21) - When license clear action is

```
                        in progress, license backup
                        action is not permitted to
                        avoid race conditions. This
                        error code is sent back in
                        response to a license backup
                        action when a license clear
                        action is in progress or in
                        pending state. Try again in few
                        seconds.
    invalidLicenseEULAFile(22) -  EULA file path is not accessible.";
}


container CISCO-LICENSE-MGMT-MIB {
  config false;

  container clmgmtLicenseConfiguration {
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";


leaf clmgmtNextFreeLicenseActionIndex {
      type uint32 {
        range "1..4294967295";
      }
      description
       "This object contains appropriate value for
        clmgmtLicenseActionIndex that can be used to create
        an entry in clmgmtLicenseActionTable. The management application
        should read this object first and then use this as the
        value for clmgmtLicenseActionIndex to avoid collisions
        when creating entries in clmgmtLicenseActionTable.
        Following this approach does not guarantee collision free
        row creation, but will reduce the probability. The
        collision will happen if two management applications read this
        object at the same time and attempt to create an entry
        with this value at the same time. In this case, the
        management application whose request is processed after the first
        request will get an error and the process of reading this object
        and
entry creation needs to be repeated.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.1";
    }
  }

  container clmgmtLicenseDeviceInformation {
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";
```

```
    leaf clmgmtNextFreeDevCredExportActionIndex {
      type uint32;
      description
       "This object contains appropriate value for
        clmgmtDevCredExportActionIndex that can be used to create
        an entry in clmgmtDevCredExportActionTable. The management
        application should read this object first and then use this
        as the value for clmgmtDevCredExportActionIndex to avoid
        collisions when creating entries in
        clmgmtDevCredExportActionTable. Following this approach does
        not guarantee collision free row creation, but will reduce
        the probability. The collision will happen if two
        management applications read this object at the same time and
        attempt to create an entry
  with this value at the same time.
        In this case, the management application whose request is
        processed after the first request will get an error and the
        process of reading this object and entry creation needs to be
        repeated.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.1";
    }
  }

  container clmgmtLicenseNotifObjects {
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";

    leaf clmgmtLicenseUsageNotifEnable {
      type boolean;
      description
       "This object indicates whether the device should generate
        the notifications related to usage of licenses. This object
        enables/disables sending following notifications:
            clmgmtLicenseExpired
            clmgmtLicenseExpiryWarning
            clmgmtLicenseUsageCountExceeded
            clmgmtLicenseUsageCountAboutToExceed
            clmgmtLicenseSubscriptionExpiryWarning
            clmgmtLicenseSubscriptionExtExpiryWarning
             clmgmtLicenseSubscriptionExpired
            clmgmtLicenseEvalRTUTransitionWarning
            clmgmtLicenseEvalRTUTransition";
      smiv2:defval "true";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.1";
    }

    leaf clmgmtLicenseDeploymentNotifEnable {
```

```
      type boolean;
      description
       "This object indicates whether the device should generate
        notifications related to license deployment. This object
        enables/disables sending following notifications:
            clmgmtLicenseInstalled
            clmgmtLicenseCleared
            clmgmtLicenseRevoked
            clmgmtLicenseEULAAccepted";
      smiv2:defval "true";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.2";
    }

    leaf clmgmtLicenseErrorNotifEnable {
      type boolean;
      description
       "This object indicates whether the device should generate
         notifications related to error conditions in enforcing
        licensing. This object enables/disables sending following
        notifications:
            clmgmtLicenseNotEnforced";
      smiv2:defval "true";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.4.3";
    }
  }

  container clmgmtLicenseActionTable {
    description
     "A table for invoking license management actions. Management
      application must create a row in this table to trigger any of
      the license management actions. The following are different
      actions that can be executed using this table.
          1. install
          2. clear
          3. processPermissionTicket
          4. regenerateLastRehostTicket
          5. backup
          6. generateEULA

      Refer to the description of clmgmtLicenseAction for more
      information on what these actions do on the device.
      Once the request completes, the management
  application should
      retrieve the values of the objects of interest, and then
      delete the entry.  In order to prevent old entries from
      clogging the table, entries will be aged out, but an entry
```

```
      will never be deleted within 5 minutes of completion.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2";

    list clmgmtLicenseActionEntry {
      key "clmgmtLicenseActionIndex";
      description
       "An entry for each action that is being executed or was
        executed recently. The management application executes an
        action
        by creating this entry. This can be done in the following
        2 methods

        1. CREATE-AND-GO method
           Management application sets clmgmtLicenseActionRowStatus to
           createAndGo(4) and all other required objects to valid
           values in a single SNMP SET request. If all the values
           are valid, the device creates the entry and executes the
            action. If the SET request fails, the entry will not be
           created.
        2. CREATE-AND-WAIT method
           Management application sets clmgmtLicenseActionRowStatus to
           createAndWait(5) to create an entry. Management application
           can set all other required objects to valid
           values in more than one SNMP SET request. If SET request
           for any of the objects fails, management application can
        set
           just only that object. Once all the required objects
           are set to valid values, management application triggers
        action
           execution by setting clmgmtLicenseActionRowStatus to
           active(1).

        To stop the action from being executed, the management
        application
        can delete the entry by setting clmgmtLicenseActionRowStatus
        to destroy(6) when clmgmtLicenseActionState is pending(2).

        The
    status of action execution can be known by querying
        clmgmtLicenseActionState. If the action is still in
        pending(2) or in inProgress(3) state, the management
        application need to check back again after few seconds.
        Once the action completes and status of the action is
        failed(6), the reason for failure can be retrieved
        from clmgmtLicenseActionFailCause. If the status of the
        action is partiallySuccessful(5), results of individual
        licenses can be queried from clmgmtLicenseActionResultTable.
```

Not all objects in the entry are needed to execute every action. Below is the list of actions and the required objects that are needed to be set for executing that action.

1. Installing a license
   The following MIB objects need to be set for installing a license
   a. clmgmtLicenseActionTransferProtocol

b. clmgmtLicenseServerAddressType
   c. clmgmtLicenseServerAddress
   d. clmgmtLicenseServerUsername
   e. clmgmtLicenseServerPassword
   f. clmgmtLicenseFile
   g. clmgmtLicenseStore
   h. clmgmtLicenseStopOnFailure
   i. clmgmtLicenseAcceptEULA
   j. clmgmtLicenseAction

   clmgmtLicenseActionEntPhysicalIndex need not be set explicitly for license installs. License itself identifes the device where the license needs to be installed.

   clmgmtLicenseStore need to be set to store the licenses in a non-default license store. But, if a license file has more than one license and licenses need to be installed on multiple devices (for example to multiple members with in a stack), then value of clmgmtLicenseStore is ignored and the licenses will be installed in default license stores of the respective devices.

2. Clearing a license
   The following MIB objects need to be set for clearing a license
   a. clmgmtLicenseActionEntPhysicalIndex
   b. clmgmtLicenseActionLicenseIndex
   c. clmgmtLicenseStore
   d. clmgmtLicenseAction

3. Revoking a license
   The following MIB objects need to be set for revoking a license
   a. clmgmtLicenseActionTransferProtocol
   b. clmgmtLicenseServerAddressType
   c. clmgmtLicenseServerAddress
   d. clmgmtLicenseServerUsername
   e. clmgmtLicenseServerPassword

f. clmgmtLicensePermissionTicketFile
g. clmgmtLicenseRehostTicketFile
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAction

4. Regenerate last rehost ticket
The following
MIB objects need to be set for regenerating
last rehost ticket
a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicensePermissionTicketFile
g. clmgmtLicenseRehostTicketFile
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAction

5. Save all licenses to a backup storage
The following MIB objects need to be set for storing all
licenses to a backup store
a. clmgmtLicenseActionEntPhysicalIndex
b. clmgmtLicenseActionTransferProtocol
c. clmgmtLicenseServerAddressType
d. clmgmtLicenseServerAddress
e. clmgmtLicenseServerUsername
f. clmgmtLicenseServerPassword
g.
clmgmtLicenseBackupFile
h. clmgmtLicenseAction

6. Generate and export EULA if the licenses need EULA to be
accepted for installing.
The following MIB objects need to be set exporting required
EULAs
a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicenseFile
g. clmgmtLicenseEULAFile
h. clmgmtLicenseAction

For any action, if clmgmtLicenseActionTransferProtocol
is set to local(2), the following objects need not be set.

```
            a. clmgmtLicenseServerAddressType
            b. clmgmtLicenseServerAddress
            c. clmgmtLicenseServerUsername
            d. clmgmtLicenseServerPassword

          Entry can be deleted
    except when clmgmtLicenseAction is set
          to pending(2). All entries are volatile and are cleared
          on agent reset.";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1";

        leaf clmgmtLicenseActionIndex {
          type uint32 {
            range "1..4294967295";
          }
          description
           "This object uniquely identifies a row in
            clmgmtLicenseActionTable. The management application should choose
            this value by reading clmgmtNextFreeLicenseActionIndex
            while creating an entry in this table. If an entry already
            exists with this index, the creation of the entry will not
            continue and error will be returned. The management application
            should read the value of clmgmtNextFreeLicenseActionIndex
            again and retry with the new value for this object.";
          smiv2:max-access "not-accessible";
          smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.1";
        }

        leaf clmgmtLicenseActionEntPhysicalIndex
    {
          type entity-mib:PhysicalIndexOrZero;
          description
           "This object represents the entPhysicalIndex of the device
            where the action is being executed. This object is mainly
            used in devices where one device is acting as a master and
            rest of the devices as slaves. The master device is
            responsible for SNMP communication with the management
            application. Examples include stackable switches, devices
            with route processor and line card configuration. If this
            object is not set, the license action will be executed on
            the master device. Note: This object need not be set if
            there is a stand alone device";
          smiv2:defval "0";
          smiv2:max-access "read-write";
          smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.2";
        }

        leaf clmgmtLicenseActionTransferProtocol {
```

```
        type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;
        description
        "This object represents the transfer protocol to be used
         when copying files as specified in the following objects.
         1. clmgmtLicenseFile
         2. clmgmtLicensePermissionTicketFile
         3. clmgmtLicenseRehostTicketFile
         4. clmgmtLicenseBackupFile

         Note: This object need not be set if the all the files
         required for the action are in device's local file system.";
       smiv2:defval "none";
       smiv2:max-access "read-write";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.3";
      }

      leaf clmgmtLicenseServerAddressType {
       type inet-address:InetAddressType;
       description
        "This object indicates the transport type of the
         address contained in clmgmtLicenseServerAddress object.
         This must be set when clmgmtLicenseActionTransferProtocol
         is not none(1) or local(2).";
       smiv2:defval
"unknown";
       smiv2:max-access "read-write";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.4";
      }

      leaf clmgmtLicenseServerAddress {
       type inet-address:InetAddress;
       description
        "This object indicates the ip address of the server from
         which the files must be read or written to if
         clmgmtLicenseActionTransferProtocol is not none(1) or
         local(2).

         All bits as 0s or 1s for clmgmtLicenseServerAddress are not
         allowed.

         The format of this address depends on the value of the
         clmgmtLicenseServerAddressType object";
       smiv2:defval "";
       smiv2:max-access "read-write";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.5";
      }

      leaf clmgmtLicenseServerUsername {
```

```
        type snmp-framework:SnmpAdminString {
          length "0..96";
        }
        description
         "This object indicates the
remote user name for accessing
          files via ftp, rcp, sftp or scp protocols. This object must
          be set when the clmgmtLicenseActionTransferProtocol is
          ftp(4), rcp(5), scp(7) or sftp(8). If
          clmgmtLicenseActionTransferProtocol is rcp(5), the remote
          username is sent as the server username in an rcp command
          request sent by the system to a remote rcp server.";
        smiv2:defval "";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.6";
      }

      leaf clmgmtLicenseServerPassword {
        type snmp-framework:SnmpAdminString {
          length "0..96";
        }
        description
         "This object indicates the password used by ftp, sftp or
          scp for copying a file to/from an ftp/sftp/scp server.
          This object must be set when the
          clmgmtLicenseActionTransferProtocol is ftp(4) or scp(7)
          or sftp(8). Reading it returns
a zero-length string for
          security reasons.";
        smiv2:defval "";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.7";
      }

      leaf clmgmtLicenseFile {
        type snmp-framework:SnmpAdminString {
          length "0..255";
        }
        description
         "This object represents the location of the license file
          on the server identified by clmgmtLicenseServerAddress. This
          object MUST be set to a valid value before or concurrently
          with setting the value of the clmgmtLicenseAction object to
          install(2). For other operations, the value of this
          object is not considered, it is irrelevant.";
        smiv2:defval "";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.8";
```

```
    }

    leaf clmgmtLicenseStore {
      type uint32;
      description
       "This object represents the clmgmtLicenseStoreIndex
of the
        license store to use within the device. The license store
        can be a local disk or flash. A device can have more than
        one license stores. If this object is not set, the license
        will be stored in the default license store as exposed by
        clmgmtDefaultLicenseStore object.";
      smiv2:defval "0";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.9";
    }

    leaf clmgmtLicenseActionLicenseIndex {
      type cisco-license-mgmt-mib:ClmgmtLicenseIndexOrZero;
      description
       "This object indicates the the license index of the license
        that is the subject of this action. This is used for
        identifying a license for performing actions specific to
        that license. This object need to be set only if
        clmgmtLicenseAction is set to clear(4). The value of this
        object is same as the clmgmtLicenseIndex
object in
        clmgmtLicenseInfoEntry for license that is subject of this
        action.";
      smiv2:defval "0";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.10";
    }

    leaf clmgmtLicensePermissionTicketFile {
      type snmp-framework:SnmpAdminString {
       length "0..255";
      }
      description
       "This object indicates the file name of the permission
        ticket. This object need to be set only if
        clmgmtLicenseAction is set to processPermissionTicket(4)
        or regenerateLastRehostTicket(5) actions. The permission
        ticket is obtained from Cisco licensing portal to revoke
        a license. The management application must set this object
        to valid value before invoking the action.";
      smiv2:defval "";
      smiv2:max-access "read-write";
```

```
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.11";
    }


  leaf clmgmtLicenseRehostTicketFile {
      type snmp-framework:SnmpAdminString {
       length "0..255";
      }
      description
       "This object indicates the file where the rehost ticket
        generated by the device need to be exported to. The rehost
        ticket is generated as a result of processPermissionTicket
        and regenerateLastRehostTicket actions. After generating
        the rehost ticket, the device exports the rehost ticket
        contents to this file. This object need to be set only
        if clmgmtLicenseAction is set to processPermissionTicket(4)
        or regenerateLastRehostTicket(5) actions.";
      smiv2:defval "";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.12";
    }

    leaf clmgmtLicenseBackupFile {
      type snmp-framework:SnmpAdminString {
       length "0..255";
      }
      description
       "This object indicates
 the file where all the licenses in
        the device need to be backed up. This object need to be set
        only if clmgmtLicenseAction is set to backup(6) and the
        management application must set the value of this  object
        to valid value before invoking action.";
      smiv2:defval "";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.13";
    }

    leaf clmgmtLicenseStopOnFailure {
      type boolean;
      description
       "This object indicates whether the license action should
        stop if the action on a license fails. This object is
        applicable only if there are more than one licenses
        involved in an action.";
      smiv2:defval "false";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.14";
```

```
  }

  leaf clmgmtLicenseAction {
    type enumeration {
      enum "noOp" {

value "1";
      }
      enum "install" {
        value "2";
      }
      enum "clear" {
        value "3";
      }
      enum "processPermissionTicket" {
        value "4";
      }
      enum "regenerateLastRehostTicket" {
        value "5";
      }
      enum "backup" {
        value "6";
      }
      enum "generateEULA" {
        value "7";
      }
    }
    description
     "This object indicates the the command/action to be executed.

      Command                    Remarks
      -------                   -------
      noOp(1)                     No operation will be
                                performed.

      install(2)                  Installs the license.

      clear(3)                    Clears the license.

      processPermissionTicket(4)
 Processes thee permission
                                ticket and generates and
                                exports rehost ticket.

      regenerateLastRehostTicket(5)  Generates and exports the
                                last generated rehost
                                ticket.
```

```
      backup(6)                Backs up all the licenses
                               installed currently onto a
                               backup store.

      generateEULA(7)          Checks whether the licenses
                               in the license file need EULA
                               acceptance and uploads the
                               needed EULA contents to a file.";
    smiv2:defval "noOp";
    smiv2:max-access "read-write";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.15";
   }

   leaf clmgmtLicenseActionState {
    type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
    description
     "This object indicates the state of this license action.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.16";
   }

   leaf clmgmtLicenseJobQPosition {
    type uint32;
    description
     "This object represents the position of the action
      in the license action job queue that is maintained
      internally. Only actions in pending(2) state will
      be put in the queue until they are executed. By
      reading this object, the management application can make
      intelligent decision on whether to execute another
      action that it is planning on. For example, if there
      is already a license clear action in the queue in
      pending(2) state, management application can choose to

defer its license back up action to a later time. This
      object will return a value of 0 if the action is not in
      pending(2) state.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.17";
   }

   leaf clmgmtLicenseActionFailCause {
    type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;
    description
     "This object indicates the reason for this license action
      failure. The value of this object is valid only when
      clmgmtLicenseActionState is failed(6).";
    smiv2:max-access "read-only";
```

```
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.18";
    }

    leaf clmgmtLicenseActionStorageType {
      type snmpv2-tc:StorageType;
      description
       "This object indicates the storage type for this conceptual
        row. Conceptual rows having the value 'permanent' need not
        allow write-access to any columnar objects in the row.";
       smiv2:defval "volatile";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.19";
    }

    leaf clmgmtLicenseActionRowStatus {
      type snmpv2-tc:RowStatus;
      description
       "This object indicates the the status of this table entry.
        Once the entry status is set to active(1), the associated
        entry cannot be modified until the action completes
        (clmgmtLicenseConfigCommandStatus is set to a value
        other than inProgress(3)). Once the action completes
        the only operation possible after this is to delete
        the row. It is recommended that the management application
        should delete entries in this table after reading
        the result. In order to prevent old entries from
        clogging the table, entries will be aged out, but an
        entry will never be deleted within 5 minutes of
        completion";

  smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.20";
    }

    leaf clmgmtLicenseAcceptEULA {
      type boolean;
      description
       "This object indicates whether the End User License Agreement
        needed for installing the licenses is accepted.

        true(1) - EULA is read and accepted
        false(2) - EULA is not accepted

        Management application should set this object to true(1) when
        installing licenses that need EULA acceptance.";
      smiv2:defval "false";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.21";
```

```
    }

    leaf clmgmtLicenseEULAFile {
      type snmp-framework:SnmpAdminString {
        length "0..255";
      }
      description
       "This object indicates the file where all the End User License
        Agreements (EULAs) need to be exported to. This object need to
         be set only if clmgmtLicenseAction is set to generateEULA(7) and
        the management application must set the value of this object to
        valid value before invoking action.";
      smiv2:defval "";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.2.1.22";
    }
  }
}

  container clmgmtLicenseActionResultTable {
    description
     "This table contains results of license action if the
      license action involves multiple licenses. Entries in this
      table are not created for actions where there is
      only license that is subject of the action. For
      example, if there are 3 licenses in a license file
      when executing license install action, 3 entries will
      be created in this table, one for each license.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3";

    list clmgmtLicenseActionResultEntry {
      key "clmgmtLicenseActionIndex clmgmtLicenseNumber";
      description
        "An entry in clmgmtLicenseActionResultTable. Each entry
        contains result of the action for a single license.
        These entries are created immediately after action
        execution when the action involves multiple licenses.
        These entries get automatically deleted when the
        corresponding entry in clmgmtLicenseActionTable
        is deleted.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1";

      leaf clmgmtLicenseActionIndex {
        type leafref {
          path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseActionTable/cisco-license-mgmt-mib:clmgmtLicenseActionEntry/cisco-license-mgmt-
mib:clmgmtLicenseActionIndex";
        }
```

```
    }

    leaf clmgmtLicenseNumber {
     type uint32 {
      range "1..4294967295";
     }
     description
      "This object indicates the sequence number of this license
       in the list of licenses on which the action
is executed.
       For example, if there are 3 licenses in a license file
       when executing license install action, this object will
       have values 1, 2 and 3 respectively as ordered in the
       license file.";
     smiv2:max-access "not-accessible";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.1";
    }

    leaf clmgmtLicenseIndivActionState {
     type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
     description
      "This object indicates the state of action on this
       individual license.";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.2";
    }

    leaf clmgmtLicenseIndivActionFailCause {
     type cisco-license-mgmt-mib:ClmgmtLicenseActionFailCause;
     description
      "This object indicates the reason for action failure on this
       individual license";
     smiv2:max-access "read-only";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.1.3.1.3";
    }
   }
  }

  container clmgmtLicenseStoreInfoTable {
   description
    "This table contains information about all the license
     stores allocated on the device.";
   smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1";

   list clmgmtLicenseStoreInfoEntry {
    key "entPhysicalIndex clmgmtLicenseStoreIndex";
    description
     "An entry in clmgmtLicenseStoreInfoTable. Each entry
```

```
        contains information about a license store allocated
        on the device";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf clmgmtLicenseStoreIndex {
        type uint32 {
          range "1..4294967295";
        }
        description
          "This object uniquely identifies a license store within
          the device.";
         smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.1";
      }

      leaf clmgmtLicenseStoreName {
        type snmp-framework:SnmpAdminString {
          length "0..255";
        }
        description
          "This object indicates the name of the license store
          within the device. It is a file in device's local file
          system i.e., either on a local disk or flash or some
          other storage media. For example, the value of this
          object can be 'disk1:lic_store_1.txt' or
          'flash:lic_store_2.txt";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.2";
      }

      leaf clmgmtLicenseStoreTotalSize {
        type uint32;
        units "bytes";
        description
          "This object indicates the total number of bytes that are
          allocated to the license store.";
        smiv2:max-access "read-only";
        smiv2:oid
 "1.3.6.1.4.1.9.9.543.1.2.1.1.3";
      }
```

```
      leaf clmgmtLicenseStoreSizeRemaining {
        type uint32;
        units "bytes";
        description
         "This object indicates the number of bytes still remaining
          to be used for new license installations in the license
          store.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.1.1.4";
      }
    }
  }

  container clmgmtLicenseDeviceInfoTable {
    description
     "This table contains objects that provide licensing related
      information at the device level. Entries will exist
      only for entities that support licensing. For example,
      if it is a stand alone device and supports licensing,
      then there will be only one entry in this table. If
      it is stackable switch then there will be multiple
      entries with one entry for each device in the stack.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2";

    list
 clmgmtLicenseDeviceInfoEntry {
      key "entPhysicalIndex";
      description
       "An entry in clmgmtLicenseDeviceInfoTable. Each entry
        contains device level licensing information for a device.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf clmgmtDefaultLicenseStore {
        type uint32 {
          range "1..4294967295";
        }
        description
         "This object indicates the clmgmtLicenseStoreIndex of
          default store in the device. There will be only one
          default license store per device. If no license store
          is specified during license install, this default license
```

```
          store will be used.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.2.1.1";
       }
     }
   }

   container clmgmtLicenseInfoTable {
    description
     "This table contains information about all the licenses
      installed on the device.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3";

    list clmgmtLicenseInfoEntry {
     key "entPhysicalIndex clmgmtLicenseStoreUsed clmgmtLicenseIndex";
     description
      "An entry in clmgmtLicenseInfoTable. Each entry contains
       information about a license installed on the device. This
       entry gets created when a license is installed successfully.
       Management application can not create these entries directly, but
       will do so indirectly by executing license install action.
       Some of these entries may already exist that correspond to
       demo licenses even before management application installs any
       licenses.";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1";

     leaf entPhysicalIndex {
      type leafref {
       path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
     }

     leaf clmgmtLicenseStoreUsed {
      type uint32 {
       range "1..4294967295";
      }
      description
       "This object represents the license store that is used for
        storing this license. This object will have the same value
        as clmgmtLicenseStoreIndex in clmgmtLicenseStoreInfoEntry
        of the license store used.";
      smiv2:max-access "not-accessible";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.1";
     }

     leaf clmgmtLicenseIndex {
      type cisco-license-mgmt-mib:ClmgmtLicenseIndex;
```

```
        description
         "This object uniquely identifies a license within
          the device.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.2";
      }

      leaf clmgmtLicenseFeatureName {
        type snmp-framework:SnmpAdminString
{
          length "0..128";
        }
        description
         "This object indicates the name of the feature that is
          using or can use this license. A license can be used by
          only one feature. Examples of feature name are: 'IPBASE',
          'ADVIPSERVICE'.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.3";
      }

      leaf clmgmtLicenseFeatureVersion {
        type snmp-framework:SnmpAdminString {
          length "0..128";
        }
        description
         "This object indicates the version of the feature that is
          using or can use this license. Examples of feature version
          are: '1.0', '2.0'";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.4";
      }

      leaf clmgmtLicenseType {
        type enumeration {
          enum "demo" {
            value "1";
          }
          enum "extension"
{
            value "2";
          }
          enum "gracePeriod" {
            value "3";
          }
          enum "permanent" {
            value "4";
          }
```

```
        enum "paidSubscription" {
          value "5";
        }
        enum "evaluationSubscription" {
          value "6";
        }
        enum "extensionSubscription" {
          value "7";
        }
        enum "evalRightToUse" {
          value "8";
        }
        enum "rightToUse" {
          value "9";
        }
        enum "permanentRightToUse" {
          value "10";
        }
      }
      description
       "This object identifies type of license. Licenses may have
        validity period defined in terms of time duration that the
        license is valid for or it may be defined in terms of actual
        calendar dates. Subscription licenses are licenses that have
        validity period
defined in terms of calendar dates.

        demo(1)             - demo(evaluation license) license.
        extension(2)        - Extension(expiring) license.
        gracePeriod(3)      - Grace period license.
        permanent(4)        - permanent license, the license has no
                            expiry date.
        paidSubscription(5)  - Paid subscription licenses are the
        licenses
                            which are purchased by customers. These
                            licenses have a start date  and end date
                            associated with them.
        evaluationSubscription(6)-Evaluation subscription licenses are
                              the trial licenses. These licenses
                              are node locked and it can be obtained
                              only once for an UDI. They are valid

        based on calendar days. These licenses
                              have a start date and an end date
                              associated with them and are issued
                              once per UDI.
        extensionSubscription(7)- Extension subscription licenses are
                              similar to evaluation subscription
```

```
                        licenses but these licenses are issued
                        based on customer request. There are
                        no restrictions on the number of
                        licenses available for a UDI.
          evalRightToUse(8)       - Evaluation Right to use (RTU)
          license.
          rightToUse(9)           - Right to use (RTU) license.
          permanentRightToUse(10) ? Right To Use license right after it is configured
                        and is valid for the lifetime of
the product.
                        This is a Right To Use license which is not in
                        evaluation mode for a limited time.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.5";
      }

      leaf clmgmtLicenseCounted {
        type boolean;
        description
         "This object indicates whether the license is counted
          license.
          true(1)  - counted license
          false(2) - uncounted license";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.6";
      }

      leaf clmgmtLicenseValidityPeriod {
        type uint32;
        units "seconds";
        description
         "This object indicates the time period the license is valid for.
          This object is applicable only if clmgmtLicenseType is demo(1),
          or extension(2) or gracePeriod(3) or evalRightToUse(8). The
          object will return
0 for other license types.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.7";
      }

      leaf clmgmtLicenseValidityPeriodRemaining {
        type uint32;
        units "seconds";
        description
         "This object indicates the time period remaining before the
          license expires or transitions to rightToUse(9) license. This
          object is applicable only if clmgmtLicenseType is demo(1), or
          extension(2) or gracePeriod(3) or evalRightToUse(8). The object
```

```
          will contain 0 for other license types.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.8";
      }

      leaf clmgmtLicenseExpiredPeriod {
        type uint32;
        units "seconds";
        description
         "This object indicates the elapsed time period since the license
          expired. This object is applicable only if clmgmtLicenseType
          is demo(1),
or extension(2) or gracePeriod(3). Also, this
          value of this object will be valid only after the license
          expires. The object will return 0 for other license types
          or before the license expiry.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.9";
      }

      leaf clmgmtLicenseMaxUsageCount {
        type uint32;
        description
         "This object indicates the maximum number of entities that
          can use this license. This object is applicable only if
          clmgmtLicenseCounted is true(1). The entity that is being
          counted can be anything and it depends on the licensable
          feature.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.10";
      }

      leaf clmgmtLicenseUsageCountRemaining {
        type uint32;
        description
         "This object indicates the number of entities that can
          still
use this license. This object is applicable only
          if clmgmtLicenseCounted is true(1).";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.11";
      }

      leaf clmgmtLicenseEULAStatus {
        type boolean;
        description
         "This object indicates whether the user accepted
          End User License Agreement for this license.
```

```
    true(1)  - EULA accpeted
    false(2) - EULA not accepted";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.12";
}

leaf clmgmtLicenseComments {
  type snmp-framework:SnmpAdminString {
    length "0..255";
  }
  description
   "This object represents the user modifiable comments
    about the license. This object is initially populated
    with comments from the license file.";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.13";
 }

leaf clmgmtLicenseStatus {
  type enumeration {
    enum "inactive" {
      value "1";
    }
    enum "notInUse" {
      value "2";
    }
    enum "inUse" {
      value "3";
    }
    enum "expiredInUse" {
      value "4";
    }
    enum "expiredNotInUse" {
      value "5";
    }
    enum "usageCountConsumed" {
      value "6";
    }
  }
  description
   "This object represents status of the license.

    inactive(1)          - license is installed, but
                         not active.
    notInUse(2)          - license is installed and
                         available for use.
    inUse(3)             - the license is being used (by
```

```
                    a feature).
      expiredInUse(4)
    - license is expired but still
                    being held by the feature.
      expiredNotInUse(5)    - license is expired and not being
                    held by any feature.
      usageCountConsumed(6) - number of entities using this
                    licenses has reached the allowed
                    limit, no new entities are allowed
                    to use this license.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.14";
   }

   leaf clmgmtLicenseStartDate {
    type snmpv2-tc:DateAndTime;
    description
     "This object indicates the start date for a subscription
      license. It is optional for subscription linceses to have a
      start date associated with them, they may only have an end
      date associated with them. This object may be applicable only

when clmgmtLicenseType is paidSubscription(5),
      evaluationSubscription(6) or extensionSubscription (7).
      The object will contain an octet string of length 0 when it is
      not applicable.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.15";
   }

   leaf clmgmtLicenseEndDate {
    type snmpv2-tc:DateAndTime;
    description
     "This object indicates the end date for a subscription license.
      This object is applicable only when clmgmtLicenseType is
      paidSubscription(5), evaluationSubscription(6) or
      extensionSubscription (7). The object will contain an octet
      string of length 0 when it is not applicable.";
    smiv2:max-access "read-only";
    smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.16";
   }

   leaf clmgmtLicensePeriodUsed {
    type uint32;
    units "seconds";
    description
     "This
```

```
 object indicates the time period used for the
          Right to use (RTU) licenses. This object is applicable for all
          RTU licenses.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.3.1.17";
       }
     }
   }

   container clmgmtLicensableFeatureTable {
     description
      "This table contains list of licensable features in the
      image. All the licensable features will have an entry each
      in this table irrespective of whether they are using any
      licenses currently. Entries in this table are created by
      the agent one for each licensable feature in the image.
      These entries remain in the table permanently and can not
      be deleted. Management application can not create or delete
      entries from this table.";
     smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4";

     list clmgmtLicensableFeatureEntry {
       key "entPhysicalIndex clmgmtFeatureIndex";
       description
        "An entry
 in clmgmtLicensableFeatureTable. Each entry represents
         a licensable feature.";
       smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1";

       leaf entPhysicalIndex {
         type leafref {
           path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
         }
       }

       leaf clmgmtFeatureIndex {
         type uint32 {
           range "1..4294967295";
         }
         description
          "This object uniquely identifies a licensable feature in
           the device.";
         smiv2:max-access "not-accessible";
         smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.1";
       }

       leaf clmgmtFeatureName {
```

```
        type snmp-framework:SnmpAdminString {
          length "0..128";
        }
        description
         "This object indicates the name of the licensable feature
          in the device. Examples of feature names are: 'IPBASE',
          'ADVIPSERVICE'";
        smiv2:max-access
"read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.2";
      }

      leaf clmgmtFeatureVersion {
        type snmp-framework:SnmpAdminString {
          length "0..32";
        }
        description
         "This object indicates the version of the licensable
          feature in the device. Examples of feature versions
          are: '1.0' or '2.0'";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.3";
      }

      leaf clmgmtFeatureValidityPeriodRemaining {
        type uint32;
        units "seconds";
        description
         "This object indicates the time period remaining before
          the feature's license expires or transitions. This object is
          applicable only if clmgmtLicenseType of the license used by
          this feature is demo(1), or extension(2) or gracePeriod(3) or
          evalRightToUse(8).

          The object will contain 0 if
other types of license is used
          or if the feature does not use any license. If the
          feature is using multiple licenses, this period will
          represent the cumulative period remaining from all the
          licenses used by this feature.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.4";
      }

      leaf clmgmtFeatureWhatIsCounted {
        type snmp-framework:SnmpAdminString {
          length "0..128";
        }
```

```
      description
       "This object represents the entity that is being counted
        by this feature. Examples of entities are IP Phones, number
        of sessions etc. This object is only applicable for
        features that use counting licenses. For other features,
        this object will return empty string.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.5";
     }

     leaf clmgmtFeatureStartDate {

    type snmpv2-tc:DateAndTime;
      description
       "This object indicates the license start date of the feature.
        This object is applicable if at least one of the licenses used
        for this feature has a valid start date. The start date will
        be the earliest of the valid start dates of all the licenses
        used for this feature. If none of the licenses used for this
        feature have a valid start date then this object will contain an
        octet string of length 0.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.6";
     }

     leaf clmgmtFeatureEndDate {
      type snmpv2-tc:DateAndTime;
      description
       "This object indicates the license end date of the feature.
        This object is applicable if at least one of the licenses used
        for this feature has a valid end date. The end date will
        be the latest of the valid end dates
of all the licenses
        used for this feature. If none of the licenses used for this
        feature have a valid end date then this object will contain an
        octet string of length 0.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.7";
     }

     leaf clmgmtFeaturePeriodUsed {
      type uint32;
      units "seconds";
      description
       "This object indicates the license period used for the feature.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.2.4.1.8";
     }
```

```
  }
 }

 container clmgmtDevCredExportActionTable {
  description
   "A table for triggering device credentials export action.
    Management application must create this entry to trigger the
    export of device credentials from the device to a file.

    Once the request completes, the management application should
    retrieve the values of the objects
of interest, and then
    delete the entry.  In order to prevent old entries from
    clogging the table, entries will be aged out, but an entry
    will never be deleted within 5 minutes of completion.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2";

  list clmgmtDevCredExportActionEntry {
   key "clmgmtDevCredExportActionIndex";
   description
    "An entry for each device credential export action that
     is being executed or was executed recently. The management
     application triggers the export by creating an entry in this
     table. This can be done in the following 2 methods

     1. CREATE-AND-GO method
        Management application sets clmgmtDevCredExportActionStatus
        to createAndGo(4) and all other required objects to valid
        values in a single SNMP SET request. If all the values
        are valid, the device creates the entry and executes the
        action. If
the SET request fails, the entry will not be
        created.
     2. CREATE-AND-WAIT method
        Management application sets clmgmtDevCredExportActionStatus to
        createAndWait(5) to create an entry. Management application
        can set all other required objects to valid
        values in more than one SNMP SET request. If SET request
        for any of the objects fails, management application can set
        just only that object. Once all the required objects
        are set to valid values, management application triggers action
        execution by setting clmgmtDevCredExportActionStatus to
        active(1).

     To stop the action from being executed, the management application
     can delete the entry by setting clmgmtDevCredExportActionStatus
     to destroy(6) when clmgmtDevCredCommandState is pending(2).
```

```
        The status of action execution can be known by
querying
        clmgmtDevCredCommandState. If the action is still in
        pending(2) or inProgress(3), the management application need to
        check back again after few seconds. Once the action completes
        and if status of the action is failed(6), the reason for
        failure can be retrieved from clmgmtDevCredCommandFailCause.

        Entry can be deleted except when clmgmtLicenseAction is set
        to inProgress(3). All entries in this table are volatile
        and are cleared on agent reset.";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1";

      leaf clmgmtDevCredExportActionIndex {
        type uint32 {
          range "1..4294967295";
        }
        description
         "This object uniquely identifies a row in
          clmgmtDevCredExportActionTable. The management application
          chooses this value by reading
          clmgmtNextFreeDevCredExportActionIndex while creating an
          entry in this table.
If an entry already exists with this
          index, the creation of the entry will not continue and
          error will be returned. The management application should
          read the value of clmgmtNextFreeDevCredExportActionIndex
          again and retry with the new value for this object.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.1";
      }

      leaf clmgmtDevCredEntPhysicalIndex {
        type entity-mib:PhysicalIndexOrZero;
        description
         "This object represents the entPhysicalIndex of the device
          for which the device credentials are being retrieved. This
          object is mainly used in devices where one device is acting
          as a master and rest of the devices as slaves. The master
          device is responsible for SNMP communication with the
          manager. Examples include stackable switches, devices with
          router processor and line cards.

          Note: This object need not be set if it is a stand alone
          device";
        smiv2:defval "0";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.2";
```

```
}

leaf clmgmtDevCredTransferProtocol {
  type cisco-license-mgmt-mib:ClmgmtLicenseTransferProtocol;
  description
   "This object indicates the transfer protocol to be used when
    copying files as specified in the following objects.
    1. clmgmtDevCredExportFile
    .";
  smiv2:defval "none";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.3";
}

leaf clmgmtDevCredServerAddressType {
  type inet-address:InetAddressType;
  description
   "This object indicates the transport type of the
    address contained in clmgmtDevCredServerAddress object.
    This must be set when clmgmtDevCredTransferProtocol
     is not none(1) or local(2).";
  smiv2:defval "unknown";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.4";
}

leaf clmgmtDevCredServerAddress {
  type inet-address:InetAddress;
  description
   "This object indicates the the ip address of the server
    from which the files must be read or written to if
    clmgmtDevCredTransferProtocol is not none(1) or local(2).

    All bits as 0s or 1s for clmgmtDevCredServerAddress are not
    allowed.

    The format of this address depends on the value of the
    clmgmtDevCredServerAddressType object";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.5";
}

leaf clmgmtDevCredServerUsername {
  type snmp-framework:SnmpAdminString {
    length "0..96";
  }
```

```
description
   "This object indicates the remote user name for accessing
    files via ftp, rcp, sftp or scp protocols. This object
    must be set when the clmgmtDevCredTransferProtocol is
    ftp(4), rcp(5), scp(7) or sftp(8). If
    clmgmtDevCredTransferProtocol is rcp(5), the remote
    username is sent as the server username in an rcp command
    request sent by the system to a remote rcp server.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.6";
 }

 leaf clmgmtDevCredServerPassword {
  type snmp-framework:SnmpAdminString {
   length "0..96";
  }
  description
   "This object indicates the password used by ftp, sftp or
    scp for copying a file to/from an ftp/sftp/scp server.
    This object must be set when the
    clmgmtDevCredTransferProtocol is ftp(4) or scp(7) or
     sftp(8). Reading it returns a zero-length string for
    security reasons.";
  smiv2:defval "";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.7";
 }

 leaf clmgmtDevCredExportFile {
  type snmp-framework:SnmpAdminString {
   length "0..255";
  }
  description
   "This object represents file where device credentials needs
    to be exported to.";
  smiv2:max-access "read-write";
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.8";
 }

 leaf clmgmtDevCredCommand {
  type enumeration {
   enum "noOp" {
    value "1";
   }
   enum "getDeviceCredentials" {
    value "2";
   }
```

```
      }
      description
       "This object indicates the the command to be executed.

        Command                    Remarks
        -------
        -------
        noOp(1)                    No operation will be
                                  performed.

        getDeviceCredentials(2)    Exports device credentials";
      smiv2:defval "noOp";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.9";
    }

    leaf clmgmtDevCredCommandState {
      type cisco-license-mgmt-mib:ClmgmtLicenseActionState;
      description
       "This object indicates the state of the action that is
        executed as a result of setting clmgmtDevCredRowStatus
        to active(1).";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.10";
    }

    leaf clmgmtDevCredCommandFailCause {
      type enumeration {
        enum "none" {
          value "1";
        }
        enum "unknownError" {
          value "2";
        }
        enum "transferProtocolNotSupported"
{
          value "3";
        }
        enum "fileServerNotReachable" {
          value "4";
        }
        enum "unrecognizedEntPhysicalIndex" {
          value "5";
        }
        enum "invalidFile" {
          value "6";
        }
      }
```

```
        description
         "This object indicates the the reason for device
          credentials export operation failure.

          The value of this object is valid only when
          clmgmtDevCredCommandState is failed(6).

          none(1)        - action execution has not started yet.
                           If the action is completed and the
                           action is successful, then also
                           none(1) is returned to indicate that
                           there are no errors.
          unknownError(2) - reason for failure is unknown,
                           operation failed, no
operation is
                           performed
          transferProtocolNotSupported(3) - clmgmtDevCredTransferProtocol
                                    given is not supported.
          fileServerNotReachable(4)       - file server is not reachable.
          unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
                                    valid
          invalidFile(6)  - The target file specified is not valid.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.11";
       }

       leaf clmgmtDevCredStorageType {
        type snmpv2-tc:StorageType;
        description
         "This object indicates the storage type for this conceptual
          row. Conceptual rows having the value 'permanent' need not
          allow write-access to any columnar objects in the row.";
        smiv2:defval "volatile";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.12";
       }

       leaf clmgmtDevCredRowStatus {
        type snmpv2-tc:RowStatus;
        description
         "This object indicates the the status of this table entry.
          Once the entry status is set to active(1), the associated
          entry cannot be modified until the action completes
          (clmgmtDevCredCommandStatus is set to a value
          other than inProgress(3)). Once the action completes
          the only operation possible after this is to delete
          the row.
```

```
        clmgmtDevCredExportFile is a mandatory object to be
        set when creating this entry.";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.543.1.3.2.1.13";
     }
    }
   }
}

notification clmgmtLicenseExpired {
  description
   "This notification is sent, when a feature license
    expires. This notification will be sent continuously
    every week even after the expiry to alert the
management
    application.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.1";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
```

```
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
     }

     leaf clmgmtFeatureIndex {
       type leafref {
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
       }
     }

     leaf clmgmtFeatureVersion {
       type leafref {
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
       }
     }
   }
 }

  notification clmgmtLicenseExpiryWarning {
    description
     "This notification is sent when a license is about to
     expire. This notification will go out multiple times.
     First notification goes out when expiry day is 4 weeks
     ahead, second notification when expiry day is 3 weeks
     ahead, third notification
  when expiry day is 2 weeks
     ahead. This notification will go out daily in the
     last week of license expiry.";
    smiv2:oid "1.3.6.1.4.1.9.9.543.0.2";

    container object-1 {

     leaf entPhysicalIndex {
       type leafref {
         path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
     }

     leaf clmgmtFeatureIndex {
       type leafref {
         path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
```

```
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {


   leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }
```

```
    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureValidityPeriodRemaining {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
      }
    }
  }
 }

 notification clmgmtLicenseUsageCountExceeded {
  description
   "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached clmgmtLicenseMaxUsageCount for a counting license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.3";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
```

```
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref
 {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }

 }
```

```
  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseMaxUsageCount {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
       }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
```

```
      }
    }

    leaf clmgmtFeatureWhatIsCounted {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
      }
    }
  }

  container object-5 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }

 notification clmgmtLicenseUsageCountAboutToExceed
```

```
 {
  description
   "This notification is sent when clmgmtLicenseUsageCountRemaining
    has reached 80% of clmgmtLicenseMaxUsageCount for a counting
    license. This is a warning notification to the management
    application that very soon the maximum count will be reached
    and after that the device will not allow new entities to
    make use of this license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.4";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {

  path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
```

```
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }

  }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }
```

```
    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseMaxUsageCount {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseMaxUsageCount";
      }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseUsageCountRemaining {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseUsageCountRemaining";
```

```
    }
   }
  }

  container object-5 {

   leaf entPhysicalIndex {
    type leafref {
     path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
   }

   leaf clmgmtFeatureIndex {
    type leafref
 {
     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
    }
   }

   leaf clmgmtFeatureWhatIsCounted {
    type leafref {
     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureWhatIsCounted";
    }
   }
  }

  container object-6 {

   leaf entPhysicalIndex {
    type leafref {
     path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
    }
   }

   leaf clmgmtLicenseStoreUsed {
    type leafref {
     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
     }
   }
```

```
    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }

 notification clmgmtLicenseInstalled {
  description
   "This notification is sent when a license is installed
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.5";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";

    }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
```

```
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
```

```
      type
 leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseType {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
      }
    }
  }

  container
 object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
```

```
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
       }
    }
  }
 }

 notification clmgmtLicenseCleared {
  description
   "This notification is sent when a license is cleared
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.6";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
```

```
      }

    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
       }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }

  container object-3 {
```

```
    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
       }
    }

    leaf clmgmtLicenseType {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
      }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
```

```
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path
 "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }

 notification clmgmtLicenseRevoked {
  description
   "This notification is sent when a license is revoked
    successfully.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.7";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
```

```
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtLicenseStoreUsed {

   type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseFeatureVersion";
      }
    }
  }
```

```
  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
       }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
       }
    }

    leaf clmgmtLicenseType {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseType";
       }
    }
  }

  container object-4 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtLicenseStoreUsed {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseStoreUsed";
```

```
      }
    }

    leaf clmgmtLicenseIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseIndex";
      }
    }

    leaf clmgmtLicenseComments {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicenseInfoTable/cisco-license-mgmt-mib:clmgmtLicenseInfoEntry/cisco-license-mgmt-
mib:clmgmtLicenseComments";
      }
    }
  }
 }

 notification clmgmtLicenseEULAAccepted {
  description
   "This
 notification is sent when a user accepts End User
    License Agreement (EULA) for a license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.8";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
```

```
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {

 type leafref {
       path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
       path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }
 }

 notification clmgmtLicenseNotEnforced {
  description
   "This notification is sent when a license does not
    exist for a feature, but the feature is a mandatory
    feature and it should run. This notification will be
    sent out periodically
 to indicate that there is no
    license installed for this feature and it needs to
    be done as soon as possible.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.9";

  container object-1 {

    leaf entPhysicalIndex {
```

```
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf
 entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
```

```
  }
 }

 notification clmgmtLicenseSubscriptionExpiryWarning {
  description
   "This notification is sent when a subscription license of a
    feature is about to expire. This notification will be sent as
    per the following
 schedule:
    Once a week for the last eight weeks
    Once a day for the last week
    Once a hour for the last day";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.10";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf
 entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
```

```
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf
 clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureEndDate {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
      }
    }
  }
 }

 notification clmgmtLicenseSubscriptionExtExpiryWarning {
```

```
  description
   "This notification is sent when the subscription license end
    date of a feature is reached but extension period is left. This
    notification will be sent once a day after the license end date
    is reached.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.11";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {

     path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
```

```
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
       }
    }

    leaf clmgmtFeatureEndDate {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";
      }
    }
  }
 }

 notification clmgmtLicenseSubscriptionExpired {
  description
   "This notification will be sent after a subscription license
    of a feature completely expires. It will be sent once a day
    after the license has completely expired";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.12";

  container object-1 {
```

```
    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
       }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
       }
    }
```

```
  }

  container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureEndDate {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureEndDate";

   }
    }
  }
 }

 notification clmgmtLicenseEvalRTUTransitionWarning {
  description
   "This notification is sent when Evaluation to Right to use (RTU)
    license transition is about to happen. The first notification
    will be sent 10 days before the transition and second
    notification will be sent 5 days before the transition.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.13";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
```

```
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
       }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }

   container object-3 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
```

```
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureValidityPeriodRemaining {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureValidityPeriodRemaining";
      }
    }
  }
 }

 notification clmgmtLicenseEvalRTUTransition {
  description
   "This notification is sent, when a feature license transitions
    from a evaluation to a
 Right to use (RTU) license.";
  smiv2:oid "1.3.6.1.4.1.9.9.543.0.14";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureName {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
```

```
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureName";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
       }
    }

    leaf clmgmtFeatureIndex {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureIndex";
      }
    }

    leaf clmgmtFeatureVersion {
      type leafref {
        path "/cisco-license-mgmt-mib:CISCO-LICENSE-MGMT-MIB/cisco-license-mgmt-
mib:clmgmtLicensableFeatureTable/cisco-license-mgmt-mib:clmgmtLicensableFeatureEntry/cisco-license-mgmt-
mib:clmgmtFeatureVersion";
      }
    }
  }
 }

 smiv2:alias "ciscoLicenseMgmtMIB" {
  smiv2:oid "1.3.6.1.4.1.9.9.543";
 }

 smiv2:alias "ciscoLicenseMgmtMIBNotifs" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.0";
 }

 smiv2:alias "ciscoLicenseMgmtMIBObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1";
 }

 smiv2:alias "clmgmtLicenseConfiguration" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.1";
```

```
 }

 smiv2:alias "clmgmtLicenseInformation" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.2";
 }

 smiv2:alias "clmgmtLicenseDeviceInformation" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.3";
 }

 smiv2:alias "clmgmtLicenseNotifObjects" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.1.4";
 }

 smiv2:alias "ciscoLicenseMgmtMIBConform" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.2";
 }

 smiv2:alias "ciscoLicenseMgmtCompliances" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.2.1";
 }

 smiv2:alias "ciscoLicenseMgmtGroups" {
  smiv2:oid "1.3.6.1.4.1.9.9.543.2.2";
 }

}
module Cisco-IOS-XR-smart-license-act {
 namespace "http://cisco.com/ns/yang/Cisco-IOS-XR-smart-license-act";
 prefix smart-license-act;

 import cisco-semver {
  prefix semver;
 }
 include Cisco-IOS-XR-smart-license-errors;

 organization
  "Cisco Systems, Inc.";
 contact
  "Cisco Systems, Inc.
   Customer Service

   Postal: 170 West Tasman Drive
   San Jose, CA 95134

   Tel: +1 800 553-NETS

   E-mail: cs-yang@cisco.com";
```

```
description
  "This module contains a collection of YANG definitions
   for Cisco IOS-XR action package configuration.

   Copyright (c) 2016-2020 by Cisco Systems, Inc.
   All rights reserved.";

revision 2020-07-09 {
  description
    "IOS XR 7.4.1 revision.";
  semver:module-version "1.0.0";
}

typedef operation-status-enum {
  type enumeration {
    enum "success" {
      value 0;
      description
        "Operation was a success";
    }
    enum "failed" {
      value 1;

description
        "Operation failed";
    }
  }
  description
    "Smart license operation status";
}

typedef request-type-enum {
  type enumeration {
    enum "None" {
      value 0;
      description
        "ReservationSystemTypeNone";
    }
    enum "local" {
      value 1;
      description
        "ReservationSystemTypeLocal";
    }
    enum "all" {
      value 2;
      description
        "ReservationSystemTypeAll";
    }
```

```
    enum "universal" {
      value 3;
      description
        "ReservationSystemTypeUniversal";
    }
  }
  description
    "Smart license reservation request type";
}

grouping overall-op-status {
  description
    "Overall operation status";
  leaf operation-status {
    type operation-status-enum;
    description
      "Status of operation: Success or Failure";
  }
  leaf return-code {
    type error-enum;
    description
      "The return code";
  }
}

grouping
smartagent-udi {
  description
    "smartagent udi";
  leaf pid {
    type string;
    description
      "The Product Identifier. Always combined with sn.";
  }
  leaf sn {
    type string;
    description
      "The system serial number. Always combined with
       pid.";
  }
  leaf vid {
    type string;
    description
      "The version identifier. Usually combined with
       pid & sn.";
  }
  leaf uuid {
    type string;
```

```
    description
      "A 32 byte hex value generated by the system.
       This will be in proper UUID format 8-4-4-4-12.
       Often used by VMs or other systems that do not
       have a hardware identifier.";
    }
    leaf suvi {
      type string;
      description
        "Free form virtual identifier often used by
         software only devices like software routers or
         VMs.";
    }
    leaf host-identifier {
      type string;
      description
        "Host identifier available on some systems.
          Typically 8 hex digits.";
    }
    leaf mac-address {
      type string;
      description
        "The MAC address of the system. This is usually
         only used if there  is nothing else available to
         be used as an identifier.";
    }
  }

  grouping udi-string-data-list {
    description
      "Return codes";
    container udi {
      description
        "UDI";
      uses smartagent-udi;
    }
    leaf data {
      type string;
      description
        "Reservation codes: Example: request code if
         reservation request is being carried out,return
         code in case of reservation return etc";
    }
  }

  grouping res-codes {
    description
      "Return codes for SLR-PLR";
```

```
  container response {
    description
      "Contains the overall status of operation and error code";
    uses overall-op-status;
  }
  leaf display-string {
    type string;
    description
      "Reservation display string";
  }
  container udi {

description
      "UDI";
    uses smartagent-udi;
  }
  leaf request-code {
    type string;
    description
      "Reservation request code";
  }
  leaf confirmation-code {
    type string;
    description
      "Reservation request code";
  }
  leaf reservation-return-code {
    type string;
    description
      "Reservation request code";
  }
}

rpc de-register {
  description
    "De-register. This will immediately de-register the device.
     If state:operational-mode=opr-mode-reporting then this will return
     notsupported in output:return-code";
  output {
    container response {
      description
        "Contains the overall status of operation and error code";
      uses overall-op-status;
    }
  }
}
rpc renew-id {
  description
```

```
    "Under normal operations smart licensing will automatically renew
     the ID certificates used for regsitration. This command can
     be used if the customer wants to
initiate a manual
     registration renewal.
     If state:operational-mode=opr-mode-reporting then this
     will return notsupported in output:return-code";
  output {
    container response {
      description
        "Contains the overall status of operation and error code";
      uses overall-op-status;
    }
  }
}
rpc renew-auth {
  description
    "Under normal operations smart licensing will automatically renew
     the license authorization every 30 days. This command can
     be used if the customer wants to initiate a manual
     renewal.
     If state:operational-mode=opr-mode-reporting then this
     will return notsupported in output:return-code";
  output {
    container response {
      description
        "Contains the overall status of operation and error code";
      uses overall-op-status;
    }
  }
}
rpc register-id-token {
  description
    "Register with an ID token.
     This will begin the registration
process. Since the registration
     process will take somewhere between seconds and hours you must get the
     registration-success or registration-fail notifications
     or check the registration status in smart-license:state
     to know the status of the registration.
     If state:operational-mode=opr-mode-reporting then this
     will return notsupported in output:return-code";
  input {
    leaf id-token {
      type string {
        length "1..255";
      }
      description
```

```
        "The ID token used to register.";
    }
    leaf force {
      type boolean;
      default "false";
      description
        "Force the registration if set.";
    }
  }
  output {
    container response {
      description
        "Contains the overall status of operation and error code";
      uses overall-op-status;
    }
  }
}
rpc reservation-request {
  description
    "Reservation request for PLR/SLR mode";
  input {

 leaf request-type {
      type request-type-enum;
      description
        "Reservation request type";
    }
  }
  output {
    container reservation-codes {
      description
        "Contains return code information of operation";
      uses res-codes;
    }
  }
}
rpc reservation-return {
  description
    "Return reservation for the active system";
  input {
    leaf request-type {
      type request-type-enum;
      description
        "Reservation request type";
    }
  }
  output {
    container reservation-codes {
```

```
      description
        "Contains return code information of operation";
      uses res-codes;
    }
  }
}
rpc reservation-return-authorization {
  description
    "Return a smart license reservation from an authorization code.";
  input {
    leaf auth-code {
      type string;
      description
        "Auth code to be returned";
    }
    container file {
      description

    "Return auth code from file";
      leaf file-path {
        type string;
        description
          "File containing auth code to be returned";
      }
    }
  }
  output {
    container reservation-codes {
      description
        "Contains return code information of operation";
      uses res-codes;
    }
  }
}
rpc reservation-install {
  description
    "Install a smart license reservation authorization code";
  input {
    leaf authorization-code {
      type string;
      description
        "Install the auth code";
    }
    container file {
      description
        "Install auth code from file";
      leaf file-path {
        type string;
```

```
        description
          "File containing auth code to be installed";
        }
      }
    }
    output {
      container reservation-codes {
        description
          "Contains return code information of operation";
        uses res-codes;
      }
    }
  }
}
rpc
reservation-cancel {
  description
    "Cancel reservation for the active system";
  input {
    leaf request-type {
      type request-type-enum;
      description
        "Reservation request type";
    }
  }
  output {
    container response {
      description
        "Contains the overall status of operation and error code";
      uses overall-op-status;
    }
  }
 }
}
-- ****************************************************************************
-- CISCO-IMAGE-LICENSE-MGMT-MIB.my: Cisco MIB to manage image level on
-- Cisco devices.
--
-- August 2007, Ganesan Rajam
--
-- Copyright (c) 2006-2007 by Cisco Systems Inc.
-- All rights reserved.
--
-- ****************************************************************************

CISCO-IMAGE-LICENSE-MGMT-MIB DEFINITIONS ::= BEGIN

IMPORTS
  OBJECT-TYPE,
```

```
  MODULE-IDENTITY,
  Unsigned32,
  NOTIFICATION-TYPE
    FROM SNMPv2-SMI
  MODULE-COMPLIANCE,
  OBJECT-GROUP,
  NOTIFICATION-GROUP
    FROM SNMPv2-CONF
  TEXTUAL-CONVENTION,
  TruthValue
    FROM SNMPv2-TC
  SnmpAdminString
    FROM SNMP-FRAMEWORK-MIB
  entPhysicalIndex
    FROM ENTITY-MIB
  ciscoMgmt
    FROM CISCO-SMI;


ciscoImageLicenseMgmtMIB MODULE-IDENTITY
  LAST-UPDATED    "200710160000Z"
  ORGANIZATION    "Cisco Systems Inc."
  CONTACT-INFO
        "Cisco Systems
        Customer Service

      Postal: 170 W Tasman Drive
        San Jose, CA  95134
        USA
        Tel: +1 800 553 -NETS
        E-mail: cs-snmp@cisco.com"
  DESCRIPTION
      "The MIB module for managing the running image level
      of a Cisco device. Cisco's licensing mechanism provides
      flexibility to run a device on a chosen image level.
      This mechanism is referred to as image level licensing.
      Image level licensing leverages the universal image
      based licensing solution.

      The image level licensing mechanism works as follows -

      A universal image that contains all levels of software
      packages is loaded on to the device. At boot time, the
      device determines the highest level of license and brings
      up the appropriate software features or subsystems.
      The user can configure the image level with which the
      device has to boot. The system will verify whether the
      appropriate license is available for
```

the configured image
level. The image level for the next boot will be determined
based on the availability of the license. The following
scenarios explains some use-cases of image level licensing:

Scenario 1:
- Customer selects advsecurityk9 based image.
- Manufacturing installs advsecurity license on the device.
- This device will run all features that are part of the
base advsecurity license.
- Customer upgrades to advipservicesk9 license.
- The next boot level is set to advipservicesk9.
- The device will run advsecurityk9 feature until the
next reboot. After reboot the device will run
advipservicesk9 features.

Scenario 2:
- Customer selects advipservicesk9 based image.
- Manufacturing installs advipservices and advsecurity
license on the device.
- This device will run all features that are part of the
base advipservices license.
- No upgrades available for advipservices license.

The user has to accept the End User License Agreement(EULA)
before using this MIB to configure the image level.

This MIB should be used in conjuntion with
CISCO-LICENSE-MGMT-MIB module to achieve the image level
licensing functionality.

This MIB module defines objects which provides the different
image levels supported by the device and the license required
to enable a particular image level. It also defines objects
to let the user configure the required image level. The MIB
module contains notification which will be triggered when
the user changes the image level for next boot.

The CISCO-LICENSE-MGMT-MIB module should be used to export
the EULA and to configure the required license.

This MIB module is defined generically so it can be used for
both stand-alone as well as stackable devices. The

entPhysicalIndex imported from ENTITY-MIB is used to identify
the device uniquely."
REVISION "200710160000Z"
DESCRIPTION

```
      "Initial version of this MIB module."
   ::= { ciscoMgmt 640 }


ciscoImageLicenseMgmtMIBNotifs  OBJECT IDENTIFIER
   ::= { ciscoImageLicenseMgmtMIB 0 }

ciscoImageLicenseMgmtMIBObjects  OBJECT IDENTIFIER
   ::= { ciscoImageLicenseMgmtMIB 1 }

ciscoImageLicenseMgmtMIBConform  OBJECT IDENTIFIER
   ::= { ciscoImageLicenseMgmtMIB 2 }


BootImageLevel ::= TEXTUAL-CONVENTION
   STATUS         current
   DESCRIPTION
      "This textual convention is used to define
      the image level.

      If the device is running at advipservices
      image level, then the boot image level will
      be 'advipservices'."
   SYNTAX         OCTET STRING (SIZE (0..255))

LicenseNameList ::= TEXTUAL-CONVENTION
   STATUS         current
   DESCRIPTION
      "This textual convention is used to define
      the list of license names.
 If multiple licenses
      are present then this string will contain all
      the licenses seperated by the ',' character.

      If the license required to run a device at
      advipservices image level is advipservices and
      advsecurity, then the license name list will be
      'advipservices,advsecurity'."
   SYNTAX         OCTET STRING (SIZE (0..255))
-- Table for executing license management actions.

cilmBootImageLevelTable OBJECT-TYPE
   SYNTAX         SEQUENCE OF CilmBootImageLevelEntry
   MAX-ACCESS      not-accessible
   STATUS         current
   DESCRIPTION
      "A table that contains the configuration information of
      current and next boot image level. This table contains
```

entries for each software module running in an image
loaded in the device. The software module is identified by
cilmModuleName and the device is identified by
entPhysicalIndex."
::= { ciscoImageLicenseMgmtMIBObjects 1 }

cilmBootImageLevelEntry
OBJECT-TYPE
SYNTAX CilmBootImageLevelEntry
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION
"An entry in the table for each module containing the
list of objects that define the configuration of next
boot level. The following information is specified by
the objects present in the table.

- Current image level.
- Configured image level for the next boot.
- Actual image level for the next boot.
- License store index for the current license.
- License index of the current license.
- License store index for the next boot license.
- License index of the next boot license."
INDEX {
entPhysicalIndex,
cilmModuleName
}
::= { cilmBootImageLevelTable 1 }

CilmBootImageLevelEntry ::= SEQUENCE {
cilmModuleName SnmpAdminString,
cilmCurrentImageLevel
BootImageLevel,
cilmConfiguredBootImageLevel BootImageLevel,
cilmNextBootImageLevel BootImageLevel,
cilmCurrentLicenseStoreIndex Unsigned32,
cilmCurrentLicenseIndex Unsigned32,
cilmNextBootLicenseStoreIndex Unsigned32,
cilmNextBootLicenseIndex Unsigned32
}

cilmModuleName OBJECT-TYPE
SYNTAX SnmpAdminString
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION
"This object is used as one of the two indices in

```
      cilmBootImageLevelTable. This object indicates the module
      name of the software package. There can be multiple
      modules in an image performing specific functionality.
      For example, in a wireless image there can be two modules
      - a base image module and a wireless module."
   ::= { cilmBootImageLevelEntry 1 }

cilmCurrentImageLevel OBJECT-TYPE
   SYNTAX         BootImageLevel
   MAX-ACCESS     read-only
   STATUS
         current
   DESCRIPTION
      "This object indicates the current image level that
      the module is running."
   ::= { cilmBootImageLevelEntry 2 }

cilmConfiguredBootImageLevel OBJECT-TYPE
   SYNTAX         BootImageLevel
   MAX-ACCESS     read-write
   STATUS         current
   DESCRIPTION
      "This object indicates the configured image level
      of the module for the next boot.

      Note: The configured next boot image level may not
      be the actual next boot image level. The actual next
      boot image level is denoted by cilmNextBootImageLevel
      which is determined based on the license availability."
   ::= { cilmBootImageLevelEntry 3 }

cilmNextBootImageLevel OBJECT-TYPE
   SYNTAX         BootImageLevel
   MAX-ACCESS     read-only
   STATUS         current
   DESCRIPTION
      "This object indicates the next boot image level. The
      next boot image level can be different from configured
      level. The next boot
  image level is determined based
      on the availability of required license."
   ::= { cilmBootImageLevelEntry 4 }

cilmCurrentLicenseStoreIndex OBJECT-TYPE
   SYNTAX         Unsigned32
   MAX-ACCESS     read-only
   STATUS         current
   DESCRIPTION
```

"This object indicates the license store index where the
currently used license is stored. This object has the same
value as clmgmtLicenseStoreIndex object and uniquely
identifies an entry in clmgmtLicenseStoreInfoTable in
CISCO-LICENSE-MGMT-MIB.

Note: The license store index can be '0' if no license is
installed and device is running base image."
::= { cilmBootImageLevelEntry 5 }

cilmCurrentLicenseIndex OBJECT-TYPE
SYNTAX Unsigned32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the license index of the currently used
license. This object has the same value as clmgmtLicenseIndex
and
uniquely identifies an entry in clmgmtLicenseInfoTable in
CISCO-LICENSE-MGMT-MIB.

Note: The license index can be '0' if no license is
installed and device is running base image."
::= { cilmBootImageLevelEntry 6 }

cilmNextBootLicenseStoreIndex OBJECT-TYPE
SYNTAX Unsigned32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the license store index where the
next boot license is stored. This object has the same
value as clmgmtLicenseStoreIndex object and uniquely
identifies an entry in clmgmtLicenseStoreInfoTable in
CISCO-LICENSE-MGMT-MIB.

Note: The license store index can be '0' if no license is
installed for the next boot."
::= { cilmBootImageLevelEntry 7 }

cilmNextBootLicenseIndex OBJECT-TYPE
SYNTAX Unsigned32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates
the license index of the next boot
license. This object has the same value as clmgmtLicenseIndex

```
      and uniquely identifies an entry in clmgmtLicenseInfoTable in
      CISCO-LICENSE-MGMT-MIB.

      Note: The license index can be '0' if no license is
      installed for the next boot."
    ::= { cilmBootImageLevelEntry 8 }



cilmImageLevelToLicenseMapTable OBJECT-TYPE
    SYNTAX          SEQUENCE OF CilmImageLevelToLicenseMapEntry
    MAX-ACCESS      not-accessible
    STATUS          current
    DESCRIPTION
      "This table contains the mapping between different
      image levels of each modules in the image and the
      license required to run the modules at a particular
      image level. This table can be used to identify the
      different image levels and the appropriate licenses
      required for each."
    ::= { ciscoImageLicenseMgmtMIBObjects 2 }

cilmImageLevelToLicenseMapEntry OBJECT-TYPE
    SYNTAX          CilmImageLevelToLicenseMapEntry
     MAX-ACCESS      not-accessible
    STATUS          current
    DESCRIPTION
      "An entry in the table containing the following
      information.
      - The image levels at the which the modules can be run.
      - The license required to the run a module at a
      particular image level.
      - The priority of the license."
    INDEX           {
                      entPhysicalIndex,
                      cilmModuleName,
                      cilmImageLicenseMapIndex
                    }
    ::= { cilmImageLevelToLicenseMapTable 1 }

CilmImageLevelToLicenseMapEntry ::= SEQUENCE {
      cilmImageLicenseMapIndex   Unsigned32,
      cilmImageLicenseImageLevel BootImageLevel,
      cilmImageLicenseName       LicenseNameList,
      cilmImageLicensePriority   Unsigned32
}

cilmImageLicenseMapIndex OBJECT-TYPE
```

```
  SYNTAX        Unsigned32
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "This is a running
 index used to identify an entry
     of this table."
  ::= { cilmImageLevelToLicenseMapEntry 1 }

cilmImageLicenseImageLevel OBJECT-TYPE
  SYNTAX        BootImageLevel
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the image level at which
     a module can be run. A module can be run at
     different image levels. An entry will be created
     in this table for every module and image level
     combination."
  ::= { cilmImageLevelToLicenseMapEntry 2 }

cilmImageLicenseName OBJECT-TYPE
  SYNTAX        LicenseNameList
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the list of licenses needed to
     be installed for the module to run at the image level
     mentioned by cilmImageLicenseImageLevel object of this
     entry."
  ::= { cilmImageLevelToLicenseMapEntry 3 }

cilmImageLicensePriority OBJECT-TYPE
  SYNTAX        Unsigned32
 (1..255)
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the priority of the image level
     mentioned by cilmImageLicenseImageLevel object of this
     entry. The image level with the highest priority license
     will be considered as the default level in the absense of
     next boot image level configuration. For example if there
     are three licenses l1, l2 and l3 in the ascending order of
     priority, then by default l1 will be the level at which the
     module will be running. If the next boot level is configured
     then the configuration will override the priority. The highest
     priority license supports a feature set which is a super set of
```

```
      all other licenses."
   ::= { cilmImageLevelToLicenseMapEntry 4 }



-- Global Objects

cilmEULAAccepted OBJECT-TYPE
   SYNTAX         TruthValue
   MAX-ACCESS     read-write
   STATUS         current
   DESCRIPTION

  "This object when set to TRUE means that the user has
      accepted the END USER LICENSE AGREEMENT. This object
      has to be set to TRUE by the user before using the
      objects in the cilmBootImageLevelTable to configure
      the license."
   DEFVAL         { false }
   ::= { ciscoImageLicenseMgmtMIBObjects 3 }
-- Notification control

cilmNotifCntl  OBJECT IDENTIFIER
   ::= { ciscoImageLicenseMgmtMIBObjects 4 }



cilmImageLevelChangedNotif OBJECT-TYPE
   SYNTAX         TruthValue
   MAX-ACCESS     read-write
   STATUS         current
   DESCRIPTION
      "Specify whether or not a notification should be
      generated on the detection of change in next boot
      image level.

      If set to TRUE, cilmBootImageLevelChanged notification
      will be generated. It is the responsibility of the
      management entity to ensure that the SNMP administrative
      model is configured in such a way as to allow the
      notification to be delivered."
    REFERENCE
      "See also RFC3413 for explanation that notifications
      are under the ultimate control of the MIB module in
      this document."
   DEFVAL         { false }
   ::= { cilmNotifCntl 1 }

-- Notifications
```

```
cilmBootImageLevelChanged NOTIFICATION-TYPE
  OBJECTS        {
                   cilmCurrentImageLevel,
                   cilmConfiguredBootImageLevel
                 }
  STATUS         current
  DESCRIPTION
     "This notification is triggered when next boot image level
     is changed in the management entity. The current and
     configured image level are indicated by cilmCurrentImageLevel
     and cilmConfiguredBootImageLevel objects respectively."
 ::= { ciscoImageLicenseMgmtMIBNotifs 1 }
-- Conformance

cilmModuleCompliances  OBJECT IDENTIFIER
  ::= { ciscoImageLicenseMgmtMIBConform 1 }

cilmModuleGroups  OBJECT IDENTIFIER
  ::= { ciscoImageLicenseMgmtMIBConform 2 }


cilmModuleCompliance MODULE-COMPLIANCE
   STATUS         current
  DESCRIPTION
     "Compliance statement for Cisco Image level license mgmt MIB."
  MODULE         -- this module
  MANDATORY-GROUPS {
                   cilmAdminGroup,
                   cilmNotifGroup
                 }

  GROUP          cilmOperGroup
  DESCRIPTION
     "This group is mandatory for all devices where
     multiple license are supported."
  ::= { cilmModuleCompliances 1 }

-- Units of Conformance

cilmAdminGroup OBJECT-GROUP
  OBJECTS        {
                   cilmCurrentImageLevel,
                   cilmConfiguredBootImageLevel,
                   cilmNextBootImageLevel,
                   cilmCurrentLicenseStoreIndex,
                   cilmCurrentLicenseIndex,
                   cilmNextBootLicenseStoreIndex,
```

```
                cilmNextBootLicenseIndex,
                cilmEULAAccepted,
                cilmImageLevelChangedNotif

        }
  STATUS        current
  DESCRIPTION
     "Objects for performing license set operation for setting
     next boot level."
  ::= { cilmModuleGroups 1 }

cilmOperGroup OBJECT-GROUP
  OBJECTS       {
                cilmImageLicenseImageLevel,
                cilmImageLicenseName,
                cilmImageLicensePriority
              }
  STATUS        current
  DESCRIPTION
     "Objects for getting current image level configuration data."
  ::= { cilmModuleGroups 2 }

cilmNotifGroup NOTIFICATION-GROUP
  NOTIFICATIONS    { cilmBootImageLevelChanged }
  STATUS        current
  DESCRIPTION
     "Objects for getting current image level configuration data."
  ::= { cilmModuleGroups 3 }

END
-- ****************************************************************************
-- CISCO-LICENSE-MGMT-MIB.my: Cisco MIB to manage licenses on
-- Cisco devices
--
-- July 2006, Sunil Gudurvalmiki
--
-- Copyright (c) 2006, 2008, 2011-2012 by Cisco Systems Inc.
-- All rights reserved.
--
-- ****************************************************************************

CISCO-LICENSE-MGMT-MIB DEFINITIONS ::= BEGIN

IMPORTS
  OBJECT-TYPE,
  MODULE-IDENTITY,
  Unsigned32,
  NOTIFICATION-TYPE
```

```
    FROM SNMPv2-SMI
  MODULE-COMPLIANCE,
  OBJECT-GROUP,
  NOTIFICATION-GROUP
    FROM SNMPv2-CONF
  TEXTUAL-CONVENTION,
  TruthValue,
  RowStatus,
  StorageType,
  DateAndTime
    FROM SNMPv2-TC
  SnmpAdminString
    FROM SNMP-FRAMEWORK-MIB
  entPhysicalIndex,
  PhysicalIndexOrZero
    FROM ENTITY-MIB
  InetAddressType,
  InetAddress
    FROM INET-ADDRESS-MIB
  ciscoMgmt
    FROM CISCO-SMI;


ciscoLicenseMgmtMIB MODULE-IDENTITY
  LAST-UPDATED    "201204190000Z"
   ORGANIZATION    "Cisco Systems Inc."
  CONTACT-INFO
        "Cisco Systems
        Customer Service

        Postal: 170 W Tasman Drive

        San Jose, CA  95134

        USA

        Tel: +1 800 553 -NETS

        E-mail: cs-snmp@cisco.com"
  DESCRIPTION
    "The MIB module for managing licenses on the system.
    The licensing mechanism provides flexibility to
    enforce licensing for various features in the system.

    The following text introduces different concepts and
    terms those are necessary to understand the MIB definition
    and to perform license management.
```

UDI

Universal Device Identifier that uniquely identifies a device. It comprises of product ID, version ID and serial number of the device.

NODE LOCKED LICENSE:

Node locked licenses are locked to one of the device identifiers in the system. For example, the license can be locked to the UDI value of one of the devices in the system. Locking a license to an UDI guarantees that the license will not be moved to a device with a different UDI.

NON-NODE LOCKED LICENSE:

Non-node locked licenses are not locked to any device identifier. They can be used on other similar devices.

METERED LICENSE:

Metered licenses are valid for limited period of time and they expire after that. This period is the usage period of a license and it is not based on real time clock, but system clock.

EULA:

End User License Agreement.

EVALUATION LICENSE:

Evaluation licenses are non-node locked metered licenses which are valid only for a limited period. They are used only when there are no permanent, extension or grace period licenses for a feature. User
will have to accept EULA (End User License Agreement) before using an evaluation license. Even though they are not node locked, their usage is recorded on the device.

RIGHT TO USE (RTU) LICENSE:

Right to use license is a non-node locked metered license which is in evaluation mode for a limited time after which it is converted to Right To Use (RTU) license and is valid for the lifetime of the product. User will have to accept EULA (End User License Agreement) before using this license. Even though it is not node locked, usage information is recorded on the device.

EXTENSION LICENSE:

Extension licenses are node locked metered licenses.

These licenses are issued by Cisco's licensing portal.
These licenses need to be installed using management
interfaces on the device. User will have to accept an

EULA as part of installation of extension license.

GRACE PERIOD LICENSE:
Grace period licenses are node locked metered licenses.
These licenses are issued by Cisco's licensing portal
as part of the permission ticket to rehost a license.
These licenses are installed on the device as part of
the rehost operation. User will have to accept an
EULA as part of the rehost operation for this type
of license. Details on permission ticket, rehost
operations are provided further down in this
description clause.

PERMANENT LICENSE:
Permanent licenses are node locked licenses that have
no usage period associated with them. These licenses
are issued by Cisco's licensing portal. These licenses
need to be installed using management interfaces on
the device. Once these licenses are installed, they
will provide
needed permission for the feature/image
across different versions.

COUNTED LICENSE:
Counted licenses limit the number of similar entities
that can use the license. For example, a counted
license when used by a feature can limit the number
of IP phones that can connect or the number of tunnels
that can be created.

UNCOUNTED LICENSE:
Uncounted licenses do not limit the number of similar
entities that can use the licenses.

License can be enforced at the image level or at the feature
level and this MIB module supports both.

IMAGE LEVEL LICENSING:
A universal image that contains all levels of
software packages is loaded on to the device. At boot
time, the device determines the highest level of license
and brings up the appropriate software features or
subsystems.

FEATURE LEVEL LICENSING:

Feature level licensing will support enforcement of license at individual feature. Features have to check for their licenses before enabling themselves. If it does not have a license, the feature should disable itself.

There is a one-to-one relationship between a feature and a license. That is, a feature can use only one license at a time and a license can be used by only one feature at a time.

LICENSE LINE:

A License line is an atomic set of ASCII characters arranged in a particular format that holds the license for a single feature within it. A line has all the necessary fields and attributes that make it a valid, non-tamper able and complete license.

LICENSE FILE:

File generated by Cisco licensing portal. It is used to install license on product. It has a user readable part and it contains one or more license lines.

DEVICE CREDENTIALS:

Device credentials file is a document that is generated by a licensed device. This document establishes the identity of the device and proves that the sender/user has/had authorized access to the device.

REHOST:

Rehost operation allows a node locked license that is installed on a device to be installed on other similar device. As part of rehost operation, a device processes the permission ticket, revokes the license(s) on the device and generates a rehost ticket as the proof of revocation. This rehost ticket needs to be presented to the Cisco's licensing portal to get the license transferred on to a new similar device.

PERMISSION TICKET:

Permission ticket is a document generated by Cisco licensing portal that allows
a device to rehost its
licenses.

REHOST TICKET:

Rehost ticket is document generated by a device after

it has applied a permission ticket. The rehost ticket is a proof of revocation.

LICENSING PORTAL:
Generates licenses, permission tickets and verifies device credentials and rehost tickets.

This MIB module provides MIB objects to install, clear, revoke licenses. It also provides objects to regenerate last rehost ticket, backup all the licenses installed on a device, generate & export EULA for licenses.

STEPS TO INSTALL A LICENSE:
To install a license, the management application
1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the license file, uses device credentials to identify the device
3. Executes the license install action.

STEPS TO CLEAR A LICENSE:
To clear a license, the management application
1. Identifies the license to be cleared using license index.
2. Executes the license clear action.

STEPS TO REHOST A LICENSE:
To rehost a license, the management application
1. Retrieves device credentials of the device.
2. Communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the processPermissionTicket action. Device revokes the license and generates rehost ticket to be submitted as proof of revocation.
4. Retrieves device credentials of the device where the license needs to be transferred to.
5. Submits rehost ticket as proof of revocation to Cisco's licensing portal, uses device credentials of

the new device to identify the device, gets license file.
6. Executes the license install action on the new device.

STEPS TO REGENERATE LAST REHOST TICKET:
To regenerate last rehost ticket, the management application

1. Retrieves device credentials of the device.
2. Uses already obtained permission ticket or communicates with Cisco's licensing portal to get the permission ticket, uses device credentials to identify the device.
3. Executes the regenerateLastRehostTicket action. Device generates rehost ticket to be submitted as proof of revocation.

STEPS TO BACKUP ALL LICENSES:

To backup all licenses installed in the device, the management application

1. Specifies the backup file path.
2. Executes the license backup action.

STEPS TO GENERATE & EXPORT EULA:

To install certain kind of licenses, the management application must accept EULA first. The management application can generate and export EULA for one or more licenses with out installing licenses as follows.

1. Specifies the license file path that has licenses to be installed
2. Specifies the EULA file path where EULA need to be exported to
3. Executes the generate EULA action.

To support the various license actions, this MIB module also defines MIB objects to know if a device supports licensing, retrieve device credentials, retrieve information on license stores in the device.

It also defines MIB objects to expose management information associated with the licenses installed on the device, with the licensable features in the software image.

This MIB module also defines various notifications that will be triggered to asynchronously notify the management application of any critical events.

This MIB module is defined generically so it can be implemented on stand alone devices or stack of devices. In stack of devices, one device in the stack acts as master agent and rest are slave agents. Each device in the stack has its own UDI. The master agent receives requests on behalf of all the devices in the stack including itself and delegates it to other devices as needed. It also

collects responses from other devices and sends them to
the management application. Examples of such devices include
stackable switches, devices with route processor and line
cards. On the other hand, stand alone device is a single
device and has only one UDI associated with it.

entPhysicalIndex imported from ENTITY-MIB is used to
identify the device uniquely. It is specified
as the index
or one of the index for tables in this MIB as needed."
REVISION "201204190000Z"
DESCRIPTION
"This version of the MIB adds support for Permanent Right to use (RTU)
licensing. The revisions are:
o Updated clmgmtLicenseType object to support the following new
types of license:
permanentRightToUse

The new module compliance is ciscoLicenseMgmtComplianceRev1."

REVISION "201104190000Z"
DESCRIPTION
"This version of the MIB adds support for Right to use (RTU)
licensing. The revisions are:
o Added RTU license definition to MIB description above.
o Updated clmgmtLicenseType object to support the following new
types of license:
evalRightToUse
rightToUse
o Added following objects to clmgmtLicenseInfoTable
clmgmtLicensePeriodUsed
o Added following objects to clmgmtLicensableFeatureTable
clmgmtFeaturePeriodUsed
o Added the following notifications
clmgmtLicenseEvalRTUTransitionWarning
clmgmtLicenseEvalRTUTransition
o Added the following conformance groups
clmgmtLicenseRTUGroup
clmgmtLicenseRTUUsageNotifGroup

The new module compliance is ciscoLicenseMgmtComplianceRev1."
REVISION "200811210000Z"
DESCRIPTION
"This version of the MIB adds support for subscription
licensing. Subscription licenses provide software
enforcement for a licensed feature for a fixed calendar
period. The revisions are:
o Updated clmgmtLicenseType object to support the following three

```
        new types of licenses:
            paidSubscription
            evaluationSubscription
            extensionSubscription
        o Added following objects to clmgmtLicenseInfoTable
            clmgmtLicenseStartDate
            clmgmtLicenseEndDate
        o Added following
 objects to clmgmtLicensableFeatureTable
            clmgmtFeatureStartDate
            clmgmtFeatureEndDate
        o Added the following notifications
            clmgmtLicenseSubscriptionExpiryWarning
            clmgmtLicenseSubscriptionExtExpiryWarning
            clmgmtLicenseSubscriptionExpired
        o Added the following conformance groups
            clmgmtLicenseSubscriptionGroup
            clmgmtLicenseSubscriptionUsageNotifGroup
        The new module compliance is ciscoLicenseMgmtComplianceRev1."
    REVISION        "200610030000Z"
    DESCRIPTION
        "Initial version of this MIB module."
    ::= { ciscoMgmt 543 }


ciscoLicenseMgmtMIBNotifs  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIB 0 }

ciscoLicenseMgmtMIBObjects  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIB 1 }

ciscoLicenseMgmtMIBConform  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIB 2 }

clmgmtLicenseConfiguration  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIBObjects 1 }

clmgmtLicenseInformation
  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIBObjects 2 }

clmgmtLicenseDeviceInformation  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIBObjects 3 }

clmgmtLicenseNotifObjects  OBJECT IDENTIFIER
    ::= { ciscoLicenseMgmtMIBObjects 4 }
```

```
ClmgmtLicenseIndex ::= TEXTUAL-CONVENTION
  STATUS        current
  DESCRIPTION
     "A unique value, for each license in the managed system.
     It is not necessary to have values assigned contiguously.
     The value for each license must remain constant
     at least from one re-initialization of the entity's
     network management system to the next re-initialization"
  SYNTAX        Unsigned32 (1..4294967295)

ClmgmtLicenseIndexOrZero ::= TEXTUAL-CONVENTION
  STATUS        current
  DESCRIPTION
     "This textual convention is an extension of the ClmgmtLicenseIndex
     convention.  The latter defines a greater than zero value
     used to identify a license in the managed system.
   This
     extension permits the additional value of zero. The value
     zero is object-specific and must therefore be defined as
     part of the description of any object which uses this
     syntax. Examples of the usage of zero might include
     situations where license was not present or unknown."
  SYNTAX        Unsigned32

ClmgmtLicenseTransferProtocol ::= TEXTUAL-CONVENTION
  STATUS        current
  DESCRIPTION
     "The transfer protocol that should be used for copying files
     when performing license management. When the protocol is
     set to local(2), local file system (flash or disk) is used.
     Different agents may support different transfer protocols
     and the management application is expected to some how determine
     which protocol is supported and use."
  SYNTAX        INTEGER  {
                  none(1),
                  local(2),
                  tftp(3),
                  ftp(4),
                   rcp(5),
                  http(6),
                  scp(7),
                  sftp(8)
                }

ClmgmtLicenseActionState ::= TEXTUAL-CONVENTION
  STATUS        current
  DESCRIPTION
     "The state of license action execution.
```

```
      none(1)              - action is not yet scheduled to be
                           executed.

      pending(2)           - All the required parameters for the
                           action are set and the action is
                           scheduled to be executed.

      inProgress(3)        - action execution has started and is
                           in progress.

      successful(4)        - action has completed successfully.

      partiallySuccessful(5) - action has completed, but was
                           partially successful. Management
                           application can query additional MIB

                     objects to know what is successful
                           and what has failed. These addtional
                           objects are listed in the
                           description of the corresponding
                           action tables.

      failed(6)            - action has failed."
    SYNTAX        INTEGER  {
                     none(1),
                     pending(2),
                     inProgress(3),
                     successful(4),
                     partiallySuccessful(5),
                     failed(6)
                  }

ClmgmtLicenseActionFailCause ::= TEXTUAL-CONVENTION
    STATUS        current
    DESCRIPTION
      "Reason for license action failure. Defines error codes for
      all the license actions.

      none(1)                - action execution has not
                             started yet. If the action
                             is
 completed and the action
                             is successful, then also
                             none(1) is returned to
                             indicate that there are no
                             errors.
      generalFailure(2)      - General licensing failure.
```

This will be used for resource
unavailability failures.
Ex: Lack of memory.
transferProtocolNotSupported(3) - protocol selected is not
supported.
fileServerNotReachable(4) - file server is not reachable.
unrecognizedEntPhysicalIndex(5) - entPhysicalIndex is not
valid
invalidLicenseFilePath(6) - The license file path is not
accessible.
invalidLicenseFile(7) - Contents of license file are

not valid.
invalidLicenseLine(8) - License string in the license
file is not valid.
licenseAlreadyExists(9) - Management application is trying
to install a license that already
exists.
licenseNotValidForDevice(10) - This license is not valid for
the device/entPhysicalIndex
specified.
invalidLicenseCount(11) - Invalid count for this counted
license.
invalidLicensePeriod(12) - Validity period is invalid for
this expiring license.
licenseInUse(13) - License file is in use by a
feature/image.
invalidLicenseStore(14) - License store is not valid.
licenseStorageFull(15) - There is
no more space in the
license storage.
invalidPermissionTicketFile(16) - The permission ticket file
path is not accecssible.
invalidPermissionTicket(17) - The permission ticket file
contents are not valid.
invalidRehostTicketFile(18) - The rehost ticket file path is
not accessible.
invalidRehostTicket(19) - The rehost ticket file contents
are not valid.
invalidLicenseBackupFile(20) - License backup store path
is not accessible.
licenseClearInProgress(21) - When license clear action is
in progress, license backup
action is not permitted to
avoid race conditions. This

error code is sent back in
response to a license backup

```
                        action when a license clear
                        action is in progress or in
                        pending state. Try again in few
                        seconds.
      invalidLicenseEULAFile(22) -  EULA file path is not accessible."
    SYNTAX        INTEGER  {
                  none(1),
                  generalFailure(2),
                  transferProtocolNotSupported(3),
                  fileServerNotReachable(4),
                  unrecognizedEntPhysicalIndex(5),
                  invalidLicenseFilePath(6),
                  invalidLicenseFile(7),
                  invalidLicenseLine(8),
                  licenseAlreadyExists(9),
                  licenseNotValidForDevice(10),
                  invalidLicenseCount(11),

                invalidLicensePeriod(12),
                  licenseInUse(13),
                  invalidLicenseStore(14),
                  licenseStorageFull(15),
                  invalidPermissionTicketFile(16),
                  invalidPermissionTicket(17),
                  invalidRehostTicketFile(18),
                  invalidRehostTicket(19),
                  invalidLicenseBackupFile(20),
                  licenseClearInProgress(21),
                  invalidLicenseEULAFile(22)
                }

clmgmtNextFreeLicenseActionIndex OBJECT-TYPE
    SYNTAX        Unsigned32 (1..4294967295)
    MAX-ACCESS    read-only
    STATUS        current
    DESCRIPTION
      "This object contains appropriate value for
      clmgmtLicenseActionIndex that can be used to create
      an entry in clmgmtLicenseActionTable. The management application
      should read this object first and then use this as the
      value
   for clmgmtLicenseActionIndex to avoid collisions
      when creating entries in clmgmtLicenseActionTable.
      Following this approach does not guarantee collision free
      row creation, but will reduce the probability. The
      collision will happen if two management applications read this
      object at the same time and attempt to create an entry
      with this value at the same time. In this case, the
```

management application whose request is processed after the first
request will get an error and the process of reading this object
and entry creation needs to be repeated."
::= { clmgmtLicenseConfiguration 1 }
-- Table for executing license management actions.

clmgmtLicenseActionTable OBJECT-TYPE
SYNTAX SEQUENCE OF ClmgmtLicenseActionEntry
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION
"A table for invoking license management actions. Management
application must create a row
in this table to trigger any of
the license management actions. The following are different
actions that can be executed using this table.
1. install
2. clear
3. processPermissionTicket
4. regenerateLastRehostTicket
5. backup
6. generateEULA

Refer to the description of clmgmtLicenseAction for more
information on what these actions do on the device.
Once the request completes, the management application should
retrieve the values of the objects of interest, and then
delete the entry. In order to prevent old entries from
clogging the table, entries will be aged out, but an entry
will never be deleted within 5 minutes of completion."
::= { clmgmtLicenseConfiguration 2 }

clmgmtLicenseActionEntry OBJECT-TYPE
SYNTAX ClmgmtLicenseActionEntry
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION
"An
entry for each action that is being executed or was
executed recently. The management application executes an
action
by creating this entry. This can be done in the following
2 methods

1. CREATE-AND-GO method
Management application sets clmgmtLicenseActionRowStatus to
createAndGo(4) and all other required objects to valid
values in a single SNMP SET request. If all the values

are valid, the device creates the entry and executes the action. If the SET request fails, the entry will not be created.

2. CREATE-AND-WAIT method
   Management application sets clmgmtLicenseActionRowStatus to createAndWait(5) to create an entry. Management application can set all other required objects to valid values in more than one SNMP SET request. If SET request for any of the objects fails, management application can set just only that object. Once all the required objects are set to valid values, management application triggers action execution by setting clmgmtLicenseActionRowStatus to active(1).

To stop the action from being executed, the management application can delete the entry by setting clmgmtLicenseActionRowStatus to destroy(6) when clmgmtLicenseActionState is pending(2).

The status of action execution can be known by querying clmgmtLicenseActionState. If the action is still in pending(2) or in inProgress(3) state, the management application need to check back again after few seconds. Once the action completes and status of the action is failed(6), the reason for failure can be retrieved from clmgmtLicenseActionFailCause. If the status of the action is partiallySuccessful(5), results of individual licenses can be queried from clmgmtLicenseActionResultTable.

Not all objects in the entry are needed to execute every action. Below is the list of actions and the required objects that are needed to be set for executing that action.

1. Installing a license
   The following MIB objects need to be set for installing a license
   a. clmgmtLicenseActionTransferProtocol
   b. clmgmtLicenseServerAddressType
   c. clmgmtLicenseServerAddress
   d. clmgmtLicenseServerUsername
   e. clmgmtLicenseServerPassword
   f. clmgmtLicenseFile
   g. clmgmtLicenseStore
   h. clmgmtLicenseStopOnFailure
   i. clmgmtLicenseAcceptEULA

j. clmgmtLicenseAction

clmgmtLicenseActionEntPhysicalIndex need not be set explicitly for license installs. License itself identifes the device where the license needs to be installed.

clmgmtLicenseStore need to be set to store the licenses in a non-default license store. But, if a license file has more than one license and licenses need to be installed on multiple devices (for example to multiple members with in a stack), then value of clmgmtLicenseStore is ignored and the licenses will be installed in default license stores of the respective devices.

2. Clearing a license

The following MIB objects need to be set for clearing a license

a. clmgmtLicenseActionEntPhysicalIndex
b. clmgmtLicenseActionLicenseIndex
c. clmgmtLicenseStore
d. clmgmtLicenseAction

3. Revoking a license

The following MIB objects need to be set for revoking a license

a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicensePermissionTicketFile
g. clmgmtLicenseRehostTicketFile
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAction

4. Regenerate last rehost ticket

The following MIB objects need to be set for regenerating last rehost ticket

a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicensePermissionTicketFile
g. clmgmtLicenseRehostTicketFile
h. clmgmtLicenseStopOnFailure
i. clmgmtLicenseAction

5. Save all licenses to a backup storage
The following MIB objects need to be set for storing all licenses to a backup store
a. clmgmtLicenseActionEntPhysicalIndex
b. clmgmtLicenseActionTransferProtocol
c. clmgmtLicenseServerAddressType
d. clmgmtLicenseServerAddress
e. clmgmtLicenseServerUsername
f. clmgmtLicenseServerPassword
g. clmgmtLicenseBackupFile
h. clmgmtLicenseAction

6. Generate and export EULA if the licenses need EULA to be accepted for installing.
The following MIB objects need to be set exporting required EULAs
a. clmgmtLicenseActionTransferProtocol
b. clmgmtLicenseServerAddressType
c. clmgmtLicenseServerAddress
d. clmgmtLicenseServerUsername
e. clmgmtLicenseServerPassword
f. clmgmtLicenseFile
g. clmgmtLicenseEULAFile
h. clmgmtLicenseAction

For any action, if clmgmtLicenseActionTransferProtocol is set to local(2), the following objects need not be set.
a. clmgmtLicenseServerAddressType

b. clmgmtLicenseServerAddress
c. clmgmtLicenseServerUsername
d. clmgmtLicenseServerPassword

Entry can be deleted except when clmgmtLicenseAction is set to pending(2). All entries are volatile and are cleared on agent reset."
INDEX { clmgmtLicenseActionIndex }
::= { clmgmtLicenseActionTable 1 }

```
ClmgmtLicenseActionEntry ::= SEQUENCE {
    clmgmtLicenseActionIndex            Unsigned32,
    clmgmtLicenseActionEntPhysicalIndex PhysicalIndexOrZero,
    clmgmtLicenseActionTransferProtocol ClmgmtLicenseTransferProtocol,
    clmgmtLicenseServerAddressType      InetAddressType,
    clmgmtLicenseServerAddress          InetAddress,
    clmgmtLicenseServerUsername         SnmpAdminString,
```

```
      clmgmtLicenseServerPassword        SnmpAdminString,
      clmgmtLicenseFile                  SnmpAdminString,
      clmgmtLicenseStore                 Unsigned32,
      clmgmtLicenseActionLicenseIndex
     ClmgmtLicenseIndexOrZero,
      clmgmtLicensePermissionTicketFile   SnmpAdminString,
      clmgmtLicenseRehostTicketFile       SnmpAdminString,
      clmgmtLicenseBackupFile             SnmpAdminString,
      clmgmtLicenseStopOnFailure          TruthValue,
      clmgmtLicenseAction                 INTEGER,
      clmgmtLicenseActionState            ClmgmtLicenseActionState,
      clmgmtLicenseJobQPosition           Unsigned32,
      clmgmtLicenseActionFailCause        ClmgmtLicenseActionFailCause,
      clmgmtLicenseActionStorageType      StorageType,
      clmgmtLicenseActionRowStatus        RowStatus,
      clmgmtLicenseAcceptEULA             TruthValue,
      clmgmtLicenseEULAFile               SnmpAdminString
}

clmgmtLicenseActionIndex OBJECT-TYPE
  SYNTAX         Unsigned32 (1..4294967295)
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION
     "This object uniquely identifies a row in
     clmgmtLicenseActionTable.
 The management application should choose
     this value by reading clmgmtNextFreeLicenseActionIndex
     while creating an entry in this table. If an entry already
     exists with this index, the creation of the entry will not
     continue and error will be returned. The management application
     should read the value of clmgmtNextFreeLicenseActionIndex
     again and retry with the new value for this object."
  ::= { clmgmtLicenseActionEntry 1 }

clmgmtLicenseActionEntPhysicalIndex OBJECT-TYPE
  SYNTAX         PhysicalIndexOrZero
  MAX-ACCESS     read-create
  STATUS         current
  DESCRIPTION
     "This object represents the entPhysicalIndex of the device
     where the action is being executed. This object is mainly
     used in devices where one device is acting as a master and
     rest of the devices as slaves. The master device is
     responsible for SNMP communication with the management
     application. Examples
 include stackable switches, devices
     with route processor and line card configuration. If this
```

```
      object is not set, the license action will be executed on
      the master device. Note: This object need not be set if
      there is a stand alone device"
    DEFVAL        { 0 }
    ::= { clmgmtLicenseActionEntry 2 }

clmgmtLicenseActionTransferProtocol OBJECT-TYPE
    SYNTAX        ClmgmtLicenseTransferProtocol
    MAX-ACCESS    read-create
    STATUS        current
    DESCRIPTION
      "This object represents the transfer protocol to be used
      when copying files as specified in the following objects.
      1. clmgmtLicenseFile
      2. clmgmtLicensePermissionTicketFile
      3. clmgmtLicenseRehostTicketFile
      4. clmgmtLicenseBackupFile

      Note: This object need not be set if the all the files
      required for the action are in device's local file system."
    DEFVAL        { none }
    ::= { clmgmtLicenseActionEntry 3 }

clmgmtLicenseServerAddressType
 OBJECT-TYPE
    SYNTAX        InetAddressType
    MAX-ACCESS    read-create
    STATUS        current
    DESCRIPTION
      "This object indicates the transport type of the
      address contained in clmgmtLicenseServerAddress object.
      This must be set when clmgmtLicenseActionTransferProtocol
      is not none(1) or local(2)."
    DEFVAL        { unknown }
    ::= { clmgmtLicenseActionEntry 4 }

clmgmtLicenseServerAddress OBJECT-TYPE
    SYNTAX        InetAddress
    MAX-ACCESS    read-create
    STATUS        current
    DESCRIPTION
      "This object indicates the ip address of the server from
      which the files must be read or written to if
      clmgmtLicenseActionTransferProtocol is not none(1) or
      local(2).

      All bits as 0s or 1s for clmgmtLicenseServerAddress are not
      allowed.
```

```
      The format of this address depends on the value of the
      clmgmtLicenseServerAddressType object"
    DEFVAL
        { "" }
    ::= { clmgmtLicenseActionEntry 5 }

clmgmtLicenseServerUsername OBJECT-TYPE
    SYNTAX          SnmpAdminString (SIZE  (0..96))
    MAX-ACCESS      read-create
    STATUS          current
    DESCRIPTION
      "This object indicates the remote user name for accessing
      files via ftp, rcp, sftp or scp protocols. This object must
      be set when the clmgmtLicenseActionTransferProtocol is
      ftp(4), rcp(5), scp(7) or sftp(8). If
      clmgmtLicenseActionTransferProtocol is rcp(5), the remote
      username is sent as the server username in an rcp command
      request sent by the system to a remote rcp server."
    DEFVAL          { "" }
    ::= { clmgmtLicenseActionEntry 6 }

clmgmtLicenseServerPassword OBJECT-TYPE
    SYNTAX          SnmpAdminString (SIZE  (0..96))
    MAX-ACCESS      read-create
    STATUS          current
    DESCRIPTION
      "This object indicates the password used by ftp, sftp or
      scp for copying a file to/from
   an ftp/sftp/scp server.
      This object must be set when the
      clmgmtLicenseActionTransferProtocol is ftp(4) or scp(7)
      or sftp(8). Reading it returns a zero-length string for
      security reasons."
    DEFVAL          { "" }
    ::= { clmgmtLicenseActionEntry 7 }

clmgmtLicenseFile OBJECT-TYPE
    SYNTAX          SnmpAdminString (SIZE  (0..255))
    MAX-ACCESS      read-create
    STATUS          current
    DESCRIPTION
      "This object represents the location of the license file
      on the server identified by clmgmtLicenseServerAddress. This
      object MUST be set to a valid value before or concurrently
      with setting the value of the clmgmtLicenseAction object to
      install(2). For other operations, the value of this
      object is not considered, it is irrelevant."
```

```
  DEFVAL        { "" }
  ::= { clmgmtLicenseActionEntry 8 }

clmgmtLicenseStore OBJECT-TYPE
  SYNTAX        Unsigned32
  MAX-ACCESS    read-create

 STATUS         current
  DESCRIPTION
     "This object represents the clmgmtLicenseStoreIndex of the
     license store to use within the device. The license store
     can be a local disk or flash. A device can have more than
     one license stores. If this object is not set, the license
     will be stored in the default license store as exposed by
     clmgmtDefaultLicenseStore object."
  DEFVAL        { 0 }
  ::= { clmgmtLicenseActionEntry 9 }

clmgmtLicenseActionLicenseIndex OBJECT-TYPE
  SYNTAX        ClmgmtLicenseIndexOrZero
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the the license index of the license
     that is the subject of this action. This is used for
     identifying a license for performing actions specific to
     that license. This object need to be set only if
     clmgmtLicenseAction is set to clear(4). The value of this
     object is same as the clmgmtLicenseIndex
 object in
     clmgmtLicenseInfoEntry for license that is subject of this
     action."
  DEFVAL        { 0 }
  ::= { clmgmtLicenseActionEntry 10 }

clmgmtLicensePermissionTicketFile OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..255))
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the file name of the permission
     ticket. This object need to be set only if
     clmgmtLicenseAction is set to processPermissionTicket(4)
     or regenerateLastRehostTicket(5) actions. The permission
     ticket is obtained from Cisco licensing portal to revoke
     a license. The management application must set this object
     to valid value before invoking the action."
  DEFVAL        { "" }
```

```
  ::= { clmgmtLicenseActionEntry 11 }

clmgmtLicenseRehostTicketFile OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..255))
  MAX-ACCESS    read-create
  STATUS        current
   DESCRIPTION
     "This object indicates the file where the rehost ticket
     generated by the device need to be exported to. The rehost
     ticket is generated as a result of processPermissionTicket
     and regenerateLastRehostTicket actions. After generating
     the rehost ticket, the device exports the rehost ticket
     contents to this file. This object need to be set only
     if clmgmtLicenseAction is set to processPermissionTicket(4)
     or regenerateLastRehostTicket(5) actions."
  DEFVAL        { "" }
  ::= { clmgmtLicenseActionEntry 12 }

clmgmtLicenseBackupFile OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..255))
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the file where all the licenses in
     the device need to be backed up. This object need to be set
     only if clmgmtLicenseAction is set to backup(6) and the
     management application must set the
 value of this  object
     to valid value before invoking action."
  DEFVAL        { "" }
  ::= { clmgmtLicenseActionEntry 13 }

clmgmtLicenseStopOnFailure OBJECT-TYPE
  SYNTAX        TruthValue
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates whether the license action should
     stop if the action on a license fails. This object is
     applicable only if there are more than one licenses
     involved in an action."
  DEFVAL        { false }
  ::= { clmgmtLicenseActionEntry 14 }

clmgmtLicenseAction OBJECT-TYPE
  SYNTAX        INTEGER  {
                  noOp(1),
                  install(2),
```

```
                clear(3),
                processPermissionTicket(4),
                regenerateLastRehostTicket(5),
                backup(6),
                generateEULA(7)
              }
  MAX-ACCESS      read-create
  STATUS
 current
  DESCRIPTION
     "This object indicates the the command/action to be executed.

     Command                    Remarks
     -------                    -------
     noOp(1)                      No operation will be
                                performed.

     install(2)                   Installs the license.

     clear(3)                     Clears the license.

     processPermissionTicket(4)     Processes thee permission
                                ticket and generates and
                                exports rehost ticket.

     regenerateLastRehostTicket(5)  Generates and exports the
                                last generated rehost
                                ticket.

     backup(6)                    Backs up all the licenses
                                installed currently onto a
                                backup store.

     generateEULA(7)
          Checks whether the licenses
                                in the license file need EULA
                                acceptance and uploads the
                                needed EULA contents to a file."
  DEFVAL         { noOp }
  ::= { clmgmtLicenseActionEntry 15 }

clmgmtLicenseActionState OBJECT-TYPE
  SYNTAX         ClmgmtLicenseActionState
  MAX-ACCESS      read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the state of this license action."
  ::= { clmgmtLicenseActionEntry 16 }
```

```
clmgmtLicenseJobQPosition OBJECT-TYPE
  SYNTAX        Unsigned32
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object represents the position of the action
     in the license action job queue that is maintained
     internally. Only actions in pending(2) state will
     be put in the queue until they are executed. By
     reading this object, the management
 application can make
     intelligent decision on whether to execute another
     action that it is planning on. For example, if there
     is already a license clear action in the queue in
     pending(2) state, management application can choose to
     defer its license back up action to a later time. This
     object will return a value of 0 if the action is not in
     pending(2) state."
  ::= { clmgmtLicenseActionEntry 17 }

clmgmtLicenseActionFailCause OBJECT-TYPE
  SYNTAX        ClmgmtLicenseActionFailCause
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the reason for this license action
     failure. The value of this object is valid only when
     clmgmtLicenseActionState is failed(6)."
  ::= { clmgmtLicenseActionEntry 18 }

clmgmtLicenseActionStorageType OBJECT-TYPE
  SYNTAX        StorageType
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION

 "This object indicates the storage type for this conceptual
     row. Conceptual rows having the value 'permanent' need not
     allow write-access to any columnar objects in the row."
  DEFVAL        { volatile }
  ::= { clmgmtLicenseActionEntry 19 }

clmgmtLicenseActionRowStatus OBJECT-TYPE
  SYNTAX        RowStatus
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
```

```
      "This object indicates the the status of this table entry.
      Once the entry status is set to active(1), the associated
      entry cannot be modified until the action completes
      (clmgmtLicenseConfigCommandStatus is set to a value
      other than inProgress(3)). Once the action completes
      the only operation possible after this is to delete
      the row. It is recommended that the management application
      should delete entries in this table after reading
      the result. In order to prevent old entries from
      clogging the table, entries
 will be aged out, but an
      entry will never be deleted within 5 minutes of
      completion"
  ::= { clmgmtLicenseActionEntry 20 }

clmgmtLicenseAcceptEULA OBJECT-TYPE
  SYNTAX         TruthValue
  MAX-ACCESS     read-create
  STATUS         current
  DESCRIPTION
      "This object indicates whether the End User License Agreement
      needed for installing the licenses is accepted.

      true(1) - EULA is read and accepted
      false(2) - EULA is not accepted

      Management application should set this object to true(1) when
      installing licenses that need EULA acceptance."
  DEFVAL         { false }
  ::= { clmgmtLicenseActionEntry 21 }

clmgmtLicenseEULAFile OBJECT-TYPE
  SYNTAX         SnmpAdminString (SIZE  (0..255))
  MAX-ACCESS     read-create
  STATUS         current
  DESCRIPTION
      "This object indicates the file where all the End User License
      Agreements (EULAs) need to be exported to. This object need
 to
      be set only if clmgmtLicenseAction is set to generateEULA(7) and
      the management application must set the value of this object to
      valid value before invoking action."
  DEFVAL         { "" }
  ::= { clmgmtLicenseActionEntry 22 }


-- License action results table.
```

```
clmgmtLicenseActionResultTable OBJECT-TYPE
  SYNTAX         SEQUENCE OF ClmgmtLicenseActionResultEntry
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION
     "This table contains results of license action if the
     license action involves multiple licenses. Entries in this
     table are not created for actions where there is
     only license that is subject of the action. For
     example, if there are 3 licenses in a license file
     when executing license install action, 3 entries will
     be created in this table, one for each license."
  ::= { clmgmtLicenseConfiguration 3 }

clmgmtLicenseActionResultEntry OBJECT-TYPE
  SYNTAX
       ClmgmtLicenseActionResultEntry
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION
     "An entry in clmgmtLicenseActionResultTable. Each entry
     contains result of the action for a single license.
     These entries are created immediately after action
     execution when the action involves multiple licenses.
     These entries get automatically deleted when the
     corresponding entry in clmgmtLicenseActionTable
     is deleted."
  INDEX          {
                   clmgmtLicenseActionIndex,
                   clmgmtLicenseNumber
                 }
  ::= { clmgmtLicenseActionResultTable 1 }

ClmgmtLicenseActionResultEntry ::= SEQUENCE {
     clmgmtLicenseNumber              Unsigned32,
     clmgmtLicenseIndivActionState    ClmgmtLicenseActionState,
     clmgmtLicenseIndivActionFailCause ClmgmtLicenseActionFailCause
}

clmgmtLicenseNumber OBJECT-TYPE
  SYNTAX         Unsigned32 (1..4294967295)
   MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION
     "This object indicates the sequence number of this license
     in the list of licenses on which the action is executed.
     For example, if there are 3 licenses in a license file
     when executing license install action, this object will
```

```
      have values 1, 2 and 3 respectively as ordered in the
      license file."
   ::= { clmgmtLicenseActionResultEntry 1 }

clmgmtLicenseIndivActionState OBJECT-TYPE
   SYNTAX         ClmgmtLicenseActionState
   MAX-ACCESS     read-only
   STATUS         current
   DESCRIPTION
      "This object indicates the state of action on this
      individual license."
   ::= { clmgmtLicenseActionResultEntry 2 }

clmgmtLicenseIndivActionFailCause OBJECT-TYPE
   SYNTAX         ClmgmtLicenseActionFailCause
   MAX-ACCESS     read-only
   STATUS         current
   DESCRIPTION
      "This object indicates the reason for action failure
 on this
      individual license"
   ::= { clmgmtLicenseActionResultEntry 3 }


-- License Store Info Table

clmgmtLicenseStoreInfoTable OBJECT-TYPE
   SYNTAX         SEQUENCE OF ClmgmtLicenseStoreInfoEntry
   MAX-ACCESS     not-accessible
   STATUS         current
   DESCRIPTION
      "This table contains information about all the license
      stores allocated on the device."
   ::= { clmgmtLicenseInformation 1 }

clmgmtLicenseStoreInfoEntry OBJECT-TYPE
   SYNTAX         ClmgmtLicenseStoreInfoEntry
   MAX-ACCESS     not-accessible
   STATUS         current
   DESCRIPTION
      "An entry in clmgmtLicenseStoreInfoTable. Each entry
      contains information about a license store allocated
      on the device"
   INDEX          {
                     entPhysicalIndex,
                     clmgmtLicenseStoreIndex
                  }
   ::= { clmgmtLicenseStoreInfoTable 1 }
```

```
ClmgmtLicenseStoreInfoEntry ::= SEQUENCE {
      clmgmtLicenseStoreIndex
        Unsigned32,
      clmgmtLicenseStoreName          SnmpAdminString,
      clmgmtLicenseStoreTotalSize     Unsigned32,
      clmgmtLicenseStoreSizeRemaining Unsigned32
}

clmgmtLicenseStoreIndex OBJECT-TYPE
  SYNTAX         Unsigned32 (1..4294967295)
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION
     "This object uniquely identifies a license store within
     the device."
  ::= { clmgmtLicenseStoreInfoEntry 1 }

clmgmtLicenseStoreName OBJECT-TYPE
  SYNTAX         SnmpAdminString (SIZE  (0..255))
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the name of the license store
     within the device. It is a file in device's local file
     system i.e., either on a local disk or flash or some
     other storage media. For example, the value of this
     object can be 'disk1:lic_store_1.txt' or
     'flash:lic_store_2.txt"
  ::= { clmgmtLicenseStoreInfoEntry
 2 }

clmgmtLicenseStoreTotalSize OBJECT-TYPE
  SYNTAX         Unsigned32
  UNITS          "bytes"
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the total number of bytes that are
     allocated to the license store."
  ::= { clmgmtLicenseStoreInfoEntry 3 }

clmgmtLicenseStoreSizeRemaining OBJECT-TYPE
  SYNTAX         Unsigned32
  UNITS          "bytes"
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
```

```
      "This object indicates the number of bytes still remaining
      to be used for new license installations in the license
      store."
   ::= { clmgmtLicenseStoreInfoEntry 4 }


-- License Device Info Table

clmgmtLicenseDeviceInfoTable OBJECT-TYPE
   SYNTAX         SEQUENCE OF ClmgmtLicenseDeviceInfoEntry
   MAX-ACCESS     not-accessible
   STATUS         current
   DESCRIPTION
      "This table contains objects that provide licensing related
      information
 at the device level. Entries will exist
      only for entities that support licensing. For example,
      if it is a stand alone device and supports licensing,
      then there will be only one entry in this table. If
      it is stackable switch then there will be multiple
      entries with one entry for each device in the stack."
   ::= { clmgmtLicenseInformation 2 }

clmgmtLicenseDeviceInfoEntry OBJECT-TYPE
   SYNTAX         ClmgmtLicenseDeviceInfoEntry
   MAX-ACCESS     not-accessible
   STATUS         current
   DESCRIPTION
      "An entry in clmgmtLicenseDeviceInfoTable. Each entry
      contains device level licensing information for a device."
   INDEX          { entPhysicalIndex }
   ::= { clmgmtLicenseDeviceInfoTable 1 }

ClmgmtLicenseDeviceInfoEntry ::= SEQUENCE {
      clmgmtDefaultLicenseStore Unsigned32
}

clmgmtDefaultLicenseStore OBJECT-TYPE
   SYNTAX         Unsigned32 (1..4294967295)
   MAX-ACCESS     read-only
   STATUS
    current
   DESCRIPTION
      "This object indicates the clmgmtLicenseStoreIndex of
      default store in the device. There will be only one
      default license store per device. If no license store
      is specified during license install, this default license
      store will be used."
```

```
  ::= { clmgmtLicenseDeviceInfoEntry 1 }


-- License Info Table

clmgmtLicenseInfoTable OBJECT-TYPE
  SYNTAX        SEQUENCE OF ClmgmtLicenseInfoEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "This table contains information about all the licenses
     installed on the device."
  ::= { clmgmtLicenseInformation 3 }

clmgmtLicenseInfoEntry OBJECT-TYPE
  SYNTAX        ClmgmtLicenseInfoEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "An entry in clmgmtLicenseInfoTable. Each entry contains
     information about a license installed on the device. This
     entry gets created when
 a license is installed successfully.
     Management application can not create these entries directly, but
     will do so indirectly by executing license install action.
     Some of these entries may already exist that correspond to
     demo licenses even before management application installs any
     licenses."
  INDEX         {
                  entPhysicalIndex,
                  clmgmtLicenseStoreUsed,
                  clmgmtLicenseIndex
                }
  ::= { clmgmtLicenseInfoTable 1 }

ClmgmtLicenseInfoEntry ::= SEQUENCE {
     clmgmtLicenseStoreUsed             Unsigned32,
     clmgmtLicenseIndex                 ClmgmtLicenseIndex,
     clmgmtLicenseFeatureName           SnmpAdminString,
     clmgmtLicenseFeatureVersion        SnmpAdminString,
     clmgmtLicenseType                  INTEGER,
     clmgmtLicenseCounted               TruthValue,
     clmgmtLicenseValidityPeriod        Unsigned32,
      clmgmtLicenseValidityPeriodRemaining Unsigned32,
     clmgmtLicenseExpiredPeriod         Unsigned32,
     clmgmtLicenseMaxUsageCount         Unsigned32,
     clmgmtLicenseUsageCountRemaining   Unsigned32,
     clmgmtLicenseEULAStatus            TruthValue,
```

```
    clmgmtLicenseComments          SnmpAdminString,
    clmgmtLicenseStatus            INTEGER,
    clmgmtLicenseStartDate         DateAndTime,
    clmgmtLicenseEndDate           DateAndTime,
    clmgmtLicensePeriodUsed        Unsigned32
}

clmgmtLicenseStoreUsed OBJECT-TYPE
  SYNTAX        Unsigned32 (1..4294967295)
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
    "This object represents the license store that is used for
    storing this license. This object will have the same value
    as clmgmtLicenseStoreIndex in clmgmtLicenseStoreInfoEntry
    of the license store used."
  ::= { clmgmtLicenseInfoEntry
 1 }

clmgmtLicenseIndex OBJECT-TYPE
  SYNTAX        ClmgmtLicenseIndex
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
    "This object uniquely identifies a license within
    the device."
  ::= { clmgmtLicenseInfoEntry 2 }

clmgmtLicenseFeatureName OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..128))
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
    "This object indicates the name of the feature that is
    using or can use this license. A license can be used by
    only one feature. Examples of feature name are: 'IPBASE',
    'ADVIPSERVICE'."
  ::= { clmgmtLicenseInfoEntry 3 }

clmgmtLicenseFeatureVersion OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..128))
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
    "This object indicates the version of the feature that is
    using or can use this license. Examples of feature version
     are: '1.0', '2.0'"
  ::= { clmgmtLicenseInfoEntry 4 }
```

```
clmgmtLicenseType OBJECT-TYPE
  SYNTAX        INTEGER  {
                demo(1),
                extension(2),
                gracePeriod(3),
                permanent(4),
                paidSubscription(5),
                evaluationSubscription(6),
                extensionSubscription(7),
                evalRightToUse(8),
                rightToUse(9),
                permanentRightToUse(10)
              }
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object identifies type of license. Licenses may have
     validity period defined in terms of time duration that the
     license is valid for or it may be defined in terms of actual
     calendar dates. Subscription licenses are licenses that have
     validity period defined in terms of calendar dates.

     demo(1)
          - demo(evaluation license) license.
     extension(2)         - Extension(expiring) license.
     gracePeriod(3)       - Grace period license.
     permanent(4)         - permanent license, the license has no
                          expiry date.
     paidSubscription(5)   - Paid subscription licenses are the
     licenses
                          which are purchased by customers. These
                          licenses have a start date  and end date
                          associated with them.
     evaluationSubscription(6)-Evaluation subscription licenses are
                           the trial licenses. These licenses
                           are node locked and it can be obtained
                           only once for an UDI. They are valid
                           based on calendar days. These licenses
                           have a start date and an end date

                        associated with them and are issued
                           once per UDI.
     extensionSubscription(7)- Extension subscription licenses are
                           similar to evaluation subscription
                           licenses but these licenses are issued
                           based on customer request. There are
                           no restrictions on the number of
```

licenses available for a UDI.
evalRightToUse(8) - Evaluation Right to use (RTU)
license.
rightToUse(9) - Right to use (RTU) license.
permanentRightToUse(10) ? Right To Use license right after it is configured
and is valid for the lifetime of the product.
This is a Right To Use license which is not in
evaluation mode for a limited time."

::=
{ clmgmtLicenseInfoEntry 5 }

clmgmtLicenseCounted OBJECT-TYPE
SYNTAX TruthValue
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates whether the license is counted
license.
true(1) - counted license
false(2) - uncounted license"
::= { clmgmtLicenseInfoEntry 6 }

clmgmtLicenseValidityPeriod OBJECT-TYPE
SYNTAX Unsigned32
UNITS "seconds"
MAX-ACCESS read-only
STATUS current
DESCRIPTION
"This object indicates the time period the license is valid for.
This object is applicable only if clmgmtLicenseType is demo(1),
or extension(2) or gracePeriod(3) or evalRightToUse(8). The
object will return 0 for other license types."
::= { clmgmtLicenseInfoEntry 7 }

clmgmtLicenseValidityPeriodRemaining OBJECT-TYPE
SYNTAX Unsigned32
UNITS "seconds"
MAX-ACCESS read-only
STATUS
current
DESCRIPTION
"This object indicates the time period remaining before the
license expires or transitions to rightToUse(9) license. This
object is applicable only if clmgmtLicenseType is demo(1), or
extension(2) or gracePeriod(3) or evalRightToUse(8). The object
will contain 0 for other license types."
::= { clmgmtLicenseInfoEntry 8 }

```
clmgmtLicenseExpiredPeriod OBJECT-TYPE
  SYNTAX         Unsigned32
  UNITS          "seconds"
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the elapsed time period since the license
     expired. This object is applicable only if clmgmtLicenseType
     is demo(1), or extension(2) or gracePeriod(3). Also, this
     value of this object will be valid only after the license
     expires. The object will return 0 for other license types
     or before the license expiry."
  ::= { clmgmtLicenseInfoEntry 9 }

clmgmtLicenseMaxUsageCount
 OBJECT-TYPE
  SYNTAX         Unsigned32
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the maximum number of entities that
     can use this license. This object is applicable only if
     clmgmtLicenseCounted is true(1). The entity that is being
     counted can be anything and it depends on the licensable
     feature."
  ::= { clmgmtLicenseInfoEntry 10 }

clmgmtLicenseUsageCountRemaining OBJECT-TYPE
  SYNTAX         Unsigned32
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the number of entities that can
     still use this license. This object is applicable only
     if clmgmtLicenseCounted is true(1)."
  ::= { clmgmtLicenseInfoEntry 11 }

clmgmtLicenseEULAStatus OBJECT-TYPE
  SYNTAX         TruthValue
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates whether the user
 accepted
     End User License Agreement for this license.

     true(1)  - EULA accpeted
```

```
      false(2) - EULA not accepted"
    ::= { clmgmtLicenseInfoEntry 12 }

clmgmtLicenseComments OBJECT-TYPE
    SYNTAX          SnmpAdminString (SIZE  (0..255))
    MAX-ACCESS      read-write
    STATUS          current
    DESCRIPTION
      "This object represents the user modifiable comments
      about the license. This object is initially populated
      with comments from the license file."
    ::= { clmgmtLicenseInfoEntry 13 }

clmgmtLicenseStatus OBJECT-TYPE
    SYNTAX          INTEGER  {
                        inactive(1),
                        notInUse(2),
                        inUse(3),
                        expiredInUse(4),
                        expiredNotInUse(5),
                        usageCountConsumed(6)
                    }
    MAX-ACCESS      read-only
    STATUS          current
    DESCRIPTION
      "This object represents status of the license.

       inactive(1)          - license is installed, but
                              not active.
      notInUse(2)           - license is installed and
                              available for use.
      inUse(3)              - the license is being used (by
                              a feature).
      expiredInUse(4)       - license is expired but still
                              being held by the feature.
      expiredNotInUse(5)    - license is expired and not being
                              held by any feature.
      usageCountConsumed(6) - number of entities using this
                              licenses has reached the allowed
                              limit, no new entities are allowed
                              to use this license."
    ::= { clmgmtLicenseInfoEntry 14 }

clmgmtLicenseStartDate OBJECT-TYPE
    SYNTAX          DateAndTime
    MAX-ACCESS      read-only
    STATUS          current
    DESCRIPTION
```

```
      "This object
 indicates the start date for a subscription
      license. It is optional for subscription linceses to have a
      start date associated with them, they may only have an end
      date associated with them. This object may be applicable only
      when clmgmtLicenseType is paidSubscription(5),
      evaluationSubscription(6) or extensionSubscription (7).
      The object will contain an octet string of length 0 when it is
      not applicable."
  ::= { clmgmtLicenseInfoEntry 15 }

clmgmtLicenseEndDate OBJECT-TYPE
  SYNTAX        DateAndTime
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
      "This object indicates the end date for a subscription license.
      This object is applicable only when clmgmtLicenseType is
      paidSubscription(5), evaluationSubscription(6) or
      extensionSubscription (7). The object will contain an octet
      string of length 0 when it is not applicable."
  ::= { clmgmtLicenseInfoEntry
 16 }

clmgmtLicensePeriodUsed OBJECT-TYPE
  SYNTAX        Unsigned32
  UNITS         "seconds"
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
      "This object indicates the time period used for the
      Right to use (RTU) licenses. This object is applicable for all
      RTU licenses."
  ::= { clmgmtLicenseInfoEntry 17 }


-- Licensable features information table.

clmgmtLicensableFeatureTable OBJECT-TYPE
  SYNTAX        SEQUENCE OF ClmgmtLicensableFeatureEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
      "This table contains list of licensable features in the
      image. All the licensable features will have an entry each
      in this table irrespective of whether they are using any
      licenses currently. Entries in this table are created by
      the agent one for each licensable feature in the image.
```

```
      These entries remain in the table permanently and can not

    be deleted. Management application can not create or delete
      entries from this table."
    ::= { clmgmtLicenseInformation 4 }

clmgmtLicensableFeatureEntry OBJECT-TYPE
    SYNTAX          ClmgmtLicensableFeatureEntry
    MAX-ACCESS      not-accessible
    STATUS          current
    DESCRIPTION
      "An entry in clmgmtLicensableFeatureTable. Each entry represents
      a licensable feature."
    INDEX           {
                      entPhysicalIndex,
                      clmgmtFeatureIndex
                    }
    ::= { clmgmtLicensableFeatureTable 1 }

ClmgmtLicensableFeatureEntry ::= SEQUENCE {
      clmgmtFeatureIndex                Unsigned32,
      clmgmtFeatureName                 SnmpAdminString,
      clmgmtFeatureVersion              SnmpAdminString,
      clmgmtFeatureValidityPeriodRemaining Unsigned32,
      clmgmtFeatureWhatIsCounted        SnmpAdminString,
      clmgmtFeatureStartDate            DateAndTime,
      clmgmtFeatureEndDate
              DateAndTime,
      clmgmtFeaturePeriodUsed           Unsigned32
}

clmgmtFeatureIndex OBJECT-TYPE
    SYNTAX          Unsigned32 (1..4294967295)
    MAX-ACCESS      not-accessible
    STATUS          current
    DESCRIPTION
      "This object uniquely identifies a licensable feature in
      the device."
    ::= { clmgmtLicensableFeatureEntry 1 }

clmgmtFeatureName OBJECT-TYPE
    SYNTAX          SnmpAdminString (SIZE  (0..128))
    MAX-ACCESS      read-only
    STATUS          current
    DESCRIPTION
      "This object indicates the name of the licensable feature
      in the device. Examples of feature names are: 'IPBASE',
      'ADVIPSERVICE'"
```

```
  ::= { clmgmtLicensableFeatureEntry 2 }

clmgmtFeatureVersion OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..32))
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the version of the licensable
     feature in the device. Examples
 of feature versions
     are: '1.0' or '2.0'"
  ::= { clmgmtLicensableFeatureEntry 3 }

clmgmtFeatureValidityPeriodRemaining OBJECT-TYPE
  SYNTAX        Unsigned32
  UNITS         "seconds"
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the time period remaining before
     the feature's license expires or transitions. This object is
     applicable only if clmgmtLicenseType of the license used by
     this feature is demo(1), or extension(2) or gracePeriod(3) or
     evalRightToUse(8).

     The object will contain 0 if other types of license is used
     or if the feature does not use any license. If the
     feature is using multiple licenses, this period will
     represent the cumulative period remaining from all the
     licenses used by this feature."
  ::= { clmgmtLicensableFeatureEntry 4 }

clmgmtFeatureWhatIsCounted OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE
 (0..128))
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object represents the entity that is being counted
     by this feature. Examples of entities are IP Phones, number
     of sessions etc. This object is only applicable for
     features that use counting licenses. For other features,
     this object will return empty string."
  ::= { clmgmtLicensableFeatureEntry 5 }

clmgmtFeatureStartDate OBJECT-TYPE
  SYNTAX        DateAndTime
  MAX-ACCESS    read-only
```

```
  STATUS        current
  DESCRIPTION
     "This object indicates the license start date of the feature.
     This object is applicable if at least one of the licenses used
     for this feature has a valid start date. The start date will
     be the earliest of the valid start dates of all the licenses
     used for this feature. If none of the licenses used for this
     feature have a valid start date then this object will contain an

    octet string of length 0."
  ::= { clmgmtLicensableFeatureEntry 6 }

clmgmtFeatureEndDate OBJECT-TYPE
  SYNTAX        DateAndTime
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the license end date of the feature.
     This object is applicable if at least one of the licenses used
     for this feature has a valid end date. The end date will
     be the latest of the valid end dates of all the licenses
     used for this feature. If none of the licenses used for this
     feature have a valid end date then this object will contain an
     octet string of length 0."
  ::= { clmgmtLicensableFeatureEntry 7 }

clmgmtFeaturePeriodUsed OBJECT-TYPE
  SYNTAX        Unsigned32
  UNITS         "seconds"
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object indicates the license period used for the feature."
  ::= { clmgmtLicensableFeatureEntry 8 }



--
 MIB objects for exporting device credentials

clmgmtNextFreeDevCredExportActionIndex OBJECT-TYPE
  SYNTAX        Unsigned32
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
     "This object contains appropriate value for
     clmgmtDevCredExportActionIndex that can be used to create
     an entry in clmgmtDevCredExportActionTable. The management
```

```
      application should read this object first and then use this
      as the value for clmgmtDevCredExportActionIndex to avoid
      collisions when creating entries in
      clmgmtDevCredExportActionTable. Following this approach does
      not guarantee collision free row creation, but will reduce
      the probability. The collision will happen if two
      management applications read this object at the same time and
      attempt to create an entry with this value at the same time.
      In this case, the management application whose request is
      processed after the first request
 will get an error and the
      process of reading this object and entry creation needs to be
      repeated."
  ::= { clmgmtLicenseDeviceInformation 1 }
-- Table for triggering action to export device credentials.

clmgmtDevCredExportActionTable OBJECT-TYPE
  SYNTAX        SEQUENCE OF ClmgmtDevCredExportActionEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "A table for triggering device credentials export action.
     Management application must create this entry to trigger the
     export of device credentials from the device to a file.

     Once the request completes, the management application should
     retrieve the values of the objects of interest, and then
     delete the entry.  In order to prevent old entries from
     clogging the table, entries will be aged out, but an entry
     will never be deleted within 5 minutes of completion."
  ::= { clmgmtLicenseDeviceInformation 2 }

clmgmtDevCredExportActionEntry
 OBJECT-TYPE
  SYNTAX        ClmgmtDevCredExportActionEntry
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "An entry for each device credential export action that
     is being executed or was executed recently. The management
     application triggers the export by creating an entry in this
     table. This can be done in the following 2 methods

     1. CREATE-AND-GO method
        Management application sets clmgmtDevCredExportActionStatus
        to createAndGo(4) and all other required objects to valid
        values in a single SNMP SET request. If all the values
        are valid, the device creates the entry and executes the
```

```
            action. If the SET request fails, the entry will not be
            created.
        2. CREATE-AND-WAIT method
            Management application sets clmgmtDevCredExportActionStatus to
            createAndWait(5) to create an entry. Management application
             can set all other required objects to valid
            values in more than one SNMP SET request. If SET request
            for any of the objects fails, management application can set
            just only that object. Once all the required objects
            are set to valid values, management application triggers action
            execution by setting clmgmtDevCredExportActionStatus to
            active(1).

        To stop the action from being executed, the management application
        can delete the entry by setting clmgmtDevCredExportActionStatus
        to destroy(6) when clmgmtDevCredCommandState is pending(2).

        The status of action execution can be known by querying
        clmgmtDevCredCommandState. If the action is still in
        pending(2) or inProgress(3), the management application need to
        check back again after few seconds. Once the action completes
        and if status of the action is failed(6), the reason for
        failure can
    be retrieved from clmgmtDevCredCommandFailCause.

        Entry can be deleted except when clmgmtLicenseAction is set
        to inProgress(3). All entries in this table are volatile
        and are cleared on agent reset."
      INDEX          { clmgmtDevCredExportActionIndex }
      ::= { clmgmtDevCredExportActionTable 1 }

    ClmgmtDevCredExportActionEntry ::= SEQUENCE {
        clmgmtDevCredExportActionIndex Unsigned32,
        clmgmtDevCredEntPhysicalIndex  PhysicalIndexOrZero,
        clmgmtDevCredTransferProtocol  ClmgmtLicenseTransferProtocol,
        clmgmtDevCredServerAddressType InetAddressType,
        clmgmtDevCredServerAddress     InetAddress,
        clmgmtDevCredServerUsername    SnmpAdminString,
        clmgmtDevCredServerPassword    SnmpAdminString,
        clmgmtDevCredExportFile        SnmpAdminString,
        clmgmtDevCredCommand           INTEGER,
        clmgmtDevCredCommandState      ClmgmtLicenseActionState,
        clmgmtDevCredCommandFailCause  INTEGER,
        clmgmtDevCredStorageType
        StorageType,
        clmgmtDevCredRowStatus         RowStatus
    }
```

```
clmgmtDevCredExportActionIndex OBJECT-TYPE
  SYNTAX        Unsigned32 (1..4294967295)
  MAX-ACCESS    not-accessible
  STATUS        current
  DESCRIPTION
     "This object uniquely identifies a row in
     clmgmtDevCredExportActionTable. The management application
     chooses this value by reading
     clmgmtNextFreeDevCredExportActionIndex while creating an
     entry in this table. If an entry already exists with this
     index, the creation of the entry will not continue and
     error will be returned. The management application should
     read the value of clmgmtNextFreeDevCredExportActionIndex
     again and retry with the new value for this object."
  ::= { clmgmtDevCredExportActionEntry 1 }

clmgmtDevCredEntPhysicalIndex OBJECT-TYPE
  SYNTAX        PhysicalIndexOrZero
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
      "This object represents the entPhysicalIndex of the device
     for which the device credentials are being retrieved. This
     object is mainly used in devices where one device is acting
     as a master and rest of the devices as slaves. The master
     device is responsible for SNMP communication with the
     manager. Examples include stackable switches, devices with
     router processor and line cards.

     Note: This object need not be set if it is a stand alone
     device"
  DEFVAL        { 0 }
  ::= { clmgmtDevCredExportActionEntry 2 }

clmgmtDevCredTransferProtocol OBJECT-TYPE
  SYNTAX        ClmgmtLicenseTransferProtocol
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the transfer protocol to be used when
     copying files as specified in the following objects.
     1. clmgmtDevCredExportFile
     ."
  DEFVAL        { none }
  ::= { clmgmtDevCredExportActionEntry
 3 }

clmgmtDevCredServerAddressType OBJECT-TYPE
```

```
  SYNTAX        InetAddressType
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the transport type of the
     address contained in clmgmtDevCredServerAddress object.
     This must be set when clmgmtDevCredTransferProtocol
     is not none(1) or local(2)."
  DEFVAL        { unknown }
  ::= { clmgmtDevCredExportActionEntry 4 }

clmgmtDevCredServerAddress OBJECT-TYPE
  SYNTAX        InetAddress
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the the ip address of the server
     from which the files must be read or written to if
     clmgmtDevCredTransferProtocol is not none(1) or local(2).

     All bits as 0s or 1s for clmgmtDevCredServerAddress are not
     allowed.

     The format of this address depends on the value of the
     clmgmtDevCredServerAddressType
 object"
  DEFVAL        { "" }
  ::= { clmgmtDevCredExportActionEntry 5 }

clmgmtDevCredServerUsername OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..96))
  MAX-ACCESS    read-create
  STATUS        current
  DESCRIPTION
     "This object indicates the remote user name for accessing
     files via ftp, rcp, sftp or scp protocols. This object
     must be set when the clmgmtDevCredTransferProtocol is
     ftp(4), rcp(5), scp(7) or sftp(8). If
     clmgmtDevCredTransferProtocol is rcp(5), the remote
     username is sent as the server username in an rcp command
     request sent by the system to a remote rcp server."
  DEFVAL        { "" }
  ::= { clmgmtDevCredExportActionEntry 6 }

clmgmtDevCredServerPassword OBJECT-TYPE
  SYNTAX        SnmpAdminString (SIZE  (0..96))
  MAX-ACCESS    read-create
  STATUS        current
```

```
  DESCRIPTION
     "This object indicates the password used by ftp, sftp or
     scp for copying
 a file to/from an ftp/sftp/scp server.
     This object must be set when the
     clmgmtDevCredTransferProtocol is ftp(4) or scp(7) or
     sftp(8). Reading it returns a zero-length string for
     security reasons."
  DEFVAL         { "" }
  ::= { clmgmtDevCredExportActionEntry 7 }

clmgmtDevCredExportFile OBJECT-TYPE
  SYNTAX         SnmpAdminString (SIZE  (0..255))
  MAX-ACCESS     read-create
  STATUS         current
  DESCRIPTION
     "This object represents file where device credentials needs
     to be exported to."
  ::= { clmgmtDevCredExportActionEntry 8 }

clmgmtDevCredCommand OBJECT-TYPE
  SYNTAX         INTEGER  {
                    noOp(1),
                    getDeviceCredentials(2)
                 }
  MAX-ACCESS     read-create
  STATUS         current
  DESCRIPTION
     "This object indicates the the command to be executed.

     Command                    Remarks
     -------
           -------
     noOp(1)                    No operation will be
                                performed.

     getDeviceCredentials(2)    Exports device credentials"
  DEFVAL         { noOp }
  ::= { clmgmtDevCredExportActionEntry 9 }

clmgmtDevCredCommandState OBJECT-TYPE
  SYNTAX         ClmgmtLicenseActionState
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the state of the action that is
     executed as a result of setting clmgmtDevCredRowStatus
     to active(1)."
```

```
  ::= { clmgmtDevCredExportActionEntry 10 }

clmgmtDevCredCommandFailCause OBJECT-TYPE
  SYNTAX        INTEGER  {
                none(1),
                unknownError(2),
                transferProtocolNotSupported(3),
                fileServerNotReachable(4),
                unrecognizedEntPhysicalIndex(5),
                invalidFile(6)

    }
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION
     "This object indicates the the reason for device
     credentials export operation failure.

     The value of this object is valid only when
     clmgmtDevCredCommandState is failed(6).

     none(1)        - action execution has not started yet.
                    If the action is completed and the
                    action is successful, then also
                    none(1) is returned to indicate that
                    there are no errors.
     unknownError(2) - reason for failure is unknown,
                    operation failed, no operation is
                    performed
     transferProtocolNotSupported(3) - clmgmtDevCredTransferProtocol
                                given is not supported.
     fileServerNotReachable(4)       - file server is not reachable.
     unrecognizedEntPhysicalIndex(5) - entPhysicalIndex
 is not
                                valid
     invalidFile(6)  - The target file specified is not valid."
  ::= { clmgmtDevCredExportActionEntry 11 }

clmgmtDevCredStorageType OBJECT-TYPE
  SYNTAX         StorageType
  MAX-ACCESS     read-create
  STATUS         current
  DESCRIPTION
     "This object indicates the storage type for this conceptual
     row. Conceptual rows having the value 'permanent' need not
     allow write-access to any columnar objects in the row."
  DEFVAL         { volatile }
  ::= { clmgmtDevCredExportActionEntry 12 }
```

```
clmgmtDevCredRowStatus OBJECT-TYPE
  SYNTAX         RowStatus
  MAX-ACCESS     read-create
  STATUS         current
  DESCRIPTION
     "This object indicates the the status of this table entry.
     Once the entry status is set to active(1), the associated
     entry cannot be modified until the action completes
     (clmgmtDevCredCommandStatus is set to a value
     other than
 inProgress(3)). Once the action completes
     the only operation possible after this is to delete
     the row.

     clmgmtDevCredExportFile is a mandatory object to be
     set when creating this entry."
  ::= { clmgmtDevCredExportActionEntry 13 }



-- Objects for enabling/disabling notifications

clmgmtLicenseUsageNotifEnable OBJECT-TYPE
  SYNTAX         TruthValue
  MAX-ACCESS     read-write
  STATUS         current
  DESCRIPTION
     "This object indicates whether the device should generate
     the notifications related to usage of licenses. This object
     enables/disables sending following notifications:
        clmgmtLicenseExpired
        clmgmtLicenseExpiryWarning
        clmgmtLicenseUsageCountExceeded
        clmgmtLicenseUsageCountAboutToExceed
        clmgmtLicenseSubscriptionExpiryWarning
        clmgmtLicenseSubscriptionExtExpiryWarning
        clmgmtLicenseSubscriptionExpired
        clmgmtLicenseEvalRTUTransitionWarning
         clmgmtLicenseEvalRTUTransition"
  DEFVAL         { true }
  ::= { clmgmtLicenseNotifObjects 1 }

clmgmtLicenseDeploymentNotifEnable OBJECT-TYPE
  SYNTAX         TruthValue
  MAX-ACCESS     read-write
  STATUS         current
  DESCRIPTION
```

```
      "This object indicates whether the device should generate
      notifications related to license deployment. This object
      enables/disables sending following notifications:
         clmgmtLicenseInstalled
         clmgmtLicenseCleared
         clmgmtLicenseRevoked
         clmgmtLicenseEULAAccepted"
   DEFVAL         { true }
   ::= { clmgmtLicenseNotifObjects 2 }

clmgmtLicenseErrorNotifEnable OBJECT-TYPE
   SYNTAX         TruthValue
   MAX-ACCESS     read-write
   STATUS         current
   DESCRIPTION
      "This object indicates whether the device should generate
      notifications related to error conditions in enforcing
      licensing. This object
 enables/disables sending following
      notifications:
         clmgmtLicenseNotEnforced"
   DEFVAL         { true }
   ::= { clmgmtLicenseNotifObjects 3 }

-- Notifications

clmgmtLicenseExpired NOTIFICATION-TYPE
   OBJECTS        {
                     clmgmtFeatureName,
                     clmgmtFeatureVersion
                  }
   STATUS         current
   DESCRIPTION
      "This notification is sent, when a feature license
      expires. This notification will be sent continuously
      every week even after the expiry to alert the management
      application."
  ::= { ciscoLicenseMgmtMIBNotifs 1 }

clmgmtLicenseExpiryWarning NOTIFICATION-TYPE
   OBJECTS        {
                     clmgmtFeatureName,
                     clmgmtFeatureVersion,
                     clmgmtFeatureValidityPeriodRemaining
                  }
   STATUS         current
   DESCRIPTION
      "This notification is sent when a license is about to
```

```
      expire. This notification will go out multiple times.
       First notification goes out when expiry day is 4 weeks
       ahead, second notification when expiry day is 3 weeks
       ahead, third notification when expiry day is 2 weeks
       ahead. This notification will go out daily in the
       last week of license expiry."
    ::= { ciscoLicenseMgmtMIBNotifs 2 }

clmgmtLicenseUsageCountExceeded NOTIFICATION-TYPE
    OBJECTS        {
                     clmgmtLicenseFeatureName,
                     clmgmtLicenseFeatureVersion,
                     clmgmtLicenseMaxUsageCount,
                     clmgmtFeatureWhatIsCounted,
                     clmgmtLicenseComments
                   }
    STATUS         current
    DESCRIPTION
       "This notification is sent when clmgmtLicenseUsageCountRemaining
       has reached clmgmtLicenseMaxUsageCount for a counting license."
    ::= { ciscoLicenseMgmtMIBNotifs 3 }

clmgmtLicenseUsageCountAboutToExceed NOTIFICATION-TYPE
     OBJECTS        {
                     clmgmtLicenseFeatureName,
                     clmgmtLicenseFeatureVersion,
                     clmgmtLicenseMaxUsageCount,
                     clmgmtLicenseUsageCountRemaining,
                     clmgmtFeatureWhatIsCounted,
                     clmgmtLicenseComments
                   }
    STATUS         current
    DESCRIPTION
       "This notification is sent when clmgmtLicenseUsageCountRemaining
       has reached 80% of clmgmtLicenseMaxUsageCount for a counting
       license. This is a warning notification to the management
       application that very soon the maximum count will be reached
       and after that the device will not allow new entities to
       make use of this license."
    ::= { ciscoLicenseMgmtMIBNotifs 4 }

clmgmtLicenseInstalled NOTIFICATION-TYPE
    OBJECTS        {
                     clmgmtLicenseFeatureName,
                     clmgmtLicenseFeatureVersion,
```

```
                clmgmtLicenseType,
                   clmgmtLicenseComments
                }
  STATUS        current
  DESCRIPTION
     "This notification is sent when a license is installed
     successfully."
  ::= { ciscoLicenseMgmtMIBNotifs 5 }

clmgmtLicenseCleared NOTIFICATION-TYPE
  OBJECTS       {
                   clmgmtLicenseFeatureName,
                   clmgmtLicenseFeatureVersion,
                   clmgmtLicenseType,
                   clmgmtLicenseComments
                }
  STATUS        current
  DESCRIPTION
     "This notification is sent when a license is cleared
     successfully."
  ::= { ciscoLicenseMgmtMIBNotifs 6 }

clmgmtLicenseRevoked NOTIFICATION-TYPE
  OBJECTS       {
                   clmgmtLicenseFeatureName,
                   clmgmtLicenseFeatureVersion,
                   clmgmtLicenseType,
                   clmgmtLicenseComments
                }
  STATUS
        current
  DESCRIPTION
     "This notification is sent when a license is revoked
     successfully."
  ::= { ciscoLicenseMgmtMIBNotifs 7 }

clmgmtLicenseEULAAccepted NOTIFICATION-TYPE
  OBJECTS       {
                   clmgmtFeatureName,
                   clmgmtFeatureVersion
                }
  STATUS        current
  DESCRIPTION
     "This notification is sent when a user accepts End User
     License Agreement (EULA) for a license."
  ::= { ciscoLicenseMgmtMIBNotifs 8 }

clmgmtLicenseNotEnforced NOTIFICATION-TYPE
```

```
  OBJECTS        {
                   clmgmtFeatureName,
                   clmgmtFeatureVersion
                 }
  STATUS         current
  DESCRIPTION
     "This notification is sent when a license does not
     exist for a feature, but the feature is a mandatory
     feature and it should run. This notification will be
     sent out periodically to indicate that there is no

 license installed for this feature and it needs to
     be done as soon as possible."
 ::= { ciscoLicenseMgmtMIBNotifs 9 }

clmgmtLicenseSubscriptionExpiryWarning NOTIFICATION-TYPE
  OBJECTS        {
                   clmgmtFeatureName,
                   clmgmtFeatureVersion,
                   clmgmtFeatureEndDate
                 }
  STATUS         current
  DESCRIPTION
     "This notification is sent when a subscription license of a
     feature is about to expire. This notification will be sent as
     per the following schedule:
     Once a week for the last eight weeks
     Once a day for the last week
     Once a hour for the last day"
  ::= { ciscoLicenseMgmtMIBNotifs 10 }

clmgmtLicenseSubscriptionExtExpiryWarning NOTIFICATION-TYPE
  OBJECTS        {
                   clmgmtFeatureName,
                   clmgmtFeatureVersion,
                   clmgmtFeatureEndDate
                 }
  STATUS
 current
  DESCRIPTION
     "This notification is sent when the subscription license end
     date of a feature is reached but extension period is left. This
     notification will be sent once a day after the license end date
     is reached."
  ::= { ciscoLicenseMgmtMIBNotifs 11 }

clmgmtLicenseSubscriptionExpired NOTIFICATION-TYPE
  OBJECTS        {
```

```
                clmgmtFeatureName,
                clmgmtFeatureVersion,
                clmgmtFeatureEndDate
              }
  STATUS        current
  DESCRIPTION
     "This notification will be sent after a subscription license
     of a feature completely expires. It will be sent once a day
     after the license has completely expired"
  ::= { ciscoLicenseMgmtMIBNotifs 12 }

clmgmtLicenseEvalRTUTransitionWarning NOTIFICATION-TYPE
  OBJECTS       {
                clmgmtFeatureName,
                clmgmtFeatureVersion,
                clmgmtFeatureValidityPeriodRemaining
              }
  STATUS        current
  DESCRIPTION
     "This notification is sent when Evaluation to Right to use (RTU)
     license transition is about to happen. The first notification
     will be sent 10 days before the transition and second
     notification will be sent 5 days before the transition."
  ::= { ciscoLicenseMgmtMIBNotifs 13 }

clmgmtLicenseEvalRTUTransition NOTIFICATION-TYPE
  OBJECTS       {
                clmgmtFeatureName,
                clmgmtFeatureVersion
              }
  STATUS        current
  DESCRIPTION
     "This notification is sent, when a feature license transitions
     from a evaluation to a Right to use (RTU) license."
  ::= { ciscoLicenseMgmtMIBNotifs 14 }
-- Conformance

ciscoLicenseMgmtCompliances  OBJECT IDENTIFIER
   ::= { ciscoLicenseMgmtMIBConform 1 }

ciscoLicenseMgmtGroups  OBJECT IDENTIFIER
   ::= { ciscoLicenseMgmtMIBConform 2 }


ciscoLicenseMgmtCompliance
 MODULE-COMPLIANCE
  STATUS        deprecated
  DESCRIPTION
```

```
    "Compliance statement for Cisco license mgmt MIB."
  MODULE        -- this module
  MANDATORY-GROUPS {
                clmgmtLicenseDeploymentGroup,
                clmgmtLicenseDeviceInformationGroup,
                clmgmtLicenseInformationGroup,
                clmgmtLicensableFeatureInformationGroup,
                clmgmtLicenseDevCredGroup,
                clmgmtLicenseNotificationEnableGroup,
                clmgmtLicenseUsageNotifGroup,
                clmgmtLicenseDeploymentNotifGroup,
                clmgmtLicenseErrorNotifGroup
              }

  GROUP         clmgmtLicenseStoreInformationGroup
  DESCRIPTION
    "This group is mandatory for all devices where
    multiple license stores are supported."
  ::= { ciscoLicenseMgmtCompliances 1 }

ciscoLicenseMgmtComplianceRev1 MODULE-COMPLIANCE
   STATUS        current
  DESCRIPTION
    "Compliance statement for Cisco license mgmt MIB."
  MODULE        -- this module
  MANDATORY-GROUPS {
                clmgmtLicenseDeploymentGroup,
                clmgmtLicenseDeviceInformationGroup,
                clmgmtLicenseInformationGroup,
                clmgmtLicensableFeatureInformationGroup,
                clmgmtLicenseDevCredGroup,
                clmgmtLicenseNotificationEnableGroup,
                clmgmtLicenseUsageNotifGroup,
                clmgmtLicenseDeploymentNotifGroup,
                clmgmtLicenseErrorNotifGroup
              }

  GROUP         clmgmtLicenseStoreInformationGroup
  DESCRIPTION
    "This group is mandatory for all devices where
    multiple license stores are supported."

  GROUP         clmgmtLicenseSubscriptionGroup
  DESCRIPTION
    "This object group is mandatory for all devices
 that
    support subscription licensing."
```

```
    GROUP       clmgmtLicenseSubscriptionUsageNotifGroup
    DESCRIPTION
        "This notification group is mandatory for all devices that
        support subscription licensing."

    GROUP       clmgmtLicenseRTUGroup
    DESCRIPTION
        "This object group is mandatory for all devices that
        support Right to Use (RTU) licensing."

    GROUP       clmgmtLicenseRTUUsageNotifGroup
    DESCRIPTION
        "This notification group is mandatory for all devices that
        support Right to use (RTU) licensing."
    ::= { ciscoLicenseMgmtCompliances 2 }

-- Units of Conformance

clmgmtLicenseDeploymentGroup OBJECT-GROUP
    OBJECTS     {
                clmgmtNextFreeLicenseActionIndex,
                clmgmtLicenseActionEntPhysicalIndex,
                clmgmtLicenseActionTransferProtocol,
                clmgmtLicenseServerAddressType,
                clmgmtLicenseServerAddress,
                 clmgmtLicenseServerUsername,
                clmgmtLicenseServerPassword,
                clmgmtLicenseFile,
                clmgmtLicenseStore,
                clmgmtLicenseActionLicenseIndex,
                clmgmtLicensePermissionTicketFile,
                clmgmtLicenseRehostTicketFile,
                clmgmtLicenseBackupFile,
                clmgmtLicenseStopOnFailure,
                clmgmtLicenseAction,
                clmgmtLicenseActionState,
                clmgmtLicenseJobQPosition,
                clmgmtLicenseActionFailCause,
                clmgmtLicenseActionStorageType,
                clmgmtLicenseActionRowStatus,
                clmgmtLicenseIndivActionState,
                clmgmtLicenseIndivActionFailCause,
                clmgmtLicenseAcceptEULA,
                clmgmtLicenseEULAFile

        }
    STATUS      current
    DESCRIPTION
```

```
    "A collection of objects for performing license deployment
    i.e., license installation, clear and revoke"
  ::= { ciscoLicenseMgmtGroups 1 }

clmgmtLicenseStoreInformationGroup OBJECT-GROUP
  OBJECTS       {
                  clmgmtLicenseStoreName,
                  clmgmtLicenseStoreTotalSize,
                  clmgmtLicenseStoreSizeRemaining
                }
  STATUS        current
  DESCRIPTION
    "A collection of objects that provide information about
    license storages in the device."
  ::= { ciscoLicenseMgmtGroups 2 }

clmgmtLicenseDeviceInformationGroup OBJECT-GROUP
  OBJECTS       { clmgmtDefaultLicenseStore }
  STATUS        current
  DESCRIPTION
    "A collection of objects that provide information about
    device level licensing support information in the device."
  ::= { ciscoLicenseMgmtGroups 3 }

clmgmtLicenseInformationGroup OBJECT-GROUP
   OBJECTS       {
                  clmgmtLicenseFeatureName,
                  clmgmtLicenseFeatureVersion,
                  clmgmtLicenseType,
                  clmgmtLicenseCounted,
                  clmgmtLicenseValidityPeriod,
                  clmgmtLicenseValidityPeriodRemaining,
                  clmgmtLicenseExpiredPeriod,
                  clmgmtLicenseMaxUsageCount,
                  clmgmtLicenseUsageCountRemaining,
                  clmgmtLicenseEULAStatus,
                  clmgmtLicenseComments,
                  clmgmtLicenseStatus
                }
  STATUS        current
  DESCRIPTION
    "A collection of objects that provide information about
    licenses and its state."
  ::= { ciscoLicenseMgmtGroups 4 }

clmgmtLicensableFeatureInformationGroup OBJECT-GROUP
  OBJECTS       {
                  clmgmtFeatureName,
```

```
                clmgmtFeatureVersion,

                clmgmtFeatureValidityPeriodRemaining,
                clmgmtFeatureWhatIsCounted
            }
    STATUS      current
    DESCRIPTION
        "A collection of objects that provide information about
        licensable features in the software image."
    ::= { ciscoLicenseMgmtGroups 5 }

clmgmtLicenseDevCredGroup OBJECT-GROUP
    OBJECTS     {
                clmgmtNextFreeDevCredExportActionIndex,
                clmgmtDevCredEntPhysicalIndex,
                clmgmtDevCredTransferProtocol,
                clmgmtDevCredServerAddressType,
                clmgmtDevCredServerAddress,
                clmgmtDevCredServerUsername,
                clmgmtDevCredServerPassword,
                clmgmtDevCredExportFile,
                clmgmtDevCredCommand,
                clmgmtDevCredCommandState,
                clmgmtDevCredCommandFailCause,

        clmgmtDevCredStorageType,
                clmgmtDevCredRowStatus
            }
    STATUS      current
    DESCRIPTION
        "A collection of objects for exporting device credentials
        from the device."
    ::= { ciscoLicenseMgmtGroups 6 }

clmgmtLicenseNotificationEnableGroup OBJECT-GROUP
    OBJECTS     {
                clmgmtLicenseUsageNotifEnable,
                clmgmtLicenseDeploymentNotifEnable,
                clmgmtLicenseErrorNotifEnable
            }
    STATUS      current
    DESCRIPTION
        "A collection of objects for controlling
        (enabling/disabling) license notifications to a management
        application."
    ::= { ciscoLicenseMgmtGroups 7 }

clmgmtLicenseUsageNotifGroup NOTIFICATION-GROUP
```

```
 NOTIFICATIONS    {
                  clmgmtLicenseExpired,
                  clmgmtLicenseExpiryWarning,
                  clmgmtLicenseUsageCountExceeded,

     clmgmtLicenseUsageCountAboutToExceed
                }
  STATUS          current
  DESCRIPTION
     "A collection of notifications related to license usage."
  ::= { ciscoLicenseMgmtGroups 8 }

clmgmtLicenseDeploymentNotifGroup NOTIFICATION-GROUP
  NOTIFICATIONS    {
                  clmgmtLicenseInstalled,
                  clmgmtLicenseCleared,
                  clmgmtLicenseRevoked,
                  clmgmtLicenseEULAAccepted
                }
  STATUS          current
  DESCRIPTION
     "A collection of notifications related to license deployment."
  ::= { ciscoLicenseMgmtGroups 9 }

clmgmtLicenseErrorNotifGroup NOTIFICATION-GROUP
  NOTIFICATIONS    { clmgmtLicenseNotEnforced }
  STATUS          current
  DESCRIPTION
     "A collection of notifications related to license errors."
  ::= { ciscoLicenseMgmtGroups 10 }

clmgmtLicenseSubscriptionGroup OBJECT-GROUP
  OBJECTS          {
                  clmgmtLicenseStartDate,
                   clmgmtLicenseEndDate,
                  clmgmtFeatureStartDate,
                  clmgmtFeatureEndDate
                }
  STATUS          current
  DESCRIPTION
     "A collection of objects that provide information specific to
     subscription licenses."
  ::= { ciscoLicenseMgmtGroups 11 }

clmgmtLicenseSubscriptionUsageNotifGroup NOTIFICATION-GROUP
  NOTIFICATIONS    {
                  clmgmtLicenseSubscriptionExpiryWarning,
                  clmgmtLicenseSubscriptionExtExpiryWarning,
```

```
                clmgmtLicenseSubscriptionExpired
            }
  STATUS        current
  DESCRIPTION
     "A collection of notifications related to usage of subscription
     licenses."
  ::= { ciscoLicenseMgmtGroups 12 }

clmgmtLicenseRTUGroup OBJECT-GROUP
  OBJECTS       {
                clmgmtLicensePeriodUsed,
                clmgmtFeaturePeriodUsed

 }
  STATUS        current
  DESCRIPTION
     "A collection of objects that provide information specific to
     Right to use (RTU) licenses."
  ::= { ciscoLicenseMgmtGroups 13 }

clmgmtLicenseRTUUsageNotifGroup NOTIFICATION-GROUP
  NOTIFICATIONS    {
                clmgmtLicenseEvalRTUTransitionWarning,
                clmgmtLicenseEvalRTUTransition
            }
  STATUS        current
  DESCRIPTION
     "A collection of notifications related to Right to use (RTU)
     licenses."
  ::= { ciscoLicenseMgmtGroups 14 }

END


--%DNP%  MLC -Edit MLC

--%DNP%  MTF -TRUE MTF
/*
* Generated by ncsc --mib2yang-std
* Source: newjuniper/JUNIPER-LICENSE-MIB.mib
*/
/*
* This YANG module has been generated by smidump 0.5.0:
*
*      smidump -f yang JUNIPER-LICENSE-MIB
*
* Do not edit. Edit the source file instead!
*/
```

```
module JUNIPER-LICENSE-MIB {

 namespace "urn:ietf:params:xml:ns:yang:smiv2:JUNIPER-LICENSE-MIB";
 prefix "juniper-license";

 import SNMPv2-TC {
   prefix "snmpv2-tc";
 }

 import ietf-yang-smiv2 {
   prefix "smiv2";
 }

 organization
  "Juniper Networks, Inc.";

 contact
  "Juniper Technical Assistance Center
   Juniper Networks, Inc.
   1133 Innovation Way
   Sunnyvale, CA 94089
   E-mail: support@juniper.net";

 description
  "Implementation of enterprise specific MIB
   for license commands and configuration.";

 revision 2019-06-17 {
   description
    "Deprecated jnxLicenseKeys.";
 }

 revision 2016-12-15 {
   description
    "Added OID jnxLicenseKeyType and Trap jnxLicenseExpired";
 }

 revision 2010-07-09
 {
   description
    "Initial version.";
 }


 container JUNIPER-LICENSE-MIB {
   config false;
```

```
  container jnxLicenseSettings {
    smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.2";

    leaf jnxLicenseRenewBeforExpiration {
      type int32;
      description
       "License renew lead time before expiration in days.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.2.1";
    }

    leaf jnxLicenseRenewInterval {
      type int32;
      description
       "License checking interval in hours.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.2.2";
    }

    leaf jnxLicenseAutoUpdate {
      type snmpv2-tc:DisplayString;
      description
       "License auto update URL of a license server.";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.2.3";
    }
  }

  container jnxLicenseInstallTable {
    description
     "This table contains installed
  feature license information.";
    smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1";

    list jnxLicenseInstallEntry {
      key "jnxLicenseId";
      smiv2:implied "jnxLicenseId";
      description
       "A row of giving installed feature license information.";
      smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1";

      leaf jnxLicenseId {
        type snmpv2-tc:DisplayString;
        description
         "Installed feature licenses Id.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.1";
      }
```

```
leaf jnxLicenseVersion {
  type int32;
  description
   "License Version information";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.2";
}

leaf jnxLicenseDeviceId {
  type snmpv2-tc:DisplayString;
  description
   "License Device Id ";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.3";
 }

leaf jnxLicenseType {
  type enumeration {
    enum "invalid" {
      value "0";
    }
    enum "count-down" {
      value "1";
    }
    enum "date-based" {
      value "2";
    }
    enum "permanent" {
      value "3";
    }
  }
  description
   "License type information";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.4";
}

leaf jnxLicenseKeys {
  type binary;
  status deprecated;
  description
   "******** THIS OBJECT IS DEPRECATED ********
    This object is deprecated,
    it displays all the license keys
    in the system.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.5";
```

```
    }

    leaf jnxLicenseKeyType {
     type enumeration
{
       enum "commercial" {
        value "1";
       }
       enum "trial" {
        value "2";
       }
       enum "demo" {
        value "3";
       }
       enum "emergency" {
        value "4";
       }
       enum "lab" {
        value "5";
       }
       enum "education" {
        value "6";
       }
      }
      description
       "License key type";
      smiv2:max-access "read-only";
      smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.1.1.6";
    }
  }
 }

 container jnxLicenseFeatureListTable {
  description
   "list of features supporting Licensing.";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2";

  list jnxLicenseFeatureListEntry {
   key "jnxLicenseFeatureId";
   description
    "A row of licensed features.";
   smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1";

   leaf jnxLicenseFeatureId {
    type int32;
     description
     "Feature Id to point an entry in this table";
    smiv2:max-access "not-accessible";
```

```
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.1";
}

leaf jnxLicenseFeatureName {
  type snmpv2-tc:DisplayString;
  description
   "Feature Name";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.2";
}

leaf jnxLicenseFeatureDescr {
  type snmpv2-tc:DisplayString;
  description
   "Feature Name";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.3";
}

leaf jnxLicenseFeatureLicenseId {
  type snmpv2-tc:DisplayString;
  description
   "Feature License Id";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.4";
}

leaf jnxLicenseFeatureLicenseUsed {
  type int32;
  description

"Licenses Used";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.5";
}

leaf jnxLicenseFeatureLicenseInstalled {
  type int32;
  description
   "Licenses Installed";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.6";
}

leaf jnxLicenseFeatureLicenseNeeded {
  type int32;
  description
   "Licenses Needed";
```

```
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1.2.1.7";
       }
     }
   }
 }

 notification jnxLicenseGraceExpired {
   description
    "The SNMP trap that is generated when the license grace period for
     feature identified by jnxLicenseFeatureName is expired";
   smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.1";

   container object-1 {

     leaf jnxLicenseFeatureId {
       type leafref {
         path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
        }
     }

     leaf jnxLicenseFeatureName {
       type leafref {
         path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
       }
     }
   }
 }

 notification jnxLicenseGraceAboutToExpire {
   description
    "The SNMP trap that is generated when the license grace period for
     feature identified by jnxLicenseFeatureName is about to expire";
   smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.2";

   container object-1 {

     leaf jnxLicenseFeatureId {
       type leafref {
         path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
       }
     }

     leaf jnxLicenseFeatureName {
       type leafref {
```

```
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
       }
     }
   }
 }

 notification jnxLicenseAboutToExpire {
   description
    "The SNMP trap that is generated when the license period for
     feature identified by jnxLicenseFeatureName is about to expire";
   smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.3";

   container object-1 {

     leaf jnxLicenseFeatureId {
       type leafref {
         path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
       }
     }

     leaf jnxLicenseFeatureName {
       type leafref {
         path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
       }
     }
   }
 }

 notification jnxLicenseInfringeCumulative
 {
   description
    "The SNMP trap that is generated when the feature is used more
     times than as specified in number of licenses allowed for feature
     as identified by jnxLicenseFeatureName";
   smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.4";

   container object-1 {

     leaf jnxLicenseFeatureId {
       type leafref {
         path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
       }
     }
```

```
    leaf jnxLicenseFeatureName {
      type leafref {
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
      }
    }
  }
 }

 notification jnxLicenseInfringeSingle {
  description
   "The SNMP trap that is generated when the license for feature
    identified by jnxLicenseFeatureName is not valid i.e. either
 expired or
    not available.";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.5";

  container object-1 {

    leaf jnxLicenseFeatureId {
      type leafref {
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
      }
    }

    leaf jnxLicenseFeatureName {
      type leafref {
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
      }
    }
  }
 }

 notification jnxLicenseKeyExpired {
  description
   "The SNMP trap that is generated when the license for feature
    identified by jnxLicenseFeatureName is not valid i.e. either expired or
    not available.";
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0.6";

  container object-1 {

    leaf jnxLicenseFeatureId {
      type leafref {
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
```

```
      }
    }

    leaf jnxLicenseFeatureName {
      type leafref {
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureName";
      }
    }
  }

  container object-2 {

    leaf jnxLicenseFeatureId {
      type leafref {
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureId";
      }
    }

    leaf jnxLicenseFeatureLicenseId {
      type leafref {
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseFeatureListTable/juniper-
license:jnxLicenseFeatureListEntry/juniper-license:jnxLicenseFeatureLicenseId";
      }
    }
  }

  container object-3
 {

    leaf jnxLicenseId {
      type leafref {
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseInstallTable/juniper-
license:jnxLicenseInstallEntry/juniper-license:jnxLicenseId";
      }
    }

    leaf jnxLicenseKeyType {
      type leafref {
        path "/juniper-license:JUNIPER-LICENSE-MIB/juniper-license:jnxLicenseInstallTable/juniper-
license:jnxLicenseInstallEntry/juniper-license:jnxLicenseKeyType";
      }
    }
  }
 }

 smiv2:alias "jnxLicenseMIB" {
```

```
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1";
 }

 smiv2:alias "jnxLicenseNotifications" {
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.0";
 }

 smiv2:alias "jnxLicenseObjects" {
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1";
 }

 smiv2:alias "jnxLicenseInstallObjects" {
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.1";
 }

 smiv2:alias "jnxLicenseSettings" {
  smiv2:oid "1.3.6.1.4.1.2636.3.63.1.1.2";
 }

}
module Cisco-IOS-XR-infra-smartlicense-oper {
 namespace "http://cisco.com/ns/yang/Cisco-IOS-XR-infra-smartlicense-oper";
 prefix infra-smartlicense-oper;

 import cisco-semver {
  prefix semver;
 }
 include Cisco-IOS-XR-infra-smartlicense-oper-sub1 {
  revision-date 2019-04-05;
 }

 organization
  "Cisco Systems, Inc.";
 contact
  "Cisco Systems, Inc.
   Customer Service

   Postal: 170 West Tasman Drive
   San Jose, CA 95134

   Tel: +1 800 553-NETS

   E-mail: cs-yang@cisco.com";
 description
  "This module contains a collection of YANG definitions
   for Cisco IOS-XR infra-smartlicense package operational data.

   This module contains definitions
```

```
   for the following management objects:
     smart-agent: Information of Smart License list and operations

   Copyright (c) 2013-2019 by Cisco Systems, Inc.
   All rights reserved.";

 revision 2019-04-05 {
  description
    "Establish semantic version baseline.";

  semver:module-version "1.0.0";
 }
 revision 2015-11-09 {
  description
    "IOS XR 6.0 revision.";
 }

 container smart-agent {
  config false;
  description
    "Information of Smart License list and operations";
  container licensing {
    description
      "Smart Licensing Module Information";
    uses SMARTAGENT-LICENSING-INFO;
  }
 }
}
module Cisco-IOS-XR-smart-license-cfg {
 namespace "http://cisco.com/ns/yang/Cisco-IOS-XR-smart-license-cfg";
 prefix smart-license-cfg;

 import ietf-inet-types {
  prefix inet;
 }
 import Cisco-IOS-XR-types {
  prefix xr;
 }
 import cisco-semver {
  prefix semver;
 }

 organization
  "Cisco Systems, Inc.";
 contact
  "Cisco Systems, Inc.
   Customer Service
```

```
   Postal: 170 West Tasman Drive
   San Jose, CA 95134

   Tel: +1 800 553-NETS

   E-mail: cs-yang@cisco.com";
 description
  "This module contains a collection of YANG definitions
   for Cisco IOS-XR smart-license package configuration.

   This module contains definitions
   for the following management objects:
     licensing: SmartLicense Root
     flex-consumption: FCM configuration

   Copyright (c) 2013-2022 by Cisco Systems, Inc.
   All rights reserved.";

 revision 2022-12-22 {
  description
    "Changed parent class of flex-consumption";
  semver:module-version
 "2.0.0";
 }
 revision 2019-04-05 {
  description
    "Establish semantic version baseline.";
  semver:module-version "1.0.0";
 }
 revision 2017-07-21 {
  description
    "Initial version.";
 }
 revision 2015-11-09 {
  description
    "IOS XR 6.0 revision.";
 }

 typedef Transport-type-enum {
  type enumeration {
    enum "transport-type-callhome" {
      value 0;
      description
        "Use the Callhome as transport";
    }
    enum "transport-type-smart" {
      value 1;
      description
```

```
        "Use the smart as transport";
      }
    }
    description
      "Transport type enum";
  }

  container licensing {
    description
      "SmartLicense Root";
    container transport {
      description
        "Select the type of message transport for Smart
         Agent";
      container transport-smart {
        description
          "Smart transport config for Smart Agent";
        container proxy {
          description
            "Proxy related commands";
          leaf port {
            type inet:port-number;
            description
              "The proxy port";
          }
          leaf host-name {
            type xr:Cisco-ios-xr-string {
              length "1..200";
            }
            description
              "The IP address or hostname of the Proxy";
          }
        }
        container urls {
          description
            "URL for smart transport";
          leaf url-registration {
            type string {
              length "1..200";
            }
            description
              "Use the URL for Smart Transport registration";
          }
        }
      }
      leaf transport-type {
        type Transport-type-enum;
        description
```

```
        "Select the type of message transport for Smart
         Licensing";
      }
    }
  }
  container flex-consumption {
    description
      "FCM configuration";
    leaf fcm-enable {
      type boolean;
      description
        "Enable or disable";
    }
    leaf software-upgrade-enable {
      type boolean;
      description
        "Software-upgrade mode enabled";
    }
    leaf reservation {
      type boolean;
      description
        "License Smart Reservation Enabled";
    }
  }
}
module openconfig-license {

  yang-version "1";

  namespace "http://openconfig.net/yang/license";

  prefix "oc-license";

  import openconfig-extensions { prefix oc-ext; }

  organization "OpenConfig working group";

  contact
    "OpenConfig working group
    www.openconfig.net";

  description
    "This module defines configuration and operational
    state data for licenses.";

  oc-ext:openconfig-version "0.2.0";

  revision "2020-04-22" {
```

```
  description
    "Make license-data a union of a string or binary.";
  reference "0.2.0";
 }

 revision "2020-01-07" {
  description
    "Initial revision";
  reference "0.1.0";
 }

 // OpenConfig specific extensions for module metadata.
 oc-ext:regexp-posix;
 oc-ext:catalog-organization "openconfig";
 oc-ext:origin "openconfig";


 grouping license-config {
  description
    "Configuration data for license";

  leaf license-id {
    type string;
    description
      "License ID. A string that uniquelly identifies
 the license. The
       platform should list all the licenses it supports being activated.";
  }

  leaf license-data {
    type union {
      type binary;
      type string;
    }
    description
      "The contents of the licence (if required) - which may be
       supplied as a binary blob, or a simple string value. If this
       value is considered sensitive, it may be read as an empty value.";
  }

  leaf active {
    type boolean;
    default false;
    description
      "The activation state of the license.";
  }

 }
```

```
grouping license-state {
  description
  "State data for license";

  leaf description {
    type string;
    description
      "The license description.";
  }

  leaf issue-date {
    type uint64;
    description
      "The date and time at which the license was issued, expressed as the
       number of nanoseconds since the Unix Epoch
       (January 1, 1970, 00:00 UTC).";
  }

  leaf expiration-date
 {
    type uint64;
    description
      "The date and time at which the license will expire, expressed as the
       number of nanoseconds since the Unix Epoch
       (January 1, 1970, 00:00 UTC). Zero if it does not expire.";
  }

  leaf in-use {
    type boolean;
    description
      "The license is in use. Different from active. This states that the
       license is effectively being used in addition to being active. If
       license for feature X was activated but feature X is not being used,
       then this should be false.";
  }

  leaf expired {
    type boolean;
    description
      "The license has expired.";
  }

  leaf valid {
    type boolean;
    description
      "The license is valid. Can be activated in the system or platform.";
  }
```

```
}

grouping licenses-top {
  description
    "Top-level grouping for licenses.";

  container licenses {
    description
      "Enclosing container for list of licenses";

    list license {
      key "license-id";
      description
        "List of licenses.";

      leaf license-id {
        type leafref {
          path "../config/license-id";
        }
        description
          "Reference to license id list key";
      }

      container config {
        description
          "Configuration data for license";

        uses license-config;
      }

      container state {

        config false;

        description
          "Operational state data for license.";

        uses license-config;
        uses license-state;
      }
    }
  }

}

grouping license-top {
  description
```

```
    "Top-level for the license model";

  container license {
    description
      "Container for license model";

    uses licenses-top;

  }
 }

}
/*
* Generated by ncsc --mib2yang-std
* Source: MIB_SOURCES_POST_PROCESSED/CISCO-IMAGE-LICENSE-MGMT-MIB.mib
*/
/*
* This YANG module has been generated by smidump 0.5.0:
*
*      smidump -f yang CISCO-IMAGE-LICENSE-MGMT-MIB
*
* Do not edit. Edit the source file instead!
*/

module CISCO-IMAGE-LICENSE-MGMT-MIB {

 namespace "urn:ietf:params:xml:ns:yang:smiv2:CISCO-IMAGE-LICENSE-MGMT-MIB";
 prefix "cisco-image-license-mgmt-mib";

 import ENTITY-MIB {
  prefix "entity-mib";
 }

 import SNMP-FRAMEWORK-MIB {
  prefix "snmp-framework";
 }

 import ietf-yang-smiv2 {
  prefix "smiv2";
 }

 organization
  "Cisco Systems Inc.";

 contact
  "Cisco Systems
   Customer Service
   Postal: 170 W Tasman Drive
```

San Jose, CA  95134
USA
Tel: +1 800 553 -NETS
E-mail: cs-snmp@cisco.com";

description
"The MIB module for managing the running image level
of a Cisco device. Cisco's licensing mechanism provides
flexibility to run a device on a chosen image
level.
This mechanism is referred to as image level licensing.
Image level licensing leverages the universal image
based licensing solution.

The image level licensing mechanism works as follows -

A universal image that contains all levels of software
packages is loaded on to the device. At boot time, the
device determines the highest level of license and brings
up the appropriate software features or subsystems.
The user can configure the image level with which the
device has to boot. The system will verify whether the
appropriate license is available for the configured image
level. The image level for the next boot will be determined
based on the availability of the license. The following
scenarios explains some use-cases of image level licensing:

Scenario 1:
- Customer selects advsecurityk9 based image.
- Manufacturing installs advsecurity license on the device.
- This device will run all features
that are part of the
base advsecurity license.
- Customer upgrades to advipservicesk9 license.
- The next boot level is set to advipservicesk9.
- The device will run advsecurityk9 feature until the
next reboot. After reboot the device will run
advipservicesk9 features.

Scenario 2:
- Customer selects advipservicesk9 based image.
- Manufacturing installs advipservices and advsecurity
license on the device.
- This device will run all features that are part of the
base advipservices license.
- No upgrades available for advipservices license.

The user has to accept the End User License Agreement(EULA)

```
  before using this MIB to configure the image level.

  This MIB should be used in conjuntion with
  CISCO-LICENSE-MGMT-MIB module to achieve the image level
  licensing functionality.

  This MIB module defines objects which provides the different
  image levels supported by the device and the license
required
  to enable a particular image level. It also defines objects
  to let the user configure the required image level. The MIB
  module contains notification which will be triggered when
  the user changes the image level for next boot.

  The CISCO-LICENSE-MGMT-MIB module should be used to export
  the EULA and to configure the required license.

  This MIB module is defined generically so it can be used for
  both stand-alone as well as stackable devices. The
  entPhysicalIndex imported from ENTITY-MIB is used to identify
  the device uniquely.";

revision 2007-10-16 {
  description
   "Initial version of this MIB module.";
}

typedef BootImageLevel {
  type binary {
    length "0..255";
  }
  description
   "This textual convention is used to define
    the image level.

    If the device is running at advipservices
    image level, then the boot image level will
    be 'advipservices'.";
}

typedef LicenseNameList
{
  type binary {
    length "0..255";
  }
  description
   "This textual convention is used to define
    the list of license names. If multiple licenses
```

```
    are present then this string will contain all
    the licenses seperated by the ',' character.

    If the license required to run a device at
    advipservices image level is advipservices and
    advsecurity, then the license name list will be
    'advipservices,advsecurity'.";
  }


 container CISCO-IMAGE-LICENSE-MGMT-MIB {
  config false;

  container ciscoImageLicenseMgmtMIBObjects {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1";

    leaf cilmEULAAccepted {
      type boolean;
      description
       "This object when set to TRUE means that the user has
        accepted the END USER LICENSE AGREEMENT. This object
        has to be set to TRUE by the user before using the
        objects in the cilmBootImageLevelTable to configure
        the license.";
      smiv2:defval
 "false";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.3";
    }
  }

  container cilmNotifCntl {
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";

    leaf cilmImageLevelChangedNotif {
      type boolean;
      description
       "Specify whether or not a notification should be
        generated on the detection of change in next boot
        image level.

        If set to TRUE, cilmBootImageLevelChanged notification
        will be generated. It is the responsibility of the
        management entity to ensure that the SNMP administrative
        model is configured in such a way as to allow the
        notification to be delivered.";
      reference
       "See also RFC3413 for explanation that notifications
```

```
        are under the ultimate control of the MIB module in
        this document.";
      smiv2:defval "false";
      smiv2:max-access "read-write";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.4.1";
     }
   }

   container cilmBootImageLevelTable {
    description
     "A table that contains the configuration information of
      current and next boot image level. This table contains
      entries for each software module running in an image
      loaded in the device. The software module is identified by
      cilmModuleName and the device is identified by
      entPhysicalIndex.";
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.1";

    list cilmBootImageLevelEntry {
      key "entPhysicalIndex cilmModuleName";
      description
       "An entry in the table for each module containing the
        list of objects that define the configuration of next
        boot level. The following information is specified by
        the objects present in the table.

        - Current image level.
        - Configured image level for the next boot.
        - Actual image level for the next boot.
        - License store index for the current license.
         - License index of the current license.
        - License store index for the next boot license.
        - License index of the next boot license.";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf cilmModuleName {
        type snmp-framework:SnmpAdminString;
        description
         "This object is used as one of the two indices in
          cilmBootImageLevelTable. This object indicates the module
          name of the software package. There can be multiple
```

```
          modules in an image performing specific functionality.
          For example, in a wireless image there can be two modules
          - a base image module and a wireless module.";
        smiv2:max-access "not-accessible";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.1";
       }

      leaf cilmCurrentImageLevel {
        type cisco-image-license-mgmt-mib:BootImageLevel;
        description
         "This object indicates the current image level that
          the module is running.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.2";
      }

      leaf cilmConfiguredBootImageLevel {
        type cisco-image-license-mgmt-mib:BootImageLevel;
        description
         "This object indicates the configured image level
          of the module for the next boot.

          Note: The configured next boot image level may not
          be the actual next boot image level. The actual next
          boot image level is denoted by cilmNextBootImageLevel
          which is determined based on the license availability.";
        smiv2:max-access "read-write";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.3";
      }

      leaf cilmNextBootImageLevel {
        type
  cisco-image-license-mgmt-mib:BootImageLevel;
        description
         "This object indicates the next boot image level. The
          next boot image level can be different from configured
          level. The next boot image level is determined based
          on the availability of required license.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.4";
      }

      leaf cilmCurrentLicenseStoreIndex {
        type uint32;
        description
         "This object indicates the license store index where the
          currently used license is stored. This object has the same
          value as clmgmtLicenseStoreIndex object and uniquely
```

```
    identifies an entry in clmgmtLicenseStoreInfoTable in
    CISCO-LICENSE-MGMT-MIB.

    Note: The license store index can be '0' if no license is
    installed and device is running base image.";
  smiv2:max-access "read-only";

  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.5";
}

leaf cilmCurrentLicenseIndex {
  type uint32;
  description
   "This object indicates the license index of the currently used
    license. This object has the same value as clmgmtLicenseIndex and
    uniquely identifies an entry in clmgmtLicenseInfoTable in
    CISCO-LICENSE-MGMT-MIB.

    Note: The license index can be '0' if no license is
    installed and device is running base image.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.6";
}

leaf cilmNextBootLicenseStoreIndex {
  type uint32;
  description
   "This object indicates the license store index where the
    next boot license is stored. This object has the same
    value as clmgmtLicenseStoreIndex object and uniquely
    identifies an entry in clmgmtLicenseStoreInfoTable in

CISCO-LICENSE-MGMT-MIB.

    Note: The license store index can be '0' if no license is
    installed for the next boot.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.7";
}

leaf cilmNextBootLicenseIndex {
  type uint32;
  description
   "This object indicates the license index of the next boot
    license. This object has the same value as clmgmtLicenseIndex
    and uniquely identifies an entry in clmgmtLicenseInfoTable in
    CISCO-LICENSE-MGMT-MIB.
```

```
          Note: The license index can be '0' if no license is
          installed for the next boot.";
        smiv2:max-access "read-only";
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.1.1.8";
      }
    }
  }

  container cilmImageLevelToLicenseMapTable {
    description
     "This table contains the mapping between different
      image levels of each modules in the
 image and the
      license required to run the modules at a particular
      image level. This table can be used to identify the
      different image levels and the appropriate licenses
      required for each.";
    smiv2:oid "1.3.6.1.4.1.9.9.640.1.2";

    list cilmImageLevelToLicenseMapEntry {
      key "entPhysicalIndex cilmModuleName cilmImageLicenseMapIndex";
      description
       "An entry in the table containing the following
        information.
        - The image levels at the which the modules can be run.
        - The license required to the run a module at a
        particular image level.
        - The priority of the license.";
      smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1";

      leaf entPhysicalIndex {
        type leafref {
          path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
        }
      }

      leaf cilmModuleName {
        type leafref {

        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
        }
      }

      leaf cilmImageLicenseMapIndex {
        type uint32;
```

```
  description
   "This is a running index used to identify an entry
    of this table.";
  smiv2:max-access "not-accessible";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.1";
}

leaf cilmImageLicenseImageLevel {
  type cisco-image-license-mgmt-mib:BootImageLevel;
  description
   "This object indicates the image level at which
    a module can be run. A module can be run at
    different image levels. An entry will be created
    in this table for every module and image level
    combination.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.2";
 }

leaf cilmImageLicenseName {
  type cisco-image-license-mgmt-mib:LicenseNameList;
  description
   "This object indicates the list of licenses needed to
    be installed for the module to run at the image level
    mentioned by cilmImageLicenseImageLevel object of this
    entry.";
  smiv2:max-access "read-only";
  smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.3";
}

leaf cilmImageLicensePriority {
  type uint32 {
    range "1..255";
   }
  description
   "This object indicates the priority of the image level
    mentioned by cilmImageLicenseImageLevel object of this
    entry. The image level with the highest priority license
    will be considered as the default level in the absense of
    next boot image level configuration. For example if there
    are three licenses l1, l2 and l3 in the ascending order of

    priority, then by default l1 will be the level at which the
    module will be running. If the next boot level is configured
    then the configuration will override the priority. The highest
    priority license supports a feature set which is a super set of
    all other licenses.";
  smiv2:max-access "read-only";
```

```
        smiv2:oid "1.3.6.1.4.1.9.9.640.1.2.1.4";
      }
    }
  }
}

notification cilmBootImageLevelChanged {
  description
   "This notification is triggered when next boot image level
    is changed in the management entity. The current and
    configured image level are indicated by cilmCurrentImageLevel
    and cilmConfiguredBootImageLevel objects respectively.";
  smiv2:oid "1.3.6.1.4.1.9.9.640.0.1";

  container object-1 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }

    leaf cilmModuleName {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
      }
    }

    leaf cilmCurrentImageLevel {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmCurrentImageLevel";
      }
    }
  }

  container object-2 {

    leaf entPhysicalIndex {
      type leafref {
        path "/entity-mib:ENTITY-MIB/entity-mib:entPhysicalTable/entity-mib:entPhysicalEntry/entity-
mib:entPhysicalIndex";
      }
    }
```

```
    leaf cilmModuleName {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmModuleName";
       }
     }

    leaf cilmConfiguredBootImageLevel {
      type leafref {
        path "/cisco-image-license-mgmt-mib:CISCO-IMAGE-LICENSE-MGMT-MIB/cisco-image-license-mgmt-
mib:cilmBootImageLevelTable/cisco-image-license-mgmt-mib:cilmBootImageLevelEntry/cisco-image-license-
mgmt-mib:cilmConfiguredBootImageLevel";
       }
     }
   }
 }

 smiv2:alias "ciscoImageLicenseMgmtMIB" {
   smiv2:oid "1.3.6.1.4.1.9.9.640";
 }

 smiv2:alias "ciscoImageLicenseMgmtMIBNotifs" {
   smiv2:oid "1.3.6.1.4.1.9.9.640.0";
 }

 smiv2:alias "ciscoImageLicenseMgmtMIBObjects" {
   smiv2:oid "1.3.6.1.4.1.9.9.640.1";
 }

 smiv2:alias "cilmNotifCntl" {
   smiv2:oid "1.3.6.1.4.1.9.9.640.1.4";
 }

 smiv2:alias "ciscoImageLicenseMgmtMIBConform" {
   smiv2:oid "1.3.6.1.4.1.9.9.640.2";
 }

 smiv2:alias "cilmModuleCompliances" {
   smiv2:oid "1.3.6.1.4.1.9.9.640.2.1";
  }

 smiv2:alias "cilmModuleGroups" {
   smiv2:oid "1.3.6.1.4.1.9.9.640.2.2";
 }

}
```

```
submodule Cisco-IOS-XR-smart-license-errors {
 belongs-to Cisco-IOS-XR-smart-license-act {
  prefix smart-license-act;
 }

 import cisco-semver {
  prefix semver;
 }

 organization
  "Cisco Systems, Inc.";
 contact
  "Cisco Systems, Inc.
   Customer Service
   Postal: 170 W Tasman Drive
   San Jose, CA 95134
   Tel: +1 1800 553-NETS
   E-mail: cs-yang@cisco.com";
 description
  "Smart licensing error codes.

   Copyright (c) 2016-2020 by Cisco Systems, Inc.
   All rights reserved.";

 revision 2020-02-03 {
  description
    "Added support for policies & usage reporting.
     deprecated some functionality.";
  reference "https://software.cisco.com/";
  semver:module-version "1.0.0";
 }
 revision 2017-10-11 {
  description
    "Initial Revision of the error codes";
 }

 typedef error-enum {
  type enumeration {
    enum "success" {
      value 0;
      description
        "Success";
    }
    enum "malloc" {
      value
1;
      description
        "Malloc Error";
```

```
}
enum "nullpointer" {
  value 2;
  description
    "Null pointer Error,
     it may also mean non existence of file
     in cases where files are provided as input";
}
enum "error3" {
  value 3;
  description
    "deprecated DO NOT remove";
}
enum "error4" {
  value 4;
  description
    "deprecated DO NOT remove";
}
enum "error5" {
  value 5;
  description
    "deprecated DO NOT remove";
}
enum "BadInputParams" {
  value 6;
  description
    "Bad input parameter";
}
enum "error7" {
  value 7;
  description
    "deprecated DO NOT remove";
}
enum "badhandle" {
  value 8;
  description
    "Bad handle";
}
enum "notfound" {
  value 9;
  description
    "The requested item was not found";

}
enum "notsupported" {
  value 10;
  description
    "The requested operation is not supported";
```

```
}
enum "alreadyinit" {
  value 11;
  description
    "Init failed because the agent is already initialized";
}
enum "notinit" {
  value 12;
  description
    "API failed because the agent is not initialized";
}
enum "smfailtocreate" {
  value 13;
  description
    "State machine creation failed";
}
enum "smfailtorun" {
  value 14;
  description
    "State machine not running";
}
enum "smfailtoinit" {
  value 15;
  description
    "State machine failed to init";
}
enum "smfailtodestroy" {
  value 16;
  description
    "State machine failed to destroy";
}
enum "msgparse" {
  value 17;
  description
    "message parsing error";
}
enum "msgbuild" {
   value 18;
  description
    "message building error";
}
enum "notenabled" {
  value 19;
  description
    "Smart Agent not enabled";
}
enum "invalidrequest" {
  value 20;
```

```
  description
    "Smart Agent request invalid";
 }
 enum "init" {
  value 21;
  description
    "General initialization error. We call a number of
     system routines to
     initialize system resources and we can't translate their error
     codes to Smart Agent error codes. The log should have a detailed
     description of the error.";
 }
 enum "failtosetstate" {
  value 22;
  description
    "Smart Agent Fail to set state";
 }
 enum "unsupportedresponse" {
  value 23;
  description
    "Unsupported response type";
 }
 enum "invalidresponse" {
  value 24;
  description
    "Invalid response type";

}
 enum "storagefailtostore" {
  value 25;
  description
    "Smart Agent Trusted Storage failed to store*";
 }
 enum "storagefailtoretrieve" {
  value 26;
  description
    "Smart Agent Trusted Storage failed to retrieve*";
 }
 enum "nullccoidtoken" {
  value 27;
  description
    "Null CCOId and IdToken";
 }
 enum "matchidentifier" {
  value 28;
  description
    "Product Instance identifier failed to match";
 }
```

```
    enum "matchvendor" {
      value 29;
      description
        "Vendor string failed to match";
    }
    enum "matchnonce" {
      value 30;
      description
        "nonce failed to match";
    }
    enum "commdisabled" {
      value 31;
      description
        "communication channel error. Comm layer (call home) is disabled ";
    }
    enum "commsend" {
      value 32;
      description
        "Call Home message send
error. probably a timeout so we
         will retry the send. any other error from the comm send should
         be a permanent failure";
    }
    enum "commresponse" {
      value 33;
      description
        "Call Home message send response error";
    }
    enum "communkown" {
      value 34;
      description
        "Call Home unknown error";
    }
    enum "smpostnotallow" {
      value 35;
      description
        "State machine Operation not permitted";
    }
    enum "reqmsgmissingmandatoryfield" {
      value 36;
      description
        "Missing mandatory field in request message";
    }
    enum "responsefailed" {
      value 37;
      description
        "We received a failure status in a response message.
         The log will contain a error message";
```

```
}
enum "pinotinit" {
  value 38;
  description
    "PI not initialized ";
}
enum "alreadyenabled" {
  value 39;
   description
    "The agent cannot be enabled more than once";
}
enum "alreadyregistered" {
  value 40;
  description
    "The agent is already registered";
}
enum "certinvalid" {
  value 41;
  description
    "The certificate is invalid ";
}
enum "certexpired" {
  value 42;
  description
    "The certificate has expired ";
}
enum "notregistered" {
  value 43;
  description
    "The agent is not registered ";
}
enum "csrgenerationfailed" {
  value 44;
  description
    "The CSR generation failed ";
}
enum "verifysignaturefailed" {
  value 45;
  description
    "Signature Verification failed ";
}
enum "generatesignaturefailed" {
  value 46;
  description
    "Signature Generation failed ";
}
enum "signcertverificationfailed" {
  value 47;
```

```
      description
        "Signing Certificate Verification failed ";
      }
      enum "nodecertverificationfailed" {
        value 48;
        description
          "Node Certificate Verification failed ";
      }
      enum "parsecertificatefailed" {
        value 49;
        description
          "Certificate Parsing failed ";
      }
      enum "cryptorootcaimportfailed" {
        value 50;
        description
          "Root Certificate Import failed ";
      }
      enum "taginvalid" {
        value 51;
        description
          "The tag is invalid ";
      }
      enum "standby" {
        value 52;
        description
          "Smart agent is running on a standby RP ";
      }
      enum "registrationinprogress" {
        value 53;
        description
          "Smart agent id token registration is in progress";
      }
      enum "commretry" {
        value 54;
        description
          "Call Home is not ready because it is in restart ipc";
      }
      enum "authrenewinprogress"
    {
        value 55;
        description
          "Smart agent authorization renew is in progress";
      }
      enum "idcertrenewinprogress" {
        value 56;
        description
          "Smart agent id certificate renew is in progress";
```

```
}
enum "noudichange" {
  value 57;
  description
    "Udi List Has Not been changed ";
}
enum "callhomeserviceoff" {
  value 58;
  description
    "Call home service cannot be turned on. ";
}
enum "msgexecinprogress" {
  value 59;
  description
    "message execution already in progress";
}
enum "msgexecinproglocked" {
  value 60;
  description
    "message execution in progress flag is locked";
}
enum "certmatchessubsetudis" {
  value 61;
  description
    "The ID cert only matches some of the system Udi's";
}
enum "storagegroupchangeincomplete" {
  value 62;
  description
     "A Storage group has not all been changed";
}
enum "storagemgmtnotinit" {
  value 63;
  description
    "Storage Management is not Init";
}
enum "tspathnotchanged" {
  value 64;
  description
    "TS System Path list is not changed ";
}
enum "cryptoinitnotcompleted" {
  value 65;
  description
    "Crypto Initialization is not completed";
}
enum "notinunidentified" {
  value 66;
```

```
      description
        "The agent is not in unidentified state ";
      }
      enum "platformpathinvalid" {
        value 67;
        description
          "The platform provided path is invalid ";
      }
      enum "platformudiinvalid" {
        value 68;
        description
          "The platform provided UDI is invalid ";
      }
      enum "storageobjfailtocreate" {
        value 69;
        description
          "failed to create Trusted Store object ";
      }
      enum
    "storageobjfailtoerase" {
        value 70;
        description
          "failed to erase trusted store object ";
      }
      enum "storageobjdoesnotexist" {
        value 71;
        description
          "trusted storage object/file does not exist";
      }
      enum "messageeventexceedspeer" {
        value 72;
        description
          "The message event is beyond the peer ";
      }
      enum "codevalidationfailed" {
        value 73;
        description
          "Validation of the authorization key failed.
           It probably does not match the UDI. The device will go to
           the unidentified state (not registered)";
      }
      enum "reserved" {
        value 74;
        description
          "operation not supported because the agent is running in
           permanent License reservation mode";
      }
      enum "noreservationinprogress" {
```

```
      value 75;
      description
        "No license reservation is in progress ";
      }
      enum "noauthorizationinstalled"
    {
      value 76;
      description
        "No authorization code instaled in device ";
      }
      enum "reservationmismatch" {
      value 77;
      description
        "The reservation authorization code does not match the
         reservation request code";
      }
      enum "notreservationmode" {
      value 78;
      description
        "not in license reservation mode ";
      }
      enum "reservationerror" {
      value 79;
      description
        " General reservation error. This is used with the API
         functions that are called by the CLI. the API will return a
         very specific displayString that describes the error.";
      }
      enum "sysmgrinit" {
      value 80;
      description
        "Sysmgr Init Failed ";
      }
      enum "alreadyexists" {
      value 81;
      description
        "Generic error for something already existing ";
      }
      enum "listinsertfailed" {
      value 82;
       description
        "Error in object insert to xos list ";
      }
      enum "sessionmgmtnotinit" {
      value 83;
      description
        "Session management not initialized";
      }
```

```
enum "listinitfailed" {
  value 84;
  description
    "Error Creating Linked List";
}
enum "listbusy" {
  value 85;
  description
    "List in use";
}
enum "noclients" {
  value 86;
  description
    "No Connected Clients ";
}
enum "ipc" {
  value 87;
  description
    "Generic IPC layer error ";
}
enum "ipcopen" {
  value 88;
  description
    "The IPC socket open error ";
}
enum "ipcinit" {
  value 89;
  description
    "The IPC Initialization error ";
}
enum "ipcconnect" {
  value 90;
  description
    "The IPC Connection error ";
}
enum "ipcevents" {
  value 91;
   description
    "The IPC Server Event error ";
}
enum "ipcmgmt" {
  value 92;
  description
    "The IPC Management error ";
}
enum "ipcsend" {
  value 93;
  description
```

```
      "The IPC Send error ";
    }
    enum "ipcreceive" {
      value 94;
      description
        "The IPC Receive error ";
    }
    enum "ipctimeout" {
      value 95;
      description
        "The IPC timeout error ";
    }
    enum "enqueuefailed" {
      value 96;
      description
        "Failed to enqueue a message to the IPC Queue";
    }
    enum "dequeuefailed" {
      value 97;
      description
        "Failed to dequeue a message from the IPC queue";
    }
    enum "shuttingdown" {
      value 98;
      description
        "Fail because we are about to shutdown and we need
         to stop processing any more messages or responses";
    }
    enum "couldnotvalidatetrustchain"
  {
      value 99;
      description
        "Could not validate Trust Chain";
    }
    enum "reservationalreadyinstalled" {
      value 100;
      description
        "The reservation authorization code is already installed ";
    }
    enum "reservationinstallparsefail" {
      value 101;
      description
        "Failed to parse reservation authorization code ";
    }
    enum "base64encoding" {
      value 102;
      description
        "Base64 encoding failed ";
```

```
}
enum "base64decoding" {
  value 103;
  description
    "Base64 decoding failed ";
}
enum "invalidsoftwareidtag" {
  value 104;
  description
    "Failed to find UUID inside software id tag ";
}
enum "certificatemismatch" {
  value 105;
  description
    "Development certificates are being used with Production
     Root certificate ";
}
enum "noreservation" {
  value 106;
   description
    "No License Reservation ";
}
enum "agentunreachable" {
  value 107;
  description
    "the agent Daemon is unreachable ";
}
enum "ignoreevent" {
  value 108;
  description
    "the agent ignores event ";
}
enum "b58overflow" {
  value 109;
  description
    "Base58 overflow, number too large. ";
}
enum "b58decode" {
  value 110;
  description
    "Base58 decode error. ";
}
enum "b58badlen" {
  value 111;
  description
    "Bad base58 length. ";
}
enum "b58invdigit" {
```

```
      value 112;
      description
        "Invalid base58 digit. ";
    }
    enum "b58decodeoverflow" {
      value 113;
      description
        "Overflow detected during base58 decode. ";
    }
    enum "reservationversionoutofbound" {
      value 114;
      description
        "Reservation version out
of bound ";
    }
    enum "base58encode" {
      value 115;
      description
        "General Base58 encoding error ";
    }
    enum "duplicatedentry" {
      value 116;
      description
        "General error code for adding item that already exists.
         Used in App HA setup when adding an HA peer device info that
         is already added ";
    }
    enum "missingentry" {
      value 117;
      description
        "General error code for trying to remove item that do
         not exist. Used in App HA setup when removing an HA peer device
         info that does not exist";
    }
    enum "badpeerinfoformat" {
      value 118;
      description
        "The given peer info contain incorrect data format ";
    }
    enum "badapplicationhaattributedataset" {
      value 119;
      description
        "The given handle attribute list contains incomplete
         application HA attributes";
    }
    enum "reservationinprogress"
{
      value 120;
```

```
  description
    "license reservation is in progress ";
}
enum "xdmcreatehandle" {
  value 121;
  description
    "The xos_dm_create() failure causes this error code to be return ";
}
enum "versionmismatchinentitlementrsp" {
  value 122;
  description
    "Version in entitlement response message does not match
     with the
     one already saved from last completed response message. We need
     to send entitlement request again with proper version and data";
}
enum "harolenotsupported" {
  value 123;
  description
    "Given valid HA Role is not supported by this operation.
     For Application HA valid roles are Active or Standby.";
}
enum "apphainvalidcharacter" {
  value 124;
  description
    "Application HA attribute contains invalid character.
     Character set supported is alphanumeric.";
 }
enum "apphaaddpeerfromsamedevice" {
  value 125;
  description
    "The peer info given is from the same device. ";
}
enum "apphaappduplicatedinstance" {
  value 126;
  description
    "When setting Application HA Attribute, a different
     handle with exactly
     same tag, app ha name, app ha id exists in the agent.";
}
enum "versionmismatchinregresponse" {
  value 127;
  description
    "Backend server does not support AppHA enabled message
     version. So
     registration response (from backend) received with status set as
     FAILED or VERSION_TOO_HIGH.";
}
```

```
    enum "conversionnocb" {
      value 128;
      description
        "Migration function was called but there are no i
         call backs registered ";
    }
    enum "conversionnotallowed" {
      value 129;
      description
        "Migration was not enabled with
the
         MIGRATION_ALLOWED property ";
    }
    enum "conversioninprogress" {
      value 130;
      description
        "Migration is in progress ";
    }
    enum "conversionalreadystarted" {
      value 131;
      description
        "Migration has already been started ";
    }
    enum "conversionnotenabled" {
      value 132;
      description
        "Migration is not enabled ";
    }
    enum "versionconversionnotsupported" {
      value 133;
      description
        "The backend server this device is connected to does
         not support conversion";
    }
    enum "noconversioninprogress" {
      value 134;
      description
        "No conversion in progress";
    }
    enum "cryptoversionmismatch" {
      value 135;
      description
        "Loaded OpenSSL version is not the same as used for
         development";
    }
    enum "conversionstoppedpartially" {
      value 136;
      description
```

```
    "Some Smart Licensing Conversion jobs stopped successfully";
}
enum "utilityenabled" {
  value 137;
  description
    "Operation is not supported because Utility management
     is enabled";
}
enum "utilitynotenabled" {
  value 138;
  description
    "Utility is not enabled";
}
enum "transportnotavailable" {
  value 139;
  description
    "Transport layer not abvailable";
}
enum "fqdn" {
  value 140;
  description
    "Unable to get FQDN";
}
enum "thirdparty" {
  value 141;
  description
    "The current transport type does not support this feature";
}
enum "transporttype" {
  value 142;
  description
    "The transport type needed is not configured";
}
enum "transportconfig" {
  value 143;
  description
    "A feature required a specific transport configuration
      which is not configured";
}
enum "IPCMsgVersion" {
  value 144;
  description
    "Internal IPC error indicating an IPC version mismatch";
}
enum "IPCFeatureDisabled" {
  value 145;
  description
    "Internal IPC error.
```

```
      The feature related to the IPC message is not available";
  }
  enum "IPCErrorCode" {
   value 146;
   description
    "Internal IPC error.
     The other side does not understand this error code";
  }
  enum "NotAuthorized" {
   value 147;
   description
    "Entitlement not authorized.
     Returned from the entitlement request call if the
     entitlement tag (license) cannot be authorized.
     The feature should not run if it gets this return code.
     This error code will only be returned under the
     following conditions:
      - Specific License Reservation (SLR) mode is in use

- The authorization code installed does not contain
        the requested entitlement tag.
       - The authorization code installed does not contain
        enough counts to satisfy the request.
      - The entitlement tag is export restricted and is
       not export authorized.";
  }
  enum "ExportAllowed" {
   value 148;
   description
    "When the global export compliance flag is set to true,
     this error code be returned when calling export control
     APIs functions";
  }
  enum "NotExportRestricted" {
   value 149;
   description
    "This error code will be returned when calling export
     control API functions to request or return export
     authorization key for a feature
     that is not export restricted.";
  }
  enum "NoKey" {
   value 150;
   description
    "No authorization key to be returned.
     This error code will
be returned when there is a
     request for export return key but the authorization
```

```
        key for the feature does not exist.";
    }
    enum "OperationInProgress" {
      value 151;
      description
        "The requested operation is already in progress";
    }
    enum "ReservationNoAuthCodeFound" {
      value 152;
      description
        "No authorization code found in meta file for the devices
         in this High Availability (HA) stack.
         Returned from the reservation install routine.";
    }
    enum "PreviouslyInstalled" {
      value 153;
      description
        "The user tried to install a reservation authorization
         code but it has been used previously";
    }
    enum "IsExportRestricted" {
      value 154;
      description
        "The Entitlement tag is export restricted";
    }
    enum "ExportRestrictedAuth" {
      value 155;
      description
        "Export authorization keys
are installed";
    }
    enum "NoOperation" {
      value 156;
      description
        "There is no export key request or export return request
         in progress.";
    }
    enum "MsgSizeExceed" {
      value 157;
      description
        "Message size exceed the limit";
    }
    enum "TelemetryNotEnabled" {
      value 158;
      description
        "Telemetry not enabled";
    }
    enum "NoURL" {
```

```
    value 159;
    description
      "No URL is configured";
  }
  enum "AuthKeyRequestInProgress" {
    value 160;
    description
      "The export authorization key request is in progress";
  }
  enum "AuthKeyReturnInProgress" {
    value 161;
    description
      "The export authorization key return is in progress";
  }
  enum "ErrorOkTryAgain" {
    value 162;
    description
      "CSSM requested to try again";
  }
  enum "MismatchEntitlementRequest" {

value 163;
    description
      "Mismatch in the entitlement request";
  }
  enum "InvalidAuthCodeType" {
    value 164;
    description
      "Invalid authorization code type for a particular operation";
  }
  enum "InvalidXML" {
    value 165;
    description
      "XML PArser fails to get an expected Node";
  }
  enum "ThreadDeadLock" {
    value 166;
    description
      "Mutex Error, This Thread already owns this lock";
  }
  enum "MutexPreviouslyInit" {
    value 167;
    description
      "Mutex Error. This Mutex was previously initialized";
  }
  enum "MutexInvalid" {
    value 168;
    description
```

```
        "Mutex Error, This is an invalid Mutex";
      }
      enum "MutexBusy" {
        value 169;
        description
          "Mutex Error. This Mutex is still busy and canot be destroyed";
      }
      enum "MutexNotOwner" {
        value 170;
        description

      "Mutex Error. The current thread is not the owner of the mutex";
      }
      enum "LicenseInUse" {
        value 171;
        description
          "Enforced/ExportRestricted License is in use";
      }
      enum "FailedToStoreInTheFile" {
        value 172;
        description
          "Error if it failed to store the data in the given file path";
      }
      enum "TrustCodeAlreadyInstalled" {
        value 173;
        description
          "Error if the user tries to generate trust request
           but trust code has already been installed";
      }
      enum "ErrorMax" {
        description
          "max error code";
      }
    }
    description
      "Smart License error codes returned by
       Smart Licensing RPC calls";
  }
}
# People who have agreed to one of the CLAs and can contribute patches.
# The AUTHORS file lists the copyright holders; this file
# lists people.  For example, Google employees are listed here
# but not in AUTHORS, because Google holds the copyright.
#
# https://developers.google.com/open-source/cla/individual
# https://developers.google.com/open-source/cla/corporate
#
# Names should be added to this file as:
```

```
#     Name <email address>

Paul Borman <borman@google.com>
Andrew Fort <afort@arista.com>
Rob Shakir <robjs@google.com>
--
-- Juniper Enterprise Specific MIB: License MIB
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--
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--

JUNIPER-LICENSE-MIB DEFINITIONS ::= BEGIN

IMPORTS
  MODULE-IDENTITY, OBJECT-TYPE, Unsigned32, TimeTicks, IpAddress,
  NOTIFICATION-TYPE
     FROM SNMPv2-SMI
  jnxLicenseMibRoot
     FROM JUNIPER-SMI
  DisplayString
     FROM SNMPv2-TC;

jnxLicenseMIB       MODULE-IDENTITY
  LAST-UPDATED    "201007090000Z"
  ORGANIZATION    "Juniper Networks, Inc."
  CONTACT-INFO
         "Juniper Technical Assistance Center
          Juniper Networks, Inc.
          1194 N. Mathilda Avenue
          Sunnyvale, CA 94089
          E-mail: support@juniper.net"
  DESCRIPTION
     "Implementation of enterprise specific MIB
      for license commands and configuration."
  REVISION    "201007090000Z"    -- Jul 09, 2010
  DESCRIPTION
         "Initial version."
   ::=  {  jnxLicenseMibRoot  1  }

jnxLicenseNotifications     OBJECT IDENTIFIER ::=  {  jnxLicenseMIB  0  }
jnxLicenseObjects           OBJECT IDENTIFIER ::=  {  jnxLicenseMIB  1  }

jnxLicenseInstallObjects      OBJECT IDENTIFIER ::=  { jnxLicenseObjects 1 }
jnxLicenseSettings            OBJECT IDENTIFIER ::=  { jnxLicenseObjects 2 }
```

```
-- ********************************************************************
-- License table for installed licenses
-- ********************************************************************

jnxLicenseInstallTable   OBJECT-TYPE
  SYNTAX          SEQUENCE  OF  JnxLicenseInstallEntry
  MAX-ACCESS       not-accessible
  STATUS          current
  DESCRIPTION      "This table contains installed feature license information."
  ::=  { jnxLicenseInstallObjects 1 }

jnxLicenseInstallEntry   OBJECT-TYPE
  SYNTAX          JnxLicenseInstallEntry
  MAX-ACCESS       not-accessible
  STATUS          current
  DESCRIPTION      "A row of giving installed
 feature license information."
  INDEX           {  IMPLIED jnxLicenseId  }
  ::=  { jnxLicenseInstallTable 1 }

JnxLicenseInstallEntry  ::=  SEQUENCE {
  jnxLicenseId             DisplayString,
  jnxLicenseVersion        INTEGER,
  jnxLicenseDeviceId       DisplayString,
  jnxLicenseType           INTEGER,
  jnxLicenseKeys           OCTET STRING
  }

jnxLicenseId OBJECT-TYPE
  SYNTAX         DisplayString
  MAX-ACCESS     not-accessible
  STATUS         current
  DESCRIPTION    "Installed feature licenses Id."
  ::=  {  jnxLicenseInstallEntry 1  }

jnxLicenseVersion OBJECT-TYPE
  SYNTAX         INTEGER
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION    "License Version information"
  ::=  {  jnxLicenseInstallEntry 2  }

jnxLicenseDeviceId OBJECT-TYPE
  SYNTAX         DisplayString
  MAX-ACCESS     read-only
  STATUS         current
  DESCRIPTION    "License Device Id "
  ::=  {  jnxLicenseInstallEntry
```

```
 3  }

jnxLicenseType OBJECT-TYPE
   SYNTAX         INTEGER { invalid(0), count-down(1), date-based(2),permanent(3) }
   MAX-ACCESS     read-only
   STATUS         current
   DESCRIPTION    "License type information"
   ::=  {  jnxLicenseInstallEntry 4  }

jnxLicenseKeys     OBJECT-TYPE
   SYNTAX         OCTET STRING
   MAX-ACCESS     read-only
   STATUS         current
   DESCRIPTION    "License Keys"
   ::=  {  jnxLicenseInstallEntry 5  }

-- Feature Listing Table

jnxLicenseFeatureListTable OBJECT-TYPE
   SYNTAX         SEQUENCE  OF  JnxLicenseFeatureListEntry
   MAX-ACCESS     not-accessible
   STATUS         current
   DESCRIPTION    "list of features supporting Licensing."
   ::=  { jnxLicenseInstallObjects  2 }

jnxLicenseFeatureListEntry OBJECT-TYPE
   SYNTAX         JnxLicenseFeatureListEntry
   MAX-ACCESS     not-accessible
   STATUS         current
   DESCRIPTION    "A row of licensed features."
   INDEX          {  jnxLicenseFeatureId
  }
   ::=  { jnxLicenseFeatureListTable 1 }

JnxLicenseFeatureListEntry ::=  SEQUENCE {
   jnxLicenseFeatureId             INTEGER,
   jnxLicenseFeatureName           DisplayString,
   jnxLicenseFeatureDescr          DisplayString,
   jnxLicenseFeatureLicenseId      DisplayString,
   jnxLicenseFeatureLicenseUsed           INTEGER,
   jnxLicenseFeatureLicenseInstalled      INTEGER,
   jnxLicenseFeatureLicenseNeeded         INTEGER
   }

jnxLicenseFeatureId OBJECT-TYPE
   SYNTAX            INTEGER
   MAX-ACCESS        not-accessible
   STATUS            current
```

```
  DESCRIPTION        "Feature Id to point an entry in this table"
  ::= { jnxLicenseFeatureListEntry 1 }

jnxLicenseFeatureName OBJECT-TYPE
  SYNTAX              DisplayString
  MAX-ACCESS          read-only
  STATUS              current
  DESCRIPTION         "Feature Name"
  ::= { jnxLicenseFeatureListEntry 2 }

jnxLicenseFeatureDescr OBJECT-TYPE
  SYNTAX
       DisplayString
  MAX-ACCESS          read-only
  STATUS              current
  DESCRIPTION         "Feature Name"
  ::= { jnxLicenseFeatureListEntry 3 }

jnxLicenseFeatureLicenseId OBJECT-TYPE
  SYNTAX              DisplayString
  MAX-ACCESS          read-only
  STATUS              current
  DESCRIPTION         "Feature License Id"
  ::= { jnxLicenseFeatureListEntry 4 }

jnxLicenseFeatureLicenseUsed     OBJECT-TYPE
  SYNTAX        INTEGER
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION   "Licenses Used"
  ::= { jnxLicenseFeatureListEntry 5 }

jnxLicenseFeatureLicenseInstalled OBJECT-TYPE
  SYNTAX        INTEGER
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION   "Licenses Installed"
  ::= { jnxLicenseFeatureListEntry 6 }

jnxLicenseFeatureLicenseNeeded   OBJECT-TYPE
  SYNTAX        INTEGER
  MAX-ACCESS    read-only
  STATUS        current
  DESCRIPTION
    "Licenses Needed"
  ::= { jnxLicenseFeatureListEntry 7 }
```

```
-- ****************************************************************
-- License configuration parameters
-- ****************************************************************

jnxLicenseRenewBeforExpiration  OBJECT-TYPE
  SYNTAX                 INTEGER
  MAX-ACCESS               read-only
  STATUS                 current
  DESCRIPTION
     "License renew lead time before expiration in days."
  ::= { jnxLicenseSettings  1 }

jnxLicenseRenewInterval  OBJECT-TYPE
  SYNTAX             INTEGER
  MAX-ACCESS         read-only
  STATUS             current
  DESCRIPTION
     "License checking interval in hours."
  ::= { jnxLicenseSettings  2 }

jnxLicenseAutoUpdate    OBJECT-TYPE
  SYNTAX             DisplayString
  MAX-ACCESS         read-only
  STATUS             current
  DESCRIPTION
     "License auto update URL of a license server."
  ::= { jnxLicenseSettings
 3 }



-- ****************************************************************
-- define branches for jnx license traps
-- ****************************************************************

jnxLicenseGraceExpired NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license grace period for
      feature identified by jnxLicenseFeatureName is expired"
  ::= { jnxLicenseNotifications 1 }

jnxLicenseGraceAboutToExpire NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license grace period for
```

```
      feature identified by jnxLicenseFeatureName is about to expire"
  ::= { jnxLicenseNotifications 2 }

jnxLicenseAboutToExpire NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license period for

   feature identified by jnxLicenseFeatureName is about to expire"
  ::= { jnxLicenseNotifications 3 }

jnxLicenseInfringeCumulative NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the feature is used more
      times than as specified in number of licenses allowed for feature
      as identified by jnxLicenseFeatureName"
  ::= { jnxLicenseNotifications 4 }

jnxLicenseInfringeSingle NOTIFICATION-TYPE
  OBJECTS  { jnxLicenseFeatureName }
  STATUS   current
  DESCRIPTION
     "The SNMP trap that is generated when the license for feature
      identified by jnxLicenseFeatureName is not valid i.e. either expired or
      not available."
  ::= { jnxLicenseNotifications 5 }


END
```

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```
module Cisco-IOS-XR-smart-license-platform-oper {
 namespace "http://cisco.com/ns/yang/Cisco-IOS-XR-smart-license-platform-oper";
 prefix smart-license-platform-oper;

 import cisco-semver {
  prefix semver;
 }
 include Cisco-IOS-XR-smart-license-platform-oper-sub1 {
  revision-date 2022-09-28;
 }

 organization
  "Cisco Systems, Inc.";
 contact
  "Cisco Systems, Inc.
   Customer Service

   Postal: 170 West Tasman Drive
   San Jose, CA 95134

   Tel: +1 800 553-NETS

   E-mail: cs-yang@cisco.com";
 description
  "This module contains a collection of YANG definitions
   for Cisco IOS-XR smart-license-platform package operational data.

   This module contains definitions
   for the following management objects:
     plat-smart-license: Smart License info

   Copyright (c) 2013-2022 by Cisco Systems, Inc.
   All rights reserved.";

 revision 2022-09-28 {
  description
```

```
    "Added zr-zrp-dco under ft-feature-name-enum enum.
     2022-07-27
      Renamed node-deactivated enum to perpetual-without-sia-renewal in Sia-status-enum type.
     2022-05-09
      Traffic-Eng Advantage license feature renamed to SR-TE Advantage license in feature-details container.";
  semver:module-version "2.0.0";
 }
 revision 2021-06-03 {
  description
    "Added support for enum node-deactivated.";
  semver:module-version "1.1.0";
 }
 revision 2020-09-15 {
  description
    "Structured the yang response for show CLIs.";
  semver:module-version "1.0.0";
 }
 revision 2019-04-05 {
  description
    "Establish semantic version baseline.";
 }
 revision 2015-11-09 {
  description
    "IOS XR 6.0 revision.";
 }

 container plat-smart-license {
  config false;
  description
    "Smart License info";
  container detail {
    description
      "Node Detail";
    uses PLAT-SL-DETAIL;
  }
  container summary {
    description
      "Node Summary";
    uses PLAT-SL-SUMMARY;
   }
 }
}
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//
```

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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.
submodule Cisco-IOS-XR-infra-smartlicense-oper-sub1 {
 belongs-to Cisco-IOS-XR-infra-smartlicense-oper {
  prefix Cisco-IOS-XR-infra-smartlicense-oper;
 }

 import cisco-semver {
  prefix semver;
 }

 organization
  "Cisco Systems, Inc.";
 contact
  "Cisco Systems, Inc.
   Customer Service

   Postal: 170 West Tasman Drive
   San Jose, CA 95134

   Tel: +1 800 553-NETS

   E-mail: cs-yang@cisco.com";
 description
  "This submodule contains a collection of YANG definitions
   for Cisco IOS-XR infra-smartlicense package operational data.

   Copyright (c) 2013-2019 by Cisco Systems, Inc.
   All rights reserved.";

 revision 2019-04-05 {
  description
    "Establish semantic version baseline.";
  semver:module-version "1.0.0";
 }
 revision 2015-11-09 {
  description
    "IOS XR 6.0 revision.";
 }

 typedef Export-status-time-enum {
  type enumeration {
    enum "time-not-started" {
```

```
      description
        "time not
started";
    }
    enum "time-in-progress" {
      description
        "time in progress";
    }
    enum "time-success" {
      description
        "time success";
    }
    enum "time-failed" {
      description
        "time failed";
    }
  }
  description
    "exportStatusTimeEnum";
}

typedef License-term-type-enum {
  type enumeration {
    enum "none" {
      description
        "There is no term information. Probably an error
         condition.";
    }
    enum "perpetual" {
      description
        "License term type is perpetual.";
    }
    enum "term" {
      description
        "term license that includes a start and end date";
    }
    enum "subscription" {
      description
        "License term type is subscription.";
    }
    enum "max" {
      description
        "max value";
    }
  }
  description
    "The license term type.";
}
```

```
typedef License-enforcement-type-enum {
  type enumeration {
   enum "invalid" {
    description
     "Invalid";
   }
   enum "not-enforced" {
    description
     "License type is not enforced.";
   }
   enum "enforced" {
    description
     "License type is enforced.";
   }
   enum "export" {
    description
     "License type is export restricted.";
   }
   enum "license-enforcement-max" {
    description
     "Max Value";
   }
  }
  description
   "The license (entitlement tag) type.";
}

typedef Install-status-enum {
  type enumeration {
   enum "in-progress" {
    description
     "in progress";
   }
   enum "not-installed" {
    description
     "not installed";
   }
   enum "type-universal" {
    description
     "type universal";
   }
   enum "type-specific" {
    description
     "type specific";
   }
  }
  description
```

```
    "install state";
}

typedef Export-entitlement-status-enum
{
  type enumeration {
    enum "not-restricted" {
      value 1;
      description
        "not restricted";
    }
    enum "authorized" {
      value 2;
      description
        "authorized";
    }
    enum "not-authorized" {
      value 3;
      description
        "not authorized";
    }
  }
  description
    "exportEntitlementStatusEnum";
}

typedef Reservation-usage-status-enum {
  type enumeration {
    enum "not-installed" {
      description
        "not installed";
    }
    enum "plr-installed" {
      description
        "plr installed";
    }
    enum "slr-installed" {
      description
        "slr installed";
    }
    enum "in-progress" {
      description
        "in progress";
    }
  }
  description
    "reservationUsageStatusEnum";
}
```

```
typedef Enforcement-mode-enum {
  type enumeration {
    enum "waiting" {
      value 0;
      description

   "The initial state after an entitlement request
        while we are waiting for the Authorization
        request response. In this mode the device will
        already have established communications with
        Cisco and successfully registered with the
        Cisco Licensing cloud.";
    }
    enum "in-compliance" {
      value 1;
      description
       "Cisco Smart Software Manager (CSSM) has
        responded that the entitlement requested is in
        compliance.";
    }
    enum "out-of-compliance" {
      value 2;
      description
       "Cisco Smart Software Manager (CSSM) has
        responded that the entitlement requested is out
        of compliance. either too many licenses
        /entitlements are in use or the license has not
        been purchased ";
    }
    enum "overage" {
      value 3;
      description
       "more licenses are in use than were  purchased
        but the customer is
still within the terms of
        their contract";
    }
    enum "evaluation" {
      value 4;
      description
       "The agent is using the evaluation period for
        this entitlement. In this mode the device has
        not established communications with Cisco and
        had not registered";
    }
    enum "evaluation-expired" {
      value 5;
```

```
  description
    " Eval period has expired";
}
enum "authorization-expired" {
  value 6;
  description
    "Authorization period has expired.  This will
     occur if the product has not been able to
     communicate  with Cisco or a satellite for an
     extended period of time, usually 90 days.";
}
enum "reservation-in-compliance" {
  value 7;
  description
    "The entitlement requested is in compliance
     because a reservation authorization code is
     installed and the product is in Permanent

  License Reservation mode.";
}
enum "invalid-tag" {
  value 8;
  description
    "The entitlement tag is invalid. The CSSM does
     not recognize the entitlement tag because it is
     not in the database. This usually only occurs
     during testing.";
}
enum "disabled" {
  value 9;
  description
    "Smart licensing has been disabled. The feature
     using this license should be disabled.";
}
enum "in-use" {
  value 10;
  description
    "This entitlement is in use";
}
enum "not-in-use" {
  value 11;
  description
    "This entitlement is not in use";
}
enum "not-authorized" {
  value 12;
  description
    "This entitlement is in use but is not
```

```
        authorized. The feature consuming this
        entitlement should be disabled";
    }
    enum "mode-invalid" {
      value 13;
      description
        "Error condition state";
    }
    enum "mode-init" {
      value 14;
      description
        "The initial state after the handle is created
        with SmartAgentCreateHandle This will be the
        mode if the entitlement is not in use.";
    }
    enum "grace-period" {
      value 15;
      description
        "The grace period has being deprecated.";
    }
    enum "grace-period-expired" {
      value 16;
      description
        "The grace period has been deprecated.";
    }
    enum "not-applicable" {
      value 17;
      description
        "This enforcement mode will only be set in case
        smart agent is operational in enhanced mode.";
    }
    enum "enforcement-max" {
      value 18;
      description
        "always the last state";
    }
  }
  description
    "For an entitlement tag (license) that is in use
    this enumeration tells us how the license is
    being enforced.";
}

typedef Transport-type-enum {
  type enumeration {
    enum "invalid" {
      description
        "Not used in most case";
```

```
    }
    enum "not-used" {
      description
        "Not used";
    }
    enum "callhome" {
      description
        "Smart Licensing is using callhome for
         communications.";
    }
    enum "smart" {
      description
        "Smart licensing is using the smart transport
         for communications.";
    }
    enum "clsu" {
      description
        "Smart licensing will communicate with the CSLU)
         for licensing operations";
    }
    enum "transport-off" {
      description
        "Transport off";
    }
  }
  description
    "The type of transport in use by smart licensing.";
}

typedef Utility-reporting-type-enum {
  type enumeration {
    enum "none" {
      description
        "The system is not reporting utility usage data.";
    }
    enum "subscription"
{
      description
        "The system is reporting utility usage data
         because it has received subscription
         information from either the SSM or satellite";
    }
    enum "certificate" {
      description
        "The system is reporting utility usage data
         because it has received a utility certificate
         from a Third Party Billing Platform.";
    }
```

```
  }
  description
    "Is the system reporting utility data";
}

typedef Authorization-state-enum {
  type enumeration {
    enum "none" {
      description
        "No licenses are in use so there is no
         authorization state to report.";
    }
    enum "eval" {
      description
        "Evaluation period is in use and is counting
         down.";
    }
    enum "eval-expired" {
      description
        "Evaluation period in use but it has expired.";
    }
    enum "authorized" {
      description
        "All license usage is authorized
and within
         terms of the customer's contract.";
    }
    enum "authorized-reservation" {
      description
        "All license usage is authorized because a
         reservation authorization code is installed.";
    }
    enum "out-of-compliance" {
      description
        "License usage is out of compliance with the
         terms of the contract. Either too many licenses
         are in use or licenses that were not purchased
         are in use.";
    }
    enum "authorization-expired" {
      description
        "The authorization period has expired because
         this product instance has not communicated with
         the SSM or satellite in over 90 days.";
    }
    enum "authorization-not-authorized" {
      description
        "AuthorizationNotAuthorized";
```

```
    }
  }
  description
    "The smart licensing authorization state.";
}

typedef Export-status-type-enum {
  type enumeration {
    enum "allowed"
{
      description
        "ExportStatusAllowed";
    }
    enum "not-allowed" {
      description
        "ExportStatusNotAllowed";
    }
    enum "conditional" {
      description
        "ExportStatusConditional";
    }
  }
  description
    "Export control status information";
}

typedef Registration-state-enum {
  type enumeration {
    enum "not-registered" {
      value 0;
      description
        "This smart licensing instance is not registered
         .";
    }
    enum "complete" {
      value 1;
      description
        "Registration was successful";
    }
    enum "in-progress" {
      value 2;
      description
        "Registration is in progress.";
    }
    enum "retry" {
      value 3;
      description
        "The initial registration attempt failed but a
```

```
        retry is in progress.";
    }
    enum "failed" {
      value 4;
      description
        "Registration failed.";
     }
    enum "not-supported" {
      value 5;
      description
        "Registration is not supported in the current
         operating mode.";
    }
  }
  description
    "The smart licensing registration state.";
}

typedef Bool-state {
  type enumeration {
    enum "no" {
      value 0;
      description
        "No";
    }
    enum "yes" {
      value 1;
      description
        "Yes";
    }
  }
  description
    "Boolean State ";
}

grouping EXPORT-AUTH-KEY-UDI {
  description
    "EXPORT AUTH KEY UDI";
  container udi {
    description
      "UDI";
    uses SMARTAGENT-UDI;
  }
  leaf num-strings {
    type int32;
    description
      "numStrings";
  }
```

```
  list return-key {
    description
      "returnKeyList";
    uses KEY-LIST;
  }
}

grouping EXPORT-AUTH-KEY-LIST {
  description
    "EXPORT AUTH KEY LIST";
  leaf num-elements {
    type int32;
    description

 "NumElements";
  }
  list list {
    description
      "List";
    uses EXPORT-AUTH-KEY-UDI;
  }
}

grouping KEY-LIST {
  description
    "KEY LIST";
  leaf key {
    type string;
    description
      "Key";
  }
}

grouping EXPORT-RETURN-KEY-UDI {
  description
    "EXPORT RETURN KEY UDI";
  container udi {
    description
      "UDI";
    uses SMARTAGENT-UDI;
  }
  leaf num-strings {
    type int32;
    description
      "numStrings";
  }
  list return-key {
    description
```

```
      "returnKeyList";
    uses KEY-LIST;
  }
}

grouping EXPORT-RETURN-KEY-LIST {
  description
    "EXPORT RETURN KEY LIST";
  leaf num-elements {
    type int32;
    description
      "NumElements";
  }
  list list {
    description
      "List";
    uses EXPORT-RETURN-KEY-UDI;
  }
}

grouping EXPORT-STATUS-TIME {
  description
    "EXPORT STATUS TIME";
  leaf status {
    type Export-status-time-enum;
     description
      "Status";
  }
  leaf operation-time {
    type string;
    description
      "OperationTime";
  }
  leaf operation-next-time {
    type string;
    description
      "operationNextTime";
  }
  leaf failure-message {
    type string;
    description
      "FailureMessage";
  }
}

grouping EXPORT-AUTH-KEYS {
  description
    "EXPORT AUTH KEYS";
```

```
  container export-key-request-status {
    description
      "ExportKeyRequestStatus";
    uses EXPORT-STATUS-TIME;
  }
  container export-key-return-status {
    description
      "ExportKeyReturnStatus";
    uses EXPORT-STATUS-TIME;
  }
  container export-return-keys {
    description
      " ExportReturnKeys";
    uses EXPORT-RETURN-KEY-LIST;
  }
  container export-features-authorized {
    description
      "ExportFeaturesAuthorized";
    uses EXPORT-AUTH-KEY-LIST;
  }
}

grouping SMART-AGENT-TERM-INFO {
  description
    "SMART AGENT
TERM INFO";
  leaf type {
    type License-term-type-enum;
    description
      "The type of the term license.";
  }
  leaf count {
    type int32;
    description
      "The count for this term.";
  }
  leaf start-date {
    type string;
    description
      "The date and time the term starts.";
  }
  leaf end-date {
    type string;
    description
      "The date and time the term ends.";
  }
  leaf subscription-id {
    type string;
```

```
    description
      "SubscriptionId";
  }
}

grouping SMART-AGENT-HAUDI-TERM {
  description
    "SMART AGENT HAUDI TERM";
  container udi {
    description
      "the UDI and HA role for this reservation
       information";
    uses SMARTAGENT-UDI;
  }
  list term-count {
    description
      "The list of term information";
    uses SMART-AGENT-TERM-INFO;
  }
}

grouping SMARTAGENT-RESERVATION-ENTITLEMENTLIST {
  description
    "SMARTAGENT RESERVATION ENTITLEMENTLIST";
   leaf entitlement-tag {
    type string;
    description
      "The ISO 19770-2 entitlement tag used to define
       this license";
  }
  leaf short-name {
    type string;
    description
      "The human readable license name from the
       entitlement tag.";
  }
  leaf license-name {
    type string;
    description
      "The license name that can be seen on the Cisco
       Smart Software Manger (CSSM).";
  }
  leaf description {
    type string;
    description
      "The long description of this license.";
  }
  leaf total-count {
```

```
    type int32;
    description
      "The total aggregated count available for this
       license.";
  }
  leaf license-enforcement-type {
    type License-enforcement-type-enum;
    description
      "Indicates what type of license this is.";
  }
  list term-info {
    description
      "the list of term info for each UDI This is an
       array of structures";
     uses SMART-AGENT-HAUDI-TERM;
  }
}

grouping LICENSE-AUTH-OVERALL-INFO {
  description
    "LICENSE AUTH OVERALL INFO";
  container udi {
    description
      "UDI of this device";
    uses SMARTAGENT-UDI;
  }
  leaf install-status {
    type Install-status-enum;
    description
      "Install Status";
  }
  leaf status-time {
    type string;
    description
      "Status Time";
  }
  leaf export-control-status {
    type Export-status-type-enum;
    description
      "Export control status information";
  }
  leaf request-code {
    type string;
    description
      "Request code";
  }
  leaf return-code {
    type string;
```

```
    description
      "ReturnCode";
    }
    leaf confirmation-code {
      type string;
      description
        "ConfirmationCode";
    }
    leaf authorization-code {
      type string;
      description
        "AuthorizationCode";
    }
    leaf error-message {
      type string;
       description
        "ErrorMessage";
    }
  }

  grouping IMPORTED-AUTHORIZATIONS {
    description
      "IMPORTED AUTHORIZATIONS";
    list overall-status {
      description
        "list of all reservation status information for
         all UDIs";
      uses LICENSE-AUTH-OVERALL-INFO;
    }
    list authorization {
      description
        "Information about how a single license is
         authorized.";
      uses SMARTAGENT-RESERVATION-ENTITLEMENTLIST;
    }
  }

  grouping RESERVATION-USAGE {
    description
      "RESERVATION USAGE";
    leaf reservation-usage-status {
      type Reservation-usage-status-enum;
      description
        "ReservationUsageStatus";
    }
    leaf total-reserved-count {
      type int32;
      description
```

```
      "totalReservedCount";
  }
}

grouping LICENSE-USAGE {
  description
    "LICENSE USAGE";
  container reservation-usage {
    description
      "Reservation Usage";
    uses RESERVATION-USAGE;
  }
  leaf entitlement-tag
{
    type string;
    description
      "The ISO 19770 entitlement tag used to define
       this license.";
  }
  leaf short-name {
    type string;
    description
      "The human readable license name from the
       entitlement tag.";
  }
  leaf license-name {
    type string;
    description
      "The license name that can be seen in the CSSM
       portal or on the satellite.This is only
       available after the product has registered.";
  }
  leaf description {
    type string;
    description
      "The long description of this license.This is
       only available after the product has registered.";
  }
  leaf count {
    type uint32;
    description
      "The in-use count of this license. Note that
       licensing only reports usage for licenses that
       are in use (count of 1 or greater).";
  }
  leaf enforce-mode {
    type Enforcement-mode-enum;
    description
```

```
      "The current enforcement
mode of this license.";
  }
  leaf post-paid {
    type Bool-state;
    description
      "If true then this entitlement is being reported
       in a post paid mode with utility usage reports.
       Otherwise it will be reported in the regular
       prepaid mode.";
  }
  leaf subscription-id {
    type string;
    description
      "Subscription ID for this feature.";
  }
  leaf export-entitlement-status {
    type Export-entitlement-status-enum;
    description
      "exportEntitlementStatus";
  }
  leaf feature-description {
    type string;
    description
      "FeatureDescription";
  }
  leaf feature-name {
    type string;
    description
      "FeatureName";
  }
}

grouping SMARTAGENT-UDI {
  description
    "SMARTAGENT UDI";
  leaf pid {
    type string;
    description
      "The Product Identifier. Always combined with sn.";
  }
  leaf sn {
    type string;
    description
      "The
system serial number. Always combined with
       pid.";
  }
```

```
  leaf vid {
    type string;
    description
      "The version identifier. Usually combined with
       pid & sn.";
  }
  leaf uuid {
    type string;
    description
      "A 32 byte hex value generated by the system.
       This will be in proper UUID format 8-4-4-4-12.
       Often used by VMs or other systems that do not
       have a hardware identifier.";
  }
  leaf suvi {
    type string;
    description
      "Free form virtual identifier often used by
       software only devices like software routers or
       VMs.";
  }
  leaf host-identifier {
    type string;
    description
      "Host identifier available on some systems.
       Typically 8 hex digits.";
  }
  leaf mac-address {
    type string;
    description
      "The MAC address of the system. This is usually
       only used if there  is nothing else available to
       be used as
an identifier.";
  }
}

grouping EVAL-EXPIRE-TIME {
  description
    "EVAL EXPIRE TIME";
  leaf expire-time {
    type string;
    description
      "Date and time the evaluation period expired.";
  }
}

grouping EVAL-PERIOD-LEFT {
```

```
  description
    "EVAL PERIOD LEFT";
  leaf time-left {
    type uint64;
    units "second";
    description
      "Number of seconds of license usage until the
       evaluation period expires.";
  }
}

grouping EVAL-PERIOD-STATE {
  description
    "EVAL PERIOD STATE";
  container eval-period-left {
    description
      "If the evaluation period is not expired this is
       the number of seconds left in the period.";
    uses EVAL-PERIOD-LEFT;
  }
  container eval-expire-time {
    description
      "If the evaluation period has expired then this
       is the time of the expiration.";
    uses EVAL-EXPIRE-TIME;
  }
  leaf eval-in-use {
    type Bool-state;
    description
      "Is the evaluation period currently in use and
       counting down.";
  }
  leaf eval-expired {
    type Bool-state;
    description
      "Has the evaluation period expired.";
  }
}

grouping SMART-AGENT-PRIVACY-INFO {
  description
    "SMART AGENT PRIVACY INFO";
  leaf host-name {
    type Bool-state;
    description
      "If true then the hostname will not be sent in
       any messages.";
  }
```

```
  leaf version {
    type Bool-state;
    description
      "If true then the smart licensing version will
       not be sent in any messages.";
  }
}

grouping PROXY-INFO {
  description
    "PROXY INFO";
  leaf address {
    type string;
    description
      "Proxy address for sending message.";
  }
  leaf port {
    type string;
    description
      "Proxy port for sending message.";
  }
}

grouping URL-SETTINGS {
  description
    "URL SETTINGS";
  leaf url-registration {
    type string;

    description
      "The URL used for registration, authorization and
       any other messages not related to utility.";
  }
  leaf url-utility {
    type string;
    description
      "The URL used for utility reporting. url-utility
       and url-registration may be the same or
       different. If a satellite is in use then they
       will probably be the same.";
  }
}

grouping SMART-AGENT-TRANSPORT-INFO {
  description
    "SMART AGENT TRANSPORT INFO";
  container url-settings {
    description
```

```
      "URLs in use if the transport type is smart.";
    uses URL-SETTINGS;
  }
  container proxy-info {
    description
      "Proxy information if the transport type is smart
       .";
    uses PROXY-INFO;
  }
  leaf transport-type {
    type Transport-type-enum;
    description
      "The communications transport type set in the
       config";
  }
}

grouping SMARTAGENT-CUSTOMER-INFO {
  description
    "SMARTAGENT
CUSTOMER INFO";
  leaf id {
    type string;
    description
      "The cisco issued customer id which will be
       included in the utility usage (RUM) report.";
  }
  leaf name {
    type string;
    description
      "The customer company name which will be included
       in the utility usage (RUM) report.";
  }
  leaf street {
    type string;
    description
      "The customer company street address which will
       be included in the utility usage (RUM) report.";
  }
  leaf city {
    type string;
    description
      "The customer company city which will be included
       in the utility usage (RUM) report.";
  }
  leaf state {
    type string;
    description
```

```
      "The customer company state which will be
       included in the utility usage (RUM) report.";
  }
  leaf country {
    type string;
    description
      "The customer company country which will be
       included in the utility usage (RUM)
report.";
  }
  leaf postal-code {
    type string;
    description
      "The customer location specific postal code which
       will be included in the utility usage (RUM)
       report.";
  }
}

grouping SMART-AGENT-UTILITY-INFO {
  description
    "SMART AGENT UTILITY INFO";
  container customer-info {
    description
      "Customer address information that will be
       included in the utility usage reports.";
    uses SMARTAGENT-CUSTOMER-INFO;
  }
  leaf utility-enable {
    type Bool-state;
    description
      "Flag to indicate if Utility is currently enabled";
  }
  leaf reporting {
    type Utility-reporting-type-enum;
    description
      "Is the system reporting utility data.";
  }
}

grouping AUTHORIZATION-AUTHORIZATION-EXPIRED {
  description
    "AUTHORIZATION AUTHORIZATION EXPIRED";
  container authorization-info {
    description
      "Additional authorization state information used
```

```
  by some of the authorization states.";
   uses AUTHORIZATION-INFO;
  }
}

grouping AUTHORIZATION-OUT-OF-COMPLIANCE {
  description
    "AUTHORIZATION OUT OF COMPLIANCE";
  container authorization-info {
    description
      "Additional authorization state information used
       by some of the authorization states.";
    uses AUTHORIZATION-INFO;
  }
  leaf ooc-time {
    type string;
    description
      "Time the product instance entered the out of
       compliance state.";
  }
}

grouping AUTHORIZATION-AUTHORIZED-RESERVATION {
  description
    "AUTHORIZATION AUTHORIZED RESERVATION";
  leaf reservation-time {
    type string;
    description
      "Time the reservation occurred.";
  }
}

grouping AUTHORIZATION-INFO {
  description
    "AUTHORIZATION INFO";
  leaf last-comm-status-success {
    type Bool-state;
    description
      "Last communication was successful or failed.";
  }
  leaf fail-message {
     type string;
    description
      "Failure message if the last communications
       attempt failed.This can be displayed for the
       user. It is not a parsable string.";
  }
  leaf last-comm-time {
```

```
    type string;
    description
      "Time the last communication attempt happened.";
  }
  leaf next-comm-time {
    type string;
    description
      "The next time communications will be attempted
       to the back end.This will be zero if the initial
       communication has not completed.";
  }
  leaf comm-deadline-time {
    type string;
    description
      "If there are no communications between now and
       this time smart licensing will enter the
       authorization expired state.This may be zero
       indicating there is no deadline.";
  }
}

grouping AUTHORIZATION-AUTHORIZED {
  description
    "AUTHORIZATION AUTHORIZED";
  container authorization-info {
    description
      "Additional authorization
state information used
       by some of the authorization states.";
    uses AUTHORIZATION-INFO;
  }
}

grouping AUTHORIZATION-EVAL-EXPIRED {
  description
    "AUTHORIZATION EVAL EXPIRED";
  leaf expire-time {
    type string;
    description
      "Time the evaluation period expired.";
  }
}

grouping EVALUATION-TIME-LEFT {
  description
    "EVALUATION TIME LEFT";
  leaf seconds-left {
    type uint64;
```

```
    units "second";
    description
      "Number of seconds of license usage until the
       evaluation period expires. Note that this not a
       hard date and time because if no licenses are in
       use the evaluation period stops counting down.";
  }
}

grouping AUTHORIZATION-EVAL {
  description
    "AUTHORIZATION EVAL";
  container evaluation-time-left {
    description
      "Number of seconds of license usage until the
       evaluation period expires.";
    uses EVALUATION-TIME-LEFT;
  }
}

grouping
AUTHORIZATION-NONE {
  description
    "AUTHORIZATION NONE";
  leaf empty {
    type string;
    description
      "Empty string and container";
  }
}

grouping AUTHORIZATION-STATE {
  description
    "AUTHORIZATION STATE";
  container authorization-none {
    description
      "No licenses in use.This empty container is not
       needed but is a place holder to show there is no
       data for this state.";
    uses AUTHORIZATION-NONE;
  }
  container authorization-eval {
    description
      "Evaluation period is in use and counting down
       .The evaluation period only counts down when
       licenses are in use.";
    uses AUTHORIZATION-EVAL;
  }
```

```
  container authorization-eval-expired {
    description
      "Evaluation period is in use but has expired.";
    uses AUTHORIZATION-EVAL-EXPIRED;
  }
  container authorization-authorized {
    description
      "All license usage is authorized and within terms
        of the contract. uses authorization-info";
    uses AUTHORIZATION-AUTHORIZED;
  }
  container authorization-authorized-reservation {
    description
      "All license usage is authorized because a
       reservation authorization code is installed.";
    uses AUTHORIZATION-AUTHORIZED-RESERVATION;
  }
  container authorization-out-of-compliance {
    description
      "License usage is out of compliance with the
       terms of the contract because more licenses are
       in use than were purchased.";
    uses AUTHORIZATION-OUT-OF-COMPLIANCE;
  }
  container authorization-authorization-expired {
    description
      "The authorization period has expired because the
       product instance ahs not communicated with the
       SSM or satellite in over 90 days.";
    uses AUTHORIZATION-AUTHORIZATION-EXPIRED;
  }
  leaf authorization-state {
    type Authorization-state-enum;
    description
      "The current authorization state.";
   }
}

grouping REGISTRATION-COMPLETE {
  description
    "REGISTRATION COMPLETE";
  leaf complete-time {
    type string;
    description
      "Time the registration was successful.";
  }
  leaf last-renew-time {
    type string;
```

```
    description
      "Time the last registration renewal occurred. If
       empty then no renewal has occurred.";
    }
    leaf next-renew-time {
      type string;
      description
        "Time the registration will be automatically
         renewed.";
    }
    leaf expire-time {
      type string;
      description
        "Time the registration will expire if it is not
         renewed.";
    }
    leaf last-renew-success {
      type Bool-state;
      description
        "Was the last renewal attempt successful.";
    }
    leaf fail-message {
      type string;
      description
        "If the last renewal failed then this is a
         failure message that can be displayed for the
         user. This is not a parsable
  string. Only
         present if the last renewal failed";
    }
    leaf smart-account {
      type string;
      description
        "The smart account name for this registration.";
    }
    leaf virtual-account {
      type string;
      description
        "The virtual account name for this registration.";
    }
  }

  grouping REGISTRATION-RETRY {
    description
      "REGISTRATION RETRY";
    container registration-info {
      description
        "Registration failed info.";
```

```
    uses REGISTRATION-FAILED;
  }
  leaf retry-next-time {
    type string;
    description
      "Time the registration will be retried.";
  }
}

grouping REGISTRATION-FAILED {
  description
    "REGISTRATION FAILED";
  leaf fail-time {
    type string;
    description
      "Time the registration failed.";
  }
  leaf fail-message {
    type string;
    description
      "Failure message that can be displayed for the
       user.This is not a parsable message.";
   }
}

grouping REGISTRATION-IN-PROGRESS {
  description
    "REGISTRATION IN PROGRESS";
  leaf start-time {
    type string;
    description
      "Time the registration started.";
  }
}

grouping SMARTAGENT-REGISTER {
  description
    "SMARTAGENT REGISTER";
  container registration-in-progress {
    description
      "Registration is in progress.";
    uses REGISTRATION-IN-PROGRESS;
  }
  container registration-failed {
    description
      "Registration failed.";
    uses REGISTRATION-FAILED;
  }
```

```
  container registration-retry {
    description
      "Registration failed and doing a retry.";
    uses REGISTRATION-RETRY;
  }
  container registration-complete {
    description
      "Registration success.";
    uses REGISTRATION-COMPLETE;
  }
  leaf registration-state {
    type Registration-state-enum;
    description
      "The current registration state.";
  }
  leaf export-control-allowed {

    type Bool-state;
    description
      "Is the device allowed to enable export
       controlled features.";
  }
  leaf export-control-status {
    type Export-status-type-enum;
    description
      "Export control status information";
  }
}

grouping STATE-INFO {
  description
    "STATE INFO";
  container registration {
    description
      "The state of the registration for this product
       instance.";
    uses SMARTAGENT-REGISTER;
  }
  container authorization {
    description
      "State of license authorization.";
    uses AUTHORIZATION-STATE;
  }
  container utility {
    description
      "Utility settings.";
    uses SMART-AGENT-UTILITY-INFO;
  }
```

```
  container transport {
    description
      "Transport layer settings.";
    uses SMART-AGENT-TRANSPORT-INFO;
  }
  container privacy {
    description
      "Controls whether or not some information is sent
       in messages to the Cisco Smart Software
Manger
       (CSSM) or satellite.";
    uses SMART-AGENT-PRIVACY-INFO;
  }
  container evaluation {
    description
      "State of the evaluation period. In use or not
       and time left.";
    uses EVAL-PERIOD-STATE;
  }
  container udi {
    description
      "UDI of the system.";
    uses SMARTAGENT-UDI;
  }
  container reservation {
    description
      "Information about all licenses that are
       authorized and how they were authorized";
    uses IMPORTED-AUTHORIZATIONS;
  }
  container export-authorization-keys {
    description
      "Export Authorization Keys";
    uses EXPORT-AUTH-KEYS;
  }
  leaf custom-id {
    type string;
    description
      "The custom ID set by the customer that will be
       included in the utility usage (RUM) report and
       in th emessage header";
  }
  leaf conversion-enabled {
    type Bool-state;
    description
      "Conversion Enabled or not";
  }
```

```
list usage {
    description
      "List of license (entitlement tag) usage
       information. This only contains the information
       for licenses that are in use.";
    uses LICENSE-USAGE;
  }
}

grouping SMART-AGENT-STATE {
  description
    "SMART AGENT STATE";
  container state-info {
    description
      "This state-info is only available if
       smart-enabled = true";
    uses STATE-INFO;
  }
  leaf always-enabled {
    type Bool-state;
    description
      "Is Smart Licensing is always enabled.";
  }
  leaf smart-enabled {
    type Bool-state;
    description
      "Is smart licensing enabled";
  }
  leaf version {
    type string;
    description
      "The smart licensing version in use.";
  }
}

grouping SMARTAGENT-LICENSING-INFO {
  description
    "All information of Smart Licensing common yang
     model";
  container state {
    description
      "Smart licensing state.";
    uses SMART-AGENT-STATE;
   }
 }
}
```

# 1.584 etree 1.2.0

## 1.584.1 Available under license :

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# 1.585 skalibs 2.14.4.0-r0

# 1.585.1 Available under license :

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# 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: 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 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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* 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
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* 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),  \
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    __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 =   \
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```
    &(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
"
#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_ */
# 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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* modification, are permitted provided that the following conditions
* are met:
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*
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* IN NO EVENT SHALL THE
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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_ */
pkgname=linux-headers
pkgver=6.14.2 # Follow the latest Linux stable
_kernver=${pkgver%.*}
pkgrel=0
```

pkgdesc="Linux system headers"
url="https://kernel.org/"
arch="all" # Headers are architecture specific
license="GPL-2.0-only"
makedepends="perl"
options="!check !dbg !strip !tracedeps !archcheck"
source="https://kernel.org/pub/linux/kernel/v6.x/linux-$_kernver.tar.xz
 revert-broken-uapi.patch
 0003-remove-inclusion-of-sysinfo.h-in-kernel.h.patch

# 1.586 go-uuid 1.2.1-0.20181028125025-b2ce2384e17b

## 1.586.1 Available under license :

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table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

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a purpose that is entirely well-defined independent of the
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If such an object file uses only numerical parameters, data
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@item
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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
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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
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of an advantage over competing non-free programs.  These disadvantages
are the reason we use the ordinary General Public License for many
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the free library to free
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table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

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Whether this is true is especially significant if the work can be
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threshold for this to be true is not precisely defined by law.

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

a) Accompany
the work with the complete corresponding
machine-readable source code for the Library including whatever

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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.

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# 1.595 grafana-pyroscope-go-godeltaprof 0.1.8

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# 1.596 nats 1.33.1

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# 1.599 cors 1.11.1

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# 1.620 x-time-rate 0.5.0

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# 1.621 contrib-instrumentation-net-http-otelhttp 0.60.0

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# 1.622 go-md2man 2.0.6

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# 1.624 cuelang.org-go 0.6.0-0.dev

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procfs provides functions to retrieve system, kernel and process
metrics from the pseudo-filesystem proc.

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```
//go:build go1.10
// +build go1.10

package pq

import (
 "context"
 "database/sql/driver"
)

// NoticeHandler returns the notice handler on the given connection, if any. A
// runtime panic occurs if c is not a pq connection. This is rarely used
// directly, use ConnectorNoticeHandler and ConnectorWithNoticeHandler instead.
func NoticeHandler(c driver.Conn) func(*Error) {
 return c.(*conn).noticeHandler
}
```

```
// SetNoticeHandler sets the given notice handler on the given connection. A
// runtime panic occurs if c is not a pq connection. A nil handler may be used
// to unset it. This is rarely used directly, use ConnectorNoticeHandler and
// ConnectorWithNoticeHandler instead.
//
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func SetNoticeHandler(c driver.Conn, handler func(*Error)) {
 c.(*conn).noticeHandler = handler
}

// NoticeHandlerConnector wraps a regular connector and sets a notice handler
//
 on it.
type NoticeHandlerConnector struct {
 driver.Connector
 noticeHandler func(*Error)
}

// Connect calls the underlying connector's connect method and then sets the
// notice handler.
func (n *NoticeHandlerConnector) Connect(ctx context.Context) (driver.Conn, error) {
 c, err := n.Connector.Connect(ctx)
 if err == nil {
  SetNoticeHandler(c, n.noticeHandler)
 }
 return c, err
}

// ConnectorNoticeHandler returns the currently set notice handler, if any. If
// the given connector is not a result of ConnectorWithNoticeHandler, nil is
// returned.
func ConnectorNoticeHandler(c driver.Connector) func(*Error) {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  return c.noticeHandler
 }
 return nil
}

// ConnectorWithNoticeHandler creates or sets the given handler for the given
// connector. If the given connector is a result of calling this function
// previously, it is simply set on the given connector and returned. Otherwise,
// this returns a new connector wrapping the given one and
 setting the notice
// handler. A nil notice handler may be used to unset it.
//
// The returned connector is intended to be used with database/sql.OpenDB.
//
```

```
// Note: Notice handlers are executed synchronously by pq meaning commands
// won't continue to be processed until the handler returns.
func ConnectorWithNoticeHandler(c driver.Connector, handler func(*Error)) *NoticeHandlerConnector {
 if c, ok := c.(*NoticeHandlerConnector); ok {
  c.noticeHandler = handler
  return c
 }
 return &NoticeHandlerConnector{Connector: c, noticeHandler: handler}
}
```

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inline
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Miscellaneous files. These files were written by Ian Murdock
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* /prometheus-alertmanager-22-tar/prometheus-alertmanager.txt

# 1.652 circl 1.3.7

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# 1.653 cockroachdb-errors 1.9.1

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2 7680 16383 8704 4.3M 8f8378c0-02
5 7936 12799 4864 2.4M
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```
/*
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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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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c

lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
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lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
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include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
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   copyright.rst

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```

# 1.661 ansible 8.4.0

## 1.661.1 Available under license :

```
---
- name: Get License information.
 ansible.builtin.uri:
   url: "https://{{ hostname }}/redfish/v1/LicenseService/Licenses?$expand=*($levels=1)"
   validate_certs: "{{ validate_certs }}"
   ca_path: "{{ ca_path | default(omit) }}"
   method: "{{ uri_method }}"
   user: "{{ username }}"
   password: "{{ password }}"
   headers: "{{ uri_headers }}"
   body_format: "{{ uri_body_format }}"
   status_code: "{{ uri_status_code }}"
   return_content: "{{ uri_return_content }}"
 register: license_result
 delegate_to: "{{ lookup('ansible.builtin.env', 'RUNON', default='localhost') }}"
 no_log: true

- name: Set License facts
 ansible.builtin.set_fact:
   license: "{{ license_result.json.Members | ansible.utils.remove_keys(target=['@odata.context', '@odata.id',
'@odata.type']) }}"
```

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cloud/vcenter
zuul/vmware/vcenter_only

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  "id": "452f8628-1e56-4b4d-946c-0e68f5780aa1",
  "kind": "cm:device:licensing:pool:regkey:licenses:regkeypoollicensestate",
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"sortName": "Registration Key Pool"
}
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scenario:
test_sequence:
- dependency
- lint
- cleanup
- destroy
- syntax
- create
- converge
- destroy

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Best, 1G, Add 25 Instances|Routing Bundle, VE|AFM, VE|ASM, VE|DNSSEC|CGN, BIG-IP VE, AFM ONLY|DNS Rate Limit, 1000 QPS|GTM Rate, 1000|PSM, VE"
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```
- name: Get license information.
 ansible.builtin.uri:
   url: "https://{{ hostname }}/redfish/v1/LicenseService/Licenses/{{ license_data.Id }}"
   validate_certs: "{{ validate_certs }}"
   ca_path: "{{ ca_path | default(omit) }}"
   method: "{{ uri_method }}"
   user: "{{ username }}"
   password: "{{ password }}"
   headers: "{{ uri_headers }}"
   body_format: "{{ uri_body_format }}"
   status_code: "{{ uri_status_code }}"
   return_content: "{{ uri_return_content }}"
 register: license_result
 no_log: true

- name: Set license facts
 ansible.builtin.set_fact:
   api_response: "{{ license_result.json | ansible.utils.remove_keys(
     target=['@odata.context', '@odata.id', '@odata.type']) }}"

- name: Set the keys diff
 ansible.builtin.set_fact:
   diff_keys: "{{ license_data.keys() | list | symmetric_difference((api_response.keys() | list)) }}"

- name: Set a diff of dict
 ansible.builtin.set_fact:
   diff_data: "{{ diff_data | combine({item: license_data[item]}) }}"
  loop: "{{ license_data.keys() }}"
 when:
   - diff_keys | length == 0
   - license_data[item] != api_response[item]
   - item not in exclude_keys

- name: Assert the difference in Keys
 ansible.builtin.assert:
   that:
     - "{{ (diff_keys | length) == 0 }}"
     - "{{ (diff_data | length) == 0 }}"
   fail_msg: "The response from the role does not match | Diff Keys : {{ diff_keys }} Diff Data : {{ diff_data }}"
   success_msg: "The response from the role matches |  Diff Keys : {{ diff_keys }} Diff Data : {{ diff_data }}"
```

abadger
akimrx
Alexander198961
Andersson007
axelll
bmildren
dagwieers
DSpeichert
felixfontein
ghost
gundalow
joren485
kurtdavis
laurent-indermuehle
ls-michielrensen
markuman
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SPDX-License-Identifier: GPL-3.0-or-later
SPDX-FileCopyrightText: 2022, Felix Fontein <felix@fontein.de>
{
  "include_symlinks": false,
  "output": "path-message"
}
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# Test code for the vcenter license module.
# Copyright: (c) 2017, Dag Wieers <dag@wieers.com>
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- name: Add a vCenter evaluation license
 vcenter_license: &vcenter_lic_data
   hostname: "{{ vcenter_hostname }}"
   username: "{{ vcenter_username }}"
   password: "{{ vcenter_password }}"
   validate_certs: false
   license: 00000-00000-00000-00000-00000
   state: present

- name: Remove an (unused) vCenter evaluation license
 vcenter_license:
   <<: *vcenter_lic_data
   state: absent

- name: Add an invalid vCenter license
 vcenter_license:
   <<: *vcenter_lic_data
   license: 00000-00000-00000-00000-00001
   state: present
 register: vcenter_license_output
 failed_when: '"is not existing or can not be added" not in vcenter_license_output.msg'
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JSafieddine
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juergenhoetzel
jw34
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laurent-indermuehle
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long as you offer spare parts or customer support for that product
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more than your reasonable cost of physically performing this
conveying of source, or (2) access to copy the
Corresponding Source from a network server at no charge.

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written offer to provide the Corresponding Source. This
alternative is allowed only occasionally and noncommercially, and
only if you received the object code with such an offer, in accord
with subsection 6b.

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place (gratis or for a charge), and offer
equivalent access to the
Corresponding Source in the same way through the same place at no
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copy the object code is a network server, the Corresponding Source
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e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

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```
{
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  "dossier": "5d54d976",
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      "Z100GoogleCloud",
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```

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        "Concurrent Users and Access Sessions, VE",
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        "IP Intelligence, 1Yr, VE",
        "IP Intelligence, 1Yr, VE-10G",

    "IP Intelligence, 3Yr, VE-10G",
        "LTM to Better Bundle Upgrade, 10Gbps",
        "PEM URL Filtering, 1Yr, HIGH PERF",
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        }
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```

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0e68f5780aa1/offerings/XXXX-XXXX-XXXX-XXXX-XXXX",
    "sortName": "Registration Key Pool Item",
    "status": "READY"
}
---
- name: Converge idrac_gather_facts for License
  hosts: all
  gather_facts: false
  vars:
    hostname: "{{ lookup('env', 'hostname') }}"
    username: "{{ lookup('env', 'username') }}"
    password: "{{ lookup('env', 'password') }}"
    validate_certs: false
    target:
      - License
    uri_method: "GET"
    uri_headers:
      Accept: "application/json"
      Content-Type: "application/json"
      OData-Version: "4.0"
    uri_body_format: "json"
    uri_status_code:
      - 200
      - 400
      - 401
      - 404
      - -1
    uri_return_content: true
    diff_data: {}
    exclude_keys: []

  tasks:
    - name: Gather Facts for the License component
      ansible.builtin.include_role:
        name: "idrac_gather_facts"

    - name: Assert license dict for length
      ansible.builtin.assert:
        that:
          - "{{ license | length > 0 }}"

    - name: Call assertion
```

```
ansible.builtin.include_tasks: license_assert.yml
with_items: "{{ license }}"
loop_control:
  loop_var: license_data
when: license | length > 0
```

# 1.662 iputils-ping 3:20240117-1ubuntu0.1

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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 | | |
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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Version 3.1, 31 March 2009

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This is the Debian GNU/Linux prepackaged version of the GNU compiler
collection, containing Ada, C, C++, D, Fortran 95, Go, Objective-C,
Objective-C++, and Modula-2 compilers, documentation, and support
libraries.  In addition, Debian provides the gm2 compiler, either in
the same source package, or built from a separate same source package.
Packaging is done by the Debian GCC Maintainers
<debian-gcc@lists.debian.org>, with sources obtained from:

 ftp://gcc.gnu.org/pub/gcc/releases/  (for full releases)
 svn://gcc.gnu.org/svn/gcc/           (for prereleases)
 ftp://sourceware.org/pub/newlib/     (for newlib)
 git://git.savannah.gnu.org/gm2.git   (for Modula-2)

The current gcc-14 source package is taken from the git gcc-14-branch.

Changes: See changelog.Debian.gz

Debian splits the GNU Compiler Collection into packages for each language,
library, and documentation as follows:

Language       Compiler package  Library package    Documentation
---------------------------------------------------------------------------
Ada
           gnat-14         libgnat-14          gnat-14-doc
C              gcc-14                          gcc-14-doc
C++            g++-14          libstdc++6        libstdc++6-14-doc
D              gdc-14
Fortran 95     gfortran-14     libgfortran5      gfortran-14-doc
Go             gccgo-14        libgo0
Objective C    gobjc-14        libobjc4
Objective C++  gobjc++-14
Modula-2       gm2-14          libgm2
Rust           gccrs-14

For some language run-time libraries, Debian provides source files,
development files, debugging symbols and libraries containing position-
independent code in separate packages:

Language  Sources      Development   Debugging           Position-Independent
---------------------------------------------------------------------------
C++                              libstdc++6-14-dbg  libstdc++6-14-pic
D         libphobos-14-dev

Additional packages include:

All languages:
libgcc1, libgcc2, libgcc4
    GCC intrinsics (platform-dependent)
gcc-14-base  Base files common to all compilers
gcc-14-soft-float  Software floating point (ARM only)
gcc-14-source  The sources with patches

Ada:
libgnat-util14-dev, libgnat-util14  GNAT version library

C:
cpp-14, cpp-14-doc  GNU C Preprocessor
libssp0-dev, libssp0  GCC stack smashing protection library
libquadmath0  Math routines for the __float128 type
fixincludes  Fix non-ANSI header files

C, C++ and Fortran 95:
libgomp1-dev, libgomp1  GCC OpenMP (GOMP) support library
libitm1-dev, libitm1  GNU Transactional Memory Library

Biarch support: On some 64-bit platforms which can also run 32-bit code, Debian provides additional packages containing 32-bit versions of some libraries. These packages have names beginning with 'lib32' instead of 'lib', for example lib32stdc++6. Similarly, on some 32-bit platforms which can also run 64-bit code,
Debian provides additional packages with names beginning with 'lib64' instead of 'lib'. These packages contain 64-bit versions of the libraries. (At this time, not all platforms and not all libraries support biarch.) The license terms for these lib32 or lib64 packages are identical to the ones for the lib packages.

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  gcc/emults.c, gcc/gbl-ctors.h, gcc/gcov-io.h, gcc/libgcov.c,
  gcc/tsystem.h, gcc/typeclass.h).
- libatomic
- libdecnumber
- libgm2
- libgomp
- libgrust
- libitm
- libssp
- libstdc++-v3
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D:
gdc-14 GNU D Compiler
libphobos-14-dev D standard runtime library

The D source package is made up of the following components.

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The Zlib data compression library:
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The Phobos standard runtime library:
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newlib-X.Y.Z/:

Upstream

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iconv (Charset Conversion Library) v2.0

(27) Artem Bityuckiy (--enable-newlib-iconv)

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# 1.700 libmd 1.1.0-2build1.1

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# 1.702 antlr-antlr4-runtime-go-antlr 1.4.10

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# 1.703 ory-x 0.0.665

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on:
pull_request:

```
push:
  branches:
    - main
    - master

jobs:
 check:
  runs-on: ubuntu-latest
  steps:
    - uses: actions/checkout@v2
    - uses: actions/setup-go@v2
      with:
        go-version: "1.23.2"
    - uses: actions/setup-node@v2
      with:
        node-version: "18"
    - run: make licenses
```

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```
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package configx

import (
 "os"
 "os/user"
 "strconv"
)

type UnixPermission struct {
 Owner string
 Group string
```

```
 Mode  os.FileMode
}

func (p *UnixPermission) SetPermission(file string) error {
 var e error
 e = os.Chmod(file, p.Mode)
 if e != nil {
  return e
 }

 gid := -1
 uid := -1

 if p.Owner != "" {
  var userObj *user.User
  userObj, e = user.Lookup(p.Owner)
  if e != nil {
   return e
  }
  uid, e = strconv.Atoi(userObj.Uid)
  if e != nil {
   return e
  }
 }
 if p.Group != "" {
  var group *user.Group
  group, e := user.LookupGroup(p.Group)
  if e != nil {
   return e
  }
  gid, e = strconv.Atoi(group.Gid)
  if e != nil {
   return e
  }
 }

 e = os.Chown(file, uid, gid)
 if e != nil {
  return e
 }
 return nil
}
```

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the work with the complete corresponding
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# 1.706 genproto-googleapis-rpc 0.0.0-20250818200422-3122310a409c

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# 1.707 distlib 0.3.9

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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 |
| 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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# 1.723 go-plugin 1.6.0

## 1.723.1 Available under license :

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**Agreed and accepted on my behalf and
on behalf of my organization**

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# 1.724 google-cloud-go-iam 1.1.12

## 1.724.1 Available under license :

```
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```

```
// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (
 "bytes"
 "context"
 "fmt"
 "io"
 "math"
 "net/http"
 "net/url"
 "time"

 computepb "cloud.google.com/go/compute/apiv1/computepb"
 gax "github.com/googleapis/gax-go/v2"
 "google.golang.org/api/googleapi"
 "google.golang.org/api/iterator"
 "google.golang.org/api/option"
 "google.golang.org/api/option/internaloption"
 httptransport
 "google.golang.org/api/transport/http"
 "google.golang.org/grpc"
 "google.golang.org/grpc/metadata"
 "google.golang.org/protobuf/encoding/protojson"
 "google.golang.org/protobuf/proto"
)

var newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
 Delete            []gax.CallOption
 Get               []gax.CallOption
 GetIamPolicy      []gax.CallOption
 Insert            []gax.CallOption
 List              []gax.CallOption
 SetIamPolicy      []gax.CallOption
 TestIamPermissions []gax.CallOption
}

func defaultLicensesRESTCallOptions() *LicensesCallOptions {
 return &LicensesCallOptions{
  Delete: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
  Get: []gax.CallOption{
```

```
  gax.WithTimeout(600000 * time.Millisecond),
  gax.WithRetry(func() gax.Retryer {
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier:
1.30,
    },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 GetIamPolicy: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
  gax.WithRetry(func() gax.Retryer {
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
    },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 Insert: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 List: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
  gax.WithRetry(func() gax.Retryer {
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
    },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 SetIamPolicy: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 TestIamPermissions:
[]gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 }
}
```

```
// internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
 Close() error
 setGoogleClientInfo(...string)
 Connection() *grpc.ClientConn
 Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
 Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
 GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
 List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
 SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest,
 ...gax.CallOption) (*computepb.TestPermissionsResponse, error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The Licenses API.
type LicensesClient struct {
 // The internal transport-dependent client.
 internalClient internalLicensesClient

 // The call options for this service.
 CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
 return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
 c.internalClient.setGoogleClientInfo(keyval...)
}

//
```

```
 Connection returns a connection to the API service.
//
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicensesClient) Connection() *grpc.ClientConn {
 return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
 return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption) (*computepb.License, error) {
 return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy
 gets the access control policy for a resource. May be empty if no such policy or resource exists. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
 return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like
 Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption) *LicenseIterator {
 return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
```

```
resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution
 This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
 return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
type licensesRESTClient struct {
 // The http endpoint to connect to.
 endpoint string

 // The http client.
 httpClient *http.Client

 // operationClient is used to call the operation-specific management service.
 operationClient *GlobalOperationsClient

 // The x-goog-* metadata to be sent with each request.
 xGoogMetadata metadata.MD

 // Points back to the CallOptions field of the containing LicensesClient
 CallOptions **LicensesCallOptions
}

// NewLicensesRESTClient creates a new licenses rest client.
//
//
 The Licenses API.
func NewLicensesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
 clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
 httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
 if err != nil {
  return nil, err
 }

 callOpts := defaultLicensesRESTCallOptions()
 c := &licensesRESTClient{
  endpoint:    endpoint,
  httpClient:  httpClient,
```

```
 CallOptions: &callOpts,
}
c.setGoogleClientInfo()

o := []option.ClientOption{
 option.WithHTTPClient(httpClient),
 option.WithEndpoint(endpoint),
}
opC, err := NewGlobalOperationsRESTClient(ctx, o...)
if err != nil {
 return nil, err
}
c.operationClient = opC

return &LicensesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
 return []option.ClientOption{
  internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
  internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
  internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
  internaloption.WithDefaultScopes(DefaultAuthScopes()...),
 }
}

//
 setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
 kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
 kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
 c.xGoogMetadata = metadata.Pairs("x-goog-api-client", gax.XGoogHeader(kv...))
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
 // Replace httpClient with nil to force cleanup.
 c.httpClient = nil
 if err := c.operationClient.Close(); err != nil {
  return err
 }
 return nil
}

// Connection returns a connection to the API service.
```

```
//
//
 Deprecated: This method always returns nil.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
 return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 md := metadata.Pairs("x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense())))

 headers
 := buildHeaders(ctx, c.xGoogMetadata, md, metadata.Pairs("Content-Type", "application/json"))
 opts = append((*c.CallOptions).Delete[0:len((*c.CallOptions).Delete):len((*c.CallOptions).Delete)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
```

```
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if
 e != nil {
  return nil, e
 }
 op := &Operation{
  &globalOperationsHandle{
   c:       c.operationClient,
   proto:   resp,
   project: req.GetProject(),
  },
 }
 return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 // Build HTTP headers from client and context metadata.
 md := metadata.Pairs("x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "license", url.QueryEscape(req.GetLicense())))

 headers := buildHeaders(ctx, c.xGoogMetadata, md, metadata.Pairs("Content-Type", "application/json"))
 opts
```

```
 = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.License{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// GetIamPolicy gets the access control policy for a resource.
 May be empty if no such policy or resource exists. Caution This resource is intended for use only by third-party
partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
```

```
 return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
req.GetResource())

 params := url.Values{}
 if req != nil && req.OptionsRequestedPolicyVersion != nil {
  params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 md := metadata.Pairs("x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource())))

 headers
 := buildHeaders(ctx, c.xGoogMetadata, md, metadata.Pairs("Content-Type", "application/json"))
 opts =
append((*c.CallOptions).GetIamPolicy[0:len((*c.CallOptions).GetIamPolicy):len((*c.CallOptions).GetIamPolicy)],
opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }
```

```
 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if
 e != nil {
  return nil, e
 }
 return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetLicenseResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 md := metadata.Pairs("x-goog-request-params", fmt.Sprintf("%s=%v", "project",
 url.QueryEscape(req.GetProject())))

 headers := buildHeaders(ctx, c.xGoogMetadata, md, metadata.Pairs("Content-Type", "application/json"))
 opts = append((*c.CallOptions).Insert[0:len((*c.CallOptions).Insert):len((*c.CallOptions).Insert)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
```

```
  baseUrl.Path = settings.Path
 }
 httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err !=
nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 op := &Operation{
  &globalOperationsHandle{
   c:       c.operationClient,
   proto:   resp,
   project: req.GetProject(),
  },
 }
 return op, nil
}
```

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating

```
Cloud Marketplace images.
func (c *licensesRESTClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts
...gax.CallOption) *LicenseIterator {
 it := &LicenseIterator{}
 req = proto.Clone(req).(*computepb.ListLicensesRequest)
 unm := protojson.UnmarshalOptions{AllowPartial: true,
 DiscardUnknown: true}
 it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
  resp := &computepb.LicensesListResponse{}
  if pageToken != "" {
   req.PageToken = proto.String(pageToken)
  }
  if pageSize > math.MaxInt32 {
   req.MaxResults = proto.Uint32(math.MaxInt32)
  } else if pageSize != 0 {
   req.MaxResults = proto.Uint32(uint32(pageSize))
  }
  baseUrl, err := url.Parse(c.endpoint)
  if err != nil {
   return nil, "", err
  }
  baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

  params := url.Values{}
  if req != nil && req.Filter != nil {
   params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
  }
  if req != nil && req.MaxResults != nil {
   params.Add("maxResults", fmt.Sprintf("%v", req.GetMaxResults()))
  }
  if req != nil && req.OrderBy != nil {
   params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
  }
  if req != nil && req.PageToken != nil {
   params.Add("pageToken", fmt.Sprintf("%v",
 req.GetPageToken()))
  }
  if req != nil && req.ReturnPartialSuccess != nil {
   params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
  }

  baseUrl.RawQuery = params.Encode()

  // Build HTTP headers from client and context metadata.
  headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
  e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
   if settings.Path != "" {
    baseUrl.Path = settings.Path
```

```
 }
 httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
 if err != nil {
  return err
 }
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return
err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, "", e
 }
 it.Response = resp
 return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
 items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
 if err != nil {
  return "", err
 }
 it.items = append(it.items, items...)
 return nextPageToken, nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()
```

```
 return it
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 m := protojson.MarshalOptions{AllowPartial:
 true}
 body := req.GetGlobalSetPolicyRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 md := metadata.Pairs("x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource())))

 headers := buildHeaders(ctx, c.xGoogMetadata, md, metadata.Pairs("Content-Type", "application/json"))
 opts =
append((*c.CallOptions).SetIamPolicy[0:len((*c.CallOptions).SetIamPolicy):len((*c.CallOptions).SetIamPolicy)],
opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path
 != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
```

```
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
 error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetTestPermissionsRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 md := metadata.Pairs("x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource())))

 headers := buildHeaders(ctx, c.xGoogMetadata, md, metadata.Pairs("Content-Type", "application/json"))
```

```
 opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).Tes
tIamPermissions)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.TestPermissionsResponse{}
 e
 := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// LicenseIterator manages a stream of *computepb.License.
type LicenseIterator struct {
 items    []*computepb.License
 pageInfo *iterator.PageInfo
```

```
 nextFunc func() error

 // Response is the raw response for the current page.
 // It
 must be cast to the RPC response type.
 // Calling Next() or InternalFetch() updates this value.
 Response interface{}

 // InternalFetch is for use by the Google Cloud Libraries only.
 // It is not part of the stable interface of this package.
 //
 // InternalFetch returns results from a single call to the underlying RPC.
 // The number of results is no greater than pageSize.
 // If there are no more results, nextPageToken is empty and err is nil.
 InternalFetch func(pageSize int, pageToken string) (results []*computepb.License, nextPageToken string, err error)
}

// PageInfo supports pagination. See the google.golang.org/api/iterator package for details.
func (it *LicenseIterator) PageInfo() *iterator.PageInfo {
 return it.pageInfo
}

// Next returns the next result. Its second return value is iterator.Done if there are no more
// results. Once Next returns Done, all subsequent calls will return Done.
func (it *LicenseIterator) Next() (*computepb.License, error) {
 var item *computepb.License
 if
 err := it.nextFunc(); err != nil {
  return item, err
 }
 item = it.items[0]
 it.items = it.items[1:]
 return item, nil
}

func (it *LicenseIterator) bufLen() int {
 return len(it.items)
}

func (it *LicenseIterator) takeBuf() interface{} {
 b := it.items
 it.items = nil
 return b
}
```

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
 "google.golang.org/api/iterator"
)

func ExampleNewLicensesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will
 require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicensesClient_Delete() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
```

```
 }
 defer c.Close()

 req := &computepb.DeleteLicenseRequest{
  //
 TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#DeleteLicenseRequest.
 }
 op, err := c.Delete(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }

 err = op.Wait(ctx)
 if err != nil {
  // TODO: Handle error.
 }
}

func ExampleLicensesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseRequest.
 }
 resp,
 err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
```

```
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.GetIamPolicyLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetIamPolicyLicenseRequest.
}
resp, err := c.GetIamPolicy(ctx, req)
if err != nil {
 // TODO: Handle error.
}
// TODO: Use resp.
_ = resp
}

func ExampleLicensesClient_Insert()
 {
ctx := context.Background()
// This snippet has been automatically generated and should be regarded as a code template only.
// It will require modifications to work:
// - It may require correct/in-range values for request initialization.
// - It may require specifying regional endpoints when creating the service client as shown in:
//   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.InsertLicenseRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#InsertLicenseRequest.
}
op, err := c.Insert(ctx, req)
if err != nil {
 // TODO: Handle error.
}

err = op.Wait(ctx)
if err != nil {
 // TODO: Handle error.
```

```
 }
}

func ExampleLicensesClient_List() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template
 only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.ListLicensesRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
 }
 it := c.List(ctx, req)
 for {
  resp, err := it.Next()
  if err == iterator.Done {
   break
  }
  if err != nil {
   // TODO: Handle error.
  }
  // TODO: Use resp.
  _ = resp
 }
}

func ExampleLicensesClient_SetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range
 values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()
```

```
 req := &computepb.SetIamPolicyLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#SetIamPolicyLicenseRequest.
 }
 resp, err := c.SetIamPolicy(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown
 in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.TestIamPermissionsLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseRequest.
 }
 resp, err := c.TestIamPermissions(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}
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package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleNewLicenseCodesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 //
 - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicenseCodesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseCodeRequest{
  // TODO: Fill request
```

```
 struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseCodeRequest.
 }
 resp, err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.TestIamPermissionsLicenseCodeRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseCodeRequest.
 }
 resp,
 err := c.TestIamPermissions(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}
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```
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (
 "bytes"
 "context"
 "fmt"
 "io"
 "net/http"
 "net/url"
 "time"

 computepb "cloud.google.com/go/compute/apiv1/computepb"
 gax "github.com/googleapis/gax-go/v2"
 "google.golang.org/api/googleapi"
 "google.golang.org/api/option"
 "google.golang.org/api/option/internaloption"
 httptransport "google.golang.org/api/transport/http"
 "google.golang.org/grpc"
 "google.golang.org/grpc/metadata"
 "google.golang.org/protobuf/encoding/protojson"
)

var
 newLicenseCodesClientHook clientHook

// LicenseCodesCallOptions contains the retry settings for each method of LicenseCodesClient.
type LicenseCodesCallOptions struct {
 Get               []gax.CallOption
 TestIamPermissions []gax.CallOption
}

func defaultLicenseCodesRESTCallOptions() *LicenseCodesCallOptions {
 return &LicenseCodesCallOptions{
  Get: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
   }),
```

```
  },
  TestIamPermissions: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
 }
}

// internalLicenseCodesClient is an interface that defines the methods available from Google
 Compute Engine API.
type internalLicenseCodesClient interface {
 Close() error
 setGoogleClientInfo(...string)
 Connection() *grpc.ClientConn
 Get(context.Context, *computepb.GetLicenseCodeRequest, ...gax.CallOption) (*computepb.LicenseCode, error)
 TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseCodeRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse, error)
}

// LicenseCodesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The LicenseCodes API.
type LicenseCodesClient struct {
 // The internal transport-dependent client.
 internalClient internalLicenseCodesClient

 // The call options for this service.
 CallOptions *LicenseCodesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func
 (c *LicenseCodesClient) Close() error {
 return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicenseCodesClient) setGoogleClientInfo(keyval ...string) {
 c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection to the API service.
```

```
//
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicenseCodesClient) Connection() *grpc.ClientConn {
 return c.internalClient.Connection()
}

// Get return a specified license code. License codes are mirrored across all projects that have permissions to read the License Code. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicenseCodesClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts ...gax.CallOption)
 (*computepb.LicenseCode, error) {
 return c.internalClient.Get(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicenseCodesClient) TestIamPermissions(ctx context.Context, req *computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption)
(*computepb.TestPermissionsResponse, error) {
 return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with method calls.
type licenseCodesRESTClient struct {
 // The http endpoint to connect to.
 endpoint string

 // The http client.
 httpClient *http.Client

 // The x-goog-* metadata to be sent with each request.
 xGoogMetadata metadata.MD

 // Points back to the CallOptions field of the containing LicenseCodesClient
 CallOptions **LicenseCodesCallOptions
}

//
 NewLicenseCodesRESTClient creates a new license codes rest client.
//
// The LicenseCodes API.
func NewLicenseCodesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicenseCodesClient, error) {
 clientOpts := append(defaultLicenseCodesRESTClientOptions(), opts...)
 httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
 if err != nil {
```

```
 return nil, err
 }

 callOpts := defaultLicenseCodesRESTCallOptions()
 c := &licenseCodesRESTClient{
  endpoint:    endpoint,
  httpClient:  httpClient,
  CallOptions: &callOpts,
 }
 c.setGoogleClientInfo()

 return &LicenseCodesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicenseCodesRESTClientOptions() []option.ClientOption {
 return []option.ClientOption{
  internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
  internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
  internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
  internaloption.WithDefaultScopes(DefaultAuthScopes()...),
 }
}

//
 setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licenseCodesRESTClient) setGoogleClientInfo(keyval ...string) {
 kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
 kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
 c.xGoogMetadata = metadata.Pairs("x-goog-api-client", gax.XGoogHeader(kv...))
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licenseCodesRESTClient) Close() error {
 // Replace httpClient with nil to force cleanup.
 c.httpClient = nil
 return nil
}

// Connection returns a connection to the API service.
//
// Deprecated: This method always returns nil.
func (c *licenseCodesRESTClient) Connection() *grpc.ClientConn {
 return nil
}
```

```
// Get return
 a specified license code. License codes are mirrored across all projects that have permissions to read the License
Code. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace
images.
func (c *licenseCodesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts
...gax.CallOption) (*computepb.LicenseCode, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenseCodes/%v", req.GetProject(),
req.GetLicenseCode())

 // Build HTTP headers from client and context metadata.
 md := metadata.Pairs("x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "license_code", url.QueryEscape(req.GetLicenseCode())))

 headers := buildHeaders(ctx, c.xGoogMetadata, md, metadata.Pairs("Content-Type", "application/json"))
 opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)],
 opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.LicenseCode{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }
```

```
 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use only by
 third-party partners who are creating Cloud Marketplace images.
func (c *licenseCodesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption)
(*computepb.TestPermissionsResponse, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetTestPermissionsRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenseCodes/%v/testIamPermissions",
req.GetProject(), req.GetResource())

 // Build HTTP headers from client and context metadata.
 md := metadata.Pairs("x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource())))

 headers := buildHeaders(ctx, c.xGoogMetadata, md, metadata.Pairs("Content-Type", "application/json"))
 opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).Tes
tIamPermissions)],
 opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.TestPermissionsResponse{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
```

```
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}
```

# 1.725 sean-seed 0.0.0-20170313163322-e2103e2c3529

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=====

Bits of Go-lang's `once.Do()` were cribbed and reused here, too.

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# 1.726 grpc-gateway 1.16.0

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# 1.727 python-pip 24.0+dfsg-1ubuntu1.3

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This package contains a modified version of ca-bundle.crt:

ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov  3 19:04:19 2011#
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 $
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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(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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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
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 |
| 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 |

Footnotes:

(1) GPL-compatible doesn't mean that we're distributing Python under the GPL. All Python licenses, unlike the GPL, let you distribute a modified version without making your changes open source. The GPL-compatible licenses make it possible to combine Python with 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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Found in path(s):
* /saml-tar/Saml.txt

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Patch for Ubuntu bug #399071

Display the contents of /etc/legal as part of the MOTD, the first time the
user logs in, and set a flag in the user's homedir if possible to prevent
repeat displays.

Authors: Dustin Kirkland <kirkland@canonical.com>

Upstream status: Ubuntu-specific, maybe submit to Debian

Index: pam/modules/pam_motd/pam_motd.c
```
===================================================================
--- pam.orig/modules/pam_motd/pam_motd.c
+++ pam/modules/pam_motd/pam_motd.c
@@ -348,6 +348,65 @@
   return PAM_SUCCESS;
}

+int display_legal(pam_handle_t *pamh)
+{
+    int retval = PAM_IGNORE, rc;
+    char *user = NULL;
+    char *dir = NULL;
+    char *flag = NULL;
```

```
+   struct passwd *pwd = NULL;
+   struct stat s;
+   int f;
+   /* Get the user name to determine if we need to print the disclaimer */
+   rc = pam_get_item(pamh, PAM_USER, &user);
+   if (rc == PAM_SUCCESS && user != NULL && *(const char *)user != '\0')
+   {
+      PAM_MODUTIL_DEF_PRIVS(privs);
+
+
     /* Get the password entry */
+      pwd = pam_modutil_getpwnam (pamh, user);
+      if (pwd != NULL)
+      {
+         if (pam_modutil_drop_priv(pamh, &privs, pwd)) {
+            pam_syslog(pamh, LOG_ERR,
+                  "Unable to change UID to %d temporarily\n",
+                  pwd->pw_uid);
+            retval = PAM_SESSION_ERR;
+            goto finished;
+         }
+
+         if (asprintf(&dir, "%s/.cache", pwd->pw_dir) == -1 || !dir)
+            goto finished;
+         if (asprintf(&flag, "%s/motd.legal-displayed", dir) == -1 || !flag)
+            goto finished;
+
+         if (stat(flag, &s) != 0)
+         {
+            int fd = open("/etc/legal", O_RDONLY, 0);
+            if (fd >= 0) {
+               try_to_display_fd(pamh, fd);
+               close(fd);
+            }
+            mkdir(dir, 0700);
+            f = open(flag, O_WRONLY|O_CREAT|O_EXCL,
+
           S_IRUSR|S_IWUSR|S_IRGRP|S_IROTH);
+            if (f>=0) close(f);
+         }
+
+finished:
+         if (pam_modutil_regain_priv(pamh, &privs)) {
+            pam_syslog(pamh, LOG_ERR,
+                  "Unable to change UID back to %d\n", privs.old_uid);
+            retval = PAM_SESSION_ERR;
+         }
+
```

```
+           _pam_drop(flag);
+           _pam_drop(dir);
+       }
+   }
+   return retval;
+}
+
int pam_sm_open_session(pam_handle_t *pamh, int flags,
  int argc, const char **argv)
{
@@ -446,6 +505,9 @@
                        motd_dir_path_split, num_motd_dir_paths,
                        report_missing);

+   /* Display the legal disclaimer only if necessary */
+   retval = display_legal(pamh);
+
 out:
   _pam_drop(motd_path_copy);
   _pam_drop(motd_path_split);
```

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# 1.741 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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| 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 |
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# 1.744 iotop 0.6-42-ga14256a-0.2build1

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# 1.746 marshmallow 1.1.5

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# 1.747 go-auth-oauth2adapt 0.2.3

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package compute_test
```

```
import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
 "google.golang.org/api/iterator"
)

func ExampleNewLicensesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will
 require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicensesClient_Delete() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.DeleteLicenseRequest{
  //
 TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#DeleteLicenseRequest.
 }
 op, err := c.Delete(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
```

```
 err = op.Wait(ctx)
 if err != nil {
  // TODO: Handle error.
 }
}

func ExampleLicensesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseRequest.
 }
 resp,
 err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetIamPolicyLicenseRequest{
  // TODO: Fill request struct fields.
```

```
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetIamPolicyLicenseRequest.
 }
 resp, err := c.GetIamPolicy(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_Insert()
 {
 ctx := context.Background()
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 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.InsertLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#InsertLicenseRequest.
 }
 op, err := c.Insert(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }

 err = op.Wait(ctx)
 if err != nil {
  // TODO: Handle error.
 }
}

func ExampleLicensesClient_List() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template
 only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
```

```
if err != nil {
 // TODO: Handle error.
}
defer c.Close()

req := &computepb.ListLicensesRequest{
 // TODO: Fill request struct fields.
 // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#ListLicensesRequest.
}
it := c.List(ctx, req)
for {
 resp, err := it.Next()
 if err == iterator.Done {
  break
 }
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp

 // If you need to access the underlying RPC response,
 // you can do so by casting the `Response` as below.
 // Otherwise, remove this line. Only populated after
 // first call to Next(). Not safe for concurrent access.
 _ = it.Response.(*computepb.LicensesListResponse)
}
}

func
 ExampleLicensesClient_SetIamPolicy() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.SetIamPolicyLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#SetIamPolicyLicenseRequest.
 }
 resp, err := c.SetIamPolicy(ctx, req)
```

```
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
 ctx := context.Background()
 // This snippet has been automatically
 generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicensesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.TestIamPermissionsLicenseRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseRequest.
 }
 resp, err := c.TestIamPermissions(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.
```

```
package compute_test

import (
 "context"

 compute "cloud.google.com/go/compute/apiv1"
 computepb "cloud.google.com/go/compute/apiv1/computepb"
)

func ExampleNewLicenseCodesRESTClient() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 //
 - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 // TODO: Use client.
 _ = c
}

func ExampleLicenseCodesClient_Get() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.GetLicenseCodeRequest{
  // TODO: Fill request
 struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#GetLicenseCodeRequest.
 }
 resp, err := c.Get(ctx, req)
 if err != nil {
  // TODO: Handle error.
```

```
 }
 // TODO: Use resp.
 _ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
 ctx := context.Background()
 // This snippet has been automatically generated and should be regarded as a code template only.
 // It will require modifications to work:
 // - It may require correct/in-range values for request initialization.
 // - It may require specifying regional endpoints when creating the service client as shown in:
 //   https://pkg.go.dev/cloud.google.com/go#hdr-Client_Options
 c, err := compute.NewLicenseCodesRESTClient(ctx)
 if err != nil {
  // TODO: Handle error.
 }
 defer c.Close()

 req := &computepb.TestIamPermissionsLicenseCodeRequest{
  // TODO: Fill request struct fields.
  // See https://pkg.go.dev/cloud.google.com/go/compute/apiv1/computepb#TestIamPermissionsLicenseCodeRequest.
 }
 resp,
 err := c.TestIamPermissions(ctx, req)
 if err != nil {
  // TODO: Handle error.
 }
 // TODO: Use resp.
 _ = resp
}
```

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// Code generated by protoc-gen-go. DO NOT EDIT.
// versions:
//  protoc-gen-go v1.34.2
//  protoc        v4.25.3
// source: google/ai/generativelanguage/v1beta/permission.proto

```
package generativelanguagepb

import (
 reflect "reflect"
 sync "sync"

 _ "google.golang.org/genproto/googleapis/api/annotations"
 protoreflect "google.golang.org/protobuf/reflect/protoreflect"
 protoimpl "google.golang.org/protobuf/runtime/protoimpl"
)

const
 (
 // Verify that this generated code is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(20 - protoimpl.MinVersion)
 // Verify that runtime/protoimpl is sufficiently up-to-date.
 _ = protoimpl.EnforceVersion(protoimpl.MaxVersion - 20)
)

// Defines types of the grantee of this permission.
type Permission_GranteeType int32

const (
 // The default value. This value is unused.
 Permission_GRANTEE_TYPE_UNSPECIFIED Permission_GranteeType = 0
 // Represents a user. When set, you must provide email_address for the user.
 Permission_USER Permission_GranteeType = 1
 // Represents a group. When set, you must provide email_address for the
 // group.
 Permission_GROUP Permission_GranteeType = 2
 // Represents access to everyone. No extra information is required.
 Permission_EVERYONE Permission_GranteeType = 3
)

// Enum value maps for Permission_GranteeType.
var (
 Permission_GranteeType_name = map[int32]string{
  0: "GRANTEE_TYPE_UNSPECIFIED",
  1: "USER",
  2:
 "GROUP",
  3: "EVERYONE",
 }
 Permission_GranteeType_value = map[string]int32{
  "GRANTEE_TYPE_UNSPECIFIED": 0,
  "USER":                     1,
  "GROUP":                    2,
  "EVERYONE":                 3,
```

```
 }
)

func (x Permission_GranteeType) Enum() *Permission_GranteeType {
 p := new(Permission_GranteeType)
 *p = x
 return p
}

func (x Permission_GranteeType) String() string {
 return protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_GranteeType) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0].Descriptor()
}

func (Permission_GranteeType) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[0]
}

func (x Permission_GranteeType) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_GranteeType.Descriptor instead.
func (Permission_GranteeType) EnumDescriptor() ([]byte,
 []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 0}
}

// Defines the role granted by this permission.
type Permission_Role int32

const (
 // The default value. This value is unused.
 Permission_ROLE_UNSPECIFIED Permission_Role = 0
 // Owner can use, update, share and delete the resource.
 Permission_OWNER Permission_Role = 1
 // Writer can use, update and share the resource.
 Permission_WRITER Permission_Role = 2
 // Reader can use the resource.
 Permission_READER Permission_Role = 3
)

// Enum value maps for Permission_Role.
var (
 Permission_Role_name = map[int32]string{
```

```
 0: "ROLE_UNSPECIFIED",
 1: "OWNER",
 2: "WRITER",
 3: "READER",
}
Permission_Role_value = map[string]int32{
 "ROLE_UNSPECIFIED": 0,
 "OWNER":           1,
 "WRITER":          2,
 "READER":          3,
}
)

func (x Permission_Role) Enum() *Permission_Role {
 p := new(Permission_Role)
 *p = x
 return p
}

func (x Permission_Role) String() string {
 return
 protoimpl.X.EnumStringOf(x.Descriptor(), protoreflect.EnumNumber(x))
}

func (Permission_Role) Descriptor() protoreflect.EnumDescriptor {
 return file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1].Descriptor()
}

func (Permission_Role) Type() protoreflect.EnumType {
 return &file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes[1]
}

func (x Permission_Role) Number() protoreflect.EnumNumber {
 return protoreflect.EnumNumber(x)
}

// Deprecated: Use Permission_Role.Descriptor instead.
func (Permission_Role) EnumDescriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0, 1}
}

// Permission resource grants user, group or the rest of the world access to the
// PaLM API resource (e.g. a tuned model, corpus).
//
// A role is a collection of permitted operations that allows users to perform
// specific actions on PaLM API resources. To make them available to users,
// groups, or service accounts,
```

```
 you assign roles. When you assign a role, you
// grant permissions that the role contains.
//
// There are three concentric roles. Each role is a superset of the previous
// role's permitted operations:
//
// - reader can use the resource (e.g. tuned model, corpus) for inference
// - writer has reader's permissions and additionally can edit and share
// - owner has writer's permissions and additionally can delete
type Permission struct {
 state         protoimpl.MessageState
 sizeCache     protoimpl.SizeCache
 unknownFields protoimpl.UnknownFields

 // Output only. Identifier. The permission name. A unique name will be
 // generated on create. Examples:
 //
 // tunedModels/{tuned_model}/permissions/{permission}
 // corpora/{corpus}/permissions/{permission}
 //
 // Output only.
 Name string `protobuf:"bytes,1,opt,name=name,proto3" json:"name,omitempty"`
 // Optional. Immutable. The type of the grantee.
 GranteeType *Permission_GranteeType
`protobuf:"varint,2,opt,name=grantee_type,json=granteeType,proto3,enum=google.ai.generativelanguage.v1beta.Pe
rmission_GranteeType,oneof"
 json:"grantee_type,omitempty"`
 // Optional. Immutable. The email address of the user of group which this
 // permission refers. Field is not set when permission's grantee type is
 // EVERYONE.
 EmailAddress *string `protobuf:"bytes,3,opt,name=email_address,json=emailAddress,proto3,oneof"
json:"email_address,omitempty"`
 // Required. The role granted by this permission.
 Role *Permission_Role
`protobuf:"varint,4,opt,name=role,proto3,enum=google.ai.generativelanguage.v1beta.Permission_Role,oneof"
json:"role,omitempty"`
}

func (x *Permission) Reset() {
 *x = Permission{}
 if protoimpl.UnsafeEnabled {
  mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  ms.StoreMessageInfo(mi)
 }
}

func (x *Permission) String() string {
```

```
 return protoimpl.X.MessageStringOf(x)
}

func (*Permission) ProtoMessage() {}

func (x *Permission)
 ProtoReflect() protoreflect.Message {
 mi := &file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0]
 if protoimpl.UnsafeEnabled && x != nil {
  ms := protoimpl.X.MessageStateOf(protoimpl.Pointer(x))
  if ms.LoadMessageInfo() == nil {
   ms.StoreMessageInfo(mi)
  }
  return ms
 }
 return mi.MessageOf(x)
}

// Deprecated: Use Permission.ProtoReflect.Descriptor instead.
func (*Permission) Descriptor() ([]byte, []int) {
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP(), []int{0}
}

func (x *Permission) GetName() string {
 if x != nil {
  return x.Name
 }
 return ""
}

func (x *Permission) GetGranteeType() Permission_GranteeType {
 if x != nil && x.GranteeType != nil {
  return *x.GranteeType
 }
 return Permission_GRANTEE_TYPE_UNSPECIFIED
}

func (x *Permission) GetEmailAddress() string {
 if x != nil && x.EmailAddress != nil {
  return *x.EmailAddress
 }
 return ""
}

func (x *Permission) GetRole() Permission_Role {
 if x != nil && x.Role
 != nil {
  return *x.Role
```

```
 }
 return Permission_ROLE_UNSPECIFIED
}

var File_google_ai_generativelanguage_v1beta_permission_proto protoreflect.FileDescriptor

var file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = []byte{
 0x0a, 0x34, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65,
 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x76,
 0x31, 0x62, 0x65, 0x74, 0x61, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x12, 0x23, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x1a, 0x1f, 0x67, 0x6f, 0x6f,
 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x66, 0x69, 0x65, 0x6c, 0x64, 0x5f, 0x62, 0x65,
 0x68, 0x61, 0x76, 0x69, 0x6f, 0x72, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x1a,
 0x19, 0x67, 0x6f,
 0x6f, 0x67, 0x6c, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x2f, 0x72, 0x65, 0x73, 0x6f, 0x75, 0x72, 0x63,
 0x65, 0x2e, 0x70, 0x72, 0x6f, 0x74, 0x6f, 0x22, 0x85, 0x05, 0x0a, 0x0a, 0x50, 0x65, 0x72, 0x6d,
 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x1a, 0x0a, 0x04, 0x6e, 0x61, 0x6d, 0x65, 0x18, 0x01,
 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x03, 0xe0, 0x41, 0x08, 0x52, 0x04, 0x6e, 0x61,
 0x6d, 0x65, 0x12, 0x6b, 0x0a, 0x0c, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f, 0x74, 0x79,
 0x70, 0x65, 0x18, 0x02, 0x20, 0x01, 0x28, 0x0e, 0x32, 0x3b, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c,
 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c,
 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50,
 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x2e, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65,
 0x65, 0x54, 0x79, 0x70, 0x65, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x00, 0x52,
 0x0b, 0x67,
 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x54, 0x79, 0x70, 0x65, 0x88, 0x01, 0x01, 0x12,
 0x30, 0x0a, 0x0d, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73,
 0x18, 0x03, 0x20, 0x01, 0x28, 0x09, 0x42, 0x06, 0xe0, 0x41, 0x01, 0xe0, 0x41, 0x05, 0x48, 0x01,
 0x52, 0x0c, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x41, 0x64, 0x64, 0x72, 0x65, 0x73, 0x73, 0x88, 0x01,
 0x01, 0x12, 0x52, 0x0a, 0x04, 0x72, 0x6f, 0x6c, 0x65, 0x18, 0x04, 0x20, 0x01, 0x28, 0x0e, 0x32,
 0x34, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61, 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65,
 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76,
 0x31, 0x62, 0x65, 0x74, 0x61, 0x2e, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e,
 0x2e, 0x52, 0x6f, 0x6c, 0x65, 0x42, 0x03, 0xe0, 0x41, 0x02, 0x48, 0x02, 0x52, 0x04, 0x72, 0x6f,
 0x6c, 0x65, 0x88, 0x01, 0x01, 0x22, 0x4e, 0x0a, 0x0b, 0x47, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65,
 0x54, 0x79, 0x70, 0x65, 0x12, 0x1c, 0x0a,
 0x18, 0x47, 0x52, 0x41, 0x4e, 0x54, 0x45, 0x45, 0x5f,
 0x54, 0x59, 0x50, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45, 0x44,
 0x10, 0x00, 0x12, 0x08, 0x0a, 0x04, 0x55, 0x53, 0x45, 0x52, 0x10, 0x01, 0x12, 0x09, 0x0a, 0x05,
 0x47, 0x52, 0x4f, 0x55, 0x50, 0x10, 0x02, 0x12, 0x0c, 0x0a, 0x08, 0x45, 0x56, 0x45, 0x52, 0x59,
 0x4f, 0x4e, 0x45, 0x10, 0x03, 0x22, 0x3f, 0x0a, 0x04, 0x52, 0x6f, 0x6c, 0x65, 0x12, 0x14, 0x0a,
 0x10, 0x52, 0x4f, 0x4c, 0x45, 0x5f, 0x55, 0x4e, 0x53, 0x50, 0x45, 0x43, 0x49, 0x46, 0x49, 0x45,
 0x44, 0x10, 0x00, 0x12, 0x09, 0x0a, 0x05, 0x4f, 0x57, 0x4e, 0x45, 0x52, 0x10, 0x01, 0x12, 0x0a,
 0x0a, 0x06, 0x57, 0x52, 0x49, 0x54, 0x45, 0x52, 0x10, 0x02, 0x12, 0x0a, 0x0a, 0x06, 0x52, 0x45,
 0x41, 0x44, 0x45, 0x52, 0x10, 0x03, 0x3a, 0xaa, 0x01, 0xea, 0x41, 0xa6, 0x01, 0x0a, 0x2c, 0x67,
 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67,
```

```
 0x65, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x61, 0x70, 0x69, 0x73,
 0x2e, 0x63, 0x6f, 0x6d,
 0x2f, 0x50, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x12, 0x32, 0x74, 0x75, 0x6e,
 0x65, 0x64, 0x4d, 0x6f, 0x64, 0x65, 0x6c, 0x73, 0x2f, 0x7b, 0x74, 0x75, 0x6e, 0x65, 0x64, 0x5f,
 0x6d, 0x6f, 0x64, 0x65, 0x6c, 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f,
 0x6e, 0x73, 0x2f, 0x7b, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x12,
 0x29, 0x63, 0x6f, 0x72, 0x70, 0x6f, 0x72, 0x61, 0x2f, 0x7b, 0x63, 0x6f, 0x72, 0x70, 0x75, 0x73,
 0x7d, 0x2f, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x2f, 0x7b, 0x70,
 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x7d, 0x2a, 0x0b, 0x70, 0x65, 0x72, 0x6d,
 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x73, 0x32, 0x0a, 0x70, 0x65, 0x72, 0x6d, 0x69, 0x73, 0x73,
 0x69, 0x6f, 0x6e, 0x42, 0x0f, 0x0a, 0x0d, 0x5f, 0x67, 0x72, 0x61, 0x6e, 0x74, 0x65, 0x65, 0x5f,
 0x74, 0x79, 0x70, 0x65, 0x42, 0x10, 0x0a, 0x0e, 0x5f, 0x65, 0x6d, 0x61, 0x69, 0x6c, 0x5f, 0x61,
 0x64,
 0x64, 0x72, 0x65, 0x73, 0x73, 0x42, 0x07, 0x0a, 0x05, 0x5f, 0x72, 0x6f, 0x6c, 0x65, 0x42,
 0x9b, 0x01, 0x0a, 0x27, 0x63, 0x6f, 0x6d, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x61,
 0x69, 0x2e, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e, 0x67,
 0x75, 0x61, 0x67, 0x65, 0x2e, 0x76, 0x31, 0x62, 0x65, 0x74, 0x61, 0x42, 0x0f, 0x50, 0x65, 0x72,
 0x6d, 0x69, 0x73, 0x73, 0x69, 0x6f, 0x6e, 0x50, 0x72, 0x6f, 0x74, 0x6f, 0x50, 0x01, 0x5a, 0x5d,
 0x63, 0x6c, 0x6f, 0x75, 0x64, 0x2e, 0x67, 0x6f, 0x6f, 0x67, 0x6c, 0x65, 0x2e, 0x63, 0x6f, 0x6d,
 0x2f, 0x67, 0x6f, 0x2f, 0x61, 0x69, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76,
 0x65, 0x6c, 0x61, 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x2f, 0x61, 0x70, 0x69, 0x76, 0x31, 0x62,
 0x65, 0x74, 0x61, 0x2f, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74, 0x69, 0x76, 0x65, 0x6c, 0x61,
 0x6e, 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x3b, 0x67, 0x65, 0x6e, 0x65, 0x72, 0x61, 0x74,
 0x69, 0x76, 0x65, 0x6c, 0x61, 0x6e,
 0x67, 0x75, 0x61, 0x67, 0x65, 0x70, 0x62, 0x62, 0x06, 0x70,
 0x72, 0x6f, 0x74, 0x6f, 0x33,
}

var (
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce sync.Once
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc
)

func file_google_ai_generativelanguage_v1beta_permission_proto_rawDescGZIP() []byte {
 file_google_ai_generativelanguage_v1beta_permission_proto_rawDescOnce.Do(func() {
  file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData =
protoimpl.X.CompressGZIP(file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData)
 })
 return file_google_ai_generativelanguage_v1beta_permission_proto_rawDescData
}

var file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes = make([]protoimpl.EnumInfo, 2)
var file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes = make([]protoimpl.MessageInfo, 1)
var file_google_ai_generativelanguage_v1beta_permission_proto_goTypes
 = []any{
 (Permission_GranteeType)(0), // 0: google.ai.generativelanguage.v1beta.Permission.GranteeType
 (Permission_Role)(0),        // 1: google.ai.generativelanguage.v1beta.Permission.Role
```

```
 (*Permission)(nil),          // 2: google.ai.generativelanguage.v1beta.Permission
}
var file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = []int32{
 0, // 0: google.ai.generativelanguage.v1beta.Permission.grantee_type:type_name ->
google.ai.generativelanguage.v1beta.Permission.GranteeType
 1, // 1: google.ai.generativelanguage.v1beta.Permission.role:type_name ->
google.ai.generativelanguage.v1beta.Permission.Role
 2, // [2:2] is the sub-list for method output_type
 2, // [2:2] is the sub-list for method input_type
 2, // [2:2] is the sub-list for extension type_name
 2, // [2:2] is the sub-list for extension extendee
 0, // [0:2] is the sub-list for field type_name
}

func init() { file_google_ai_generativelanguage_v1beta_permission_proto_init() }
func
 file_google_ai_generativelanguage_v1beta_permission_proto_init() {
 if File_google_ai_generativelanguage_v1beta_permission_proto != nil {
  return
 }
 if !protoimpl.UnsafeEnabled {
  file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].Exporter = func(v any, i int) any {
   switch v := v.(*Permission); i {
   case 0:
    return &v.state
   case 1:
    return &v.sizeCache
   case 2:
    return &v.unknownFields
   default:
    return nil
   }
  }
 }
 file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes[0].OneofWrappers = []any{}
 type x struct{}
 out := protoimpl.TypeBuilder{
  File: protoimpl.DescBuilder{
   GoPackagePath: reflect.TypeOf(x{}).PkgPath(),
   RawDescriptor: file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc,
   NumEnums:      2,
   NumMessages:   1,
   NumExtensions: 0,
   NumServices:   0,
  },
  GoTypes:          file_google_ai_generativelanguage_v1beta_permission_proto_goTypes,
  DependencyIndexes: file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs,
  EnumInfos:
```

```
        file_google_ai_generativelanguage_v1beta_permission_proto_enumTypes,
 MessageInfos:      file_google_ai_generativelanguage_v1beta_permission_proto_msgTypes,
}.Build()
File_google_ai_generativelanguage_v1beta_permission_proto = out.File
file_google_ai_generativelanguage_v1beta_permission_proto_rawDesc = nil
file_google_ai_generativelanguage_v1beta_permission_proto_goTypes = nil
file_google_ai_generativelanguage_v1beta_permission_proto_depIdxs = nil
}
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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (
 "bytes"
 "context"
 "fmt"
 "io"
 "math"
 "net/http"
 "net/url"
 "time"

 computepb "cloud.google.com/go/compute/apiv1/computepb"
 gax "github.com/googleapis/gax-go/v2"
 "google.golang.org/api/googleapi"
 "google.golang.org/api/iterator"
 "google.golang.org/api/option"
 "google.golang.org/api/option/internaloption"
 httptransport
 "google.golang.org/api/transport/http"
 "google.golang.org/grpc"
 "google.golang.org/protobuf/encoding/protojson"
 "google.golang.org/protobuf/proto"
)
```

```
var newLicensesClientHook clientHook

// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
 Delete             []gax.CallOption
 Get                []gax.CallOption
 GetIamPolicy       []gax.CallOption
 Insert             []gax.CallOption
 List               []gax.CallOption
 SetIamPolicy       []gax.CallOption
 TestIamPermissions []gax.CallOption
}

func defaultLicensesRESTCallOptions() *LicensesCallOptions {
 return &LicensesCallOptions{
  Delete: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
  Get: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
   }),
  },
  GetIamPolicy:
 []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
   gax.WithRetry(func() gax.Retryer {
    return gax.OnHTTPCodes(gax.Backoff{
     Initial:    100 * time.Millisecond,
     Max:        60000 * time.Millisecond,
     Multiplier: 1.30,
    },
     http.StatusGatewayTimeout,
     http.StatusServiceUnavailable)
   }),
  },
  Insert: []gax.CallOption{
   gax.WithTimeout(600000 * time.Millisecond),
  },
  List: []gax.CallOption{
```

```
  gax.WithTimeout(600000 * time.Millisecond),
  gax.WithRetry(func() gax.Retryer {
   return gax.OnHTTPCodes(gax.Backoff{
    Initial:    100 * time.Millisecond,
    Max:        60000 * time.Millisecond,
    Multiplier: 1.30,
   },
    http.StatusGatewayTimeout,
    http.StatusServiceUnavailable)
  }),
 },
 SetIamPolicy: []gax.CallOption{
  gax.WithTimeout(600000 * time.Millisecond),
 },
 TestIamPermissions: []gax.CallOption{
  gax.WithTimeout(600000
* time.Millisecond),
 },
}
}

// internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
 Close() error
 setGoogleClientInfo(...string)
 Connection() *grpc.ClientConn
 Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
 Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
 GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
 List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
 SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy,
error)
 TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption)
(*computepb.TestPermissionsResponse,
 error)
}

// LicensesClient is a client for interacting with Google Compute Engine API.
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
//
// The Licenses API.
type LicensesClient struct {
 // The internal transport-dependent client.
 internalClient internalLicensesClient
```

```
 // The call options for this service.
 CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
 return c.internalClient.Close()
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
 c.internalClient.setGoogleClientInfo(keyval...)
}

//
 Connection returns a connection to the API service.
//
// Deprecated: Connections are now pooled so this method does not always
// return the same resource.
func (c *LicensesClient) Connection() *grpc.ClientConn {
 return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
 return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption) (*computepb.License, error) {
 return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy
 for a resource. May be empty if no such policy or resource exists. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.GetIamPolicy(ctx, req, opts...)
```

```
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption)
(*Operation, error) {
 return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
 list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-
cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating
Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption)
*LicenseIterator {
 return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts
...gax.CallOption) (*computepb.Policy, error) {
 return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
intended for use
 only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
 return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
method calls.
type licensesRESTClient struct {
 // The http endpoint to connect to.
 endpoint string

 // The http client.
 httpClient *http.Client

 // operationClient is used to call the operation-specific management service.
 operationClient *GlobalOperationsClient

 // The x-goog-* headers to be sent with each request.
```

```
 xGoogHeaders []string

 // Points back to the CallOptions field of the containing LicensesClient
 CallOptions **LicensesCallOptions
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx
 context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
 clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
 httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
 if err != nil {
  return nil, err
 }

 callOpts := defaultLicensesRESTCallOptions()
 c := &licensesRESTClient{
  endpoint:    endpoint,
  httpClient:  httpClient,
  CallOptions: &callOpts,
 }
 c.setGoogleClientInfo()

 o := []option.ClientOption{
  option.WithHTTPClient(httpClient),
  option.WithEndpoint(endpoint),
 }
 opC, err := NewGlobalOperationsRESTClient(ctx, o...)
 if err != nil {
  return nil, err
 }
 c.operationClient = opC

 return &LicensesClient{internalClient: c, CallOptions: callOpts}, nil
}

func defaultLicensesRESTClientOptions() []option.ClientOption {
 return []option.ClientOption{
  internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
  internaloption.WithDefaultEndpointTemplate("https://compute.UNIVERSE_DOMAIN"),
  internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
  internaloption.WithDefaultUniverseDomain("googleapis.com"),
  internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
  internaloption.WithDefaultScopes(DefaultAuthScopes()...),
  internaloption.EnableNewAuthLibrary(),
 }
```

```
}

//
 setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
 kv := append([]string{"gl-go", gax.GoVersion}, keyval...)
 kv = append(kv, "gapic", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
 c.xGoogHeaders = []string{
  "x-goog-api-client", gax.XGoogHeader(kv...),
 }
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
 // Replace httpClient with nil to force cleanup.
 c.httpClient
 = nil
 if err := c.operationClient.Close(); err != nil {
  return err
 }
 return nil
}

// Connection returns a connection to the API service.
//
// Deprecated: This method always returns nil.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
 return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts
...gax.CallOption) (*Operation, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
 }
```

```
 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params",
 fmt.Sprintf("%s=%v&%s=%v", "project", url.QueryEscape(req.GetProject()), "license",
url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Delete[0:len((*c.CallOptions).Delete):len((*c.CallOptions).Delete)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("DELETE", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf,
 err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
```

```
 }
 op := &Operation{
  &globalOperationsHandle{
   c:       c.operationClient,
   proto:   resp,
   project: req.GetProject(),
  },
 }
 return op, nil
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption)
(*computepb.License, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v", req.GetProject(), req.GetLicense())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()),
 "license", url.QueryEscape(req.GetLicense()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Get[0:len((*c.CallOptions).Get):len((*c.CallOptions).Get)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.License{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()
```

```
 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err
 := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/getIamPolicy", req.GetProject(),
req.GetResource())

 params := url.Values{}
 if req != nil && req.OptionsRequestedPolicyVersion != nil {
  params.Add("optionsRequestedPolicyVersion", fmt.Sprintf("%v", req.GetOptionsRequestedPolicyVersion()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and
 context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
```

```
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).GetIamPolicy[0:len((*c.CallOptions).GetIamPolicy):len((*c.CallOptions).GetIamPolicy)],
opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp);
 err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts
```

```
...gax.CallOption) (*Operation, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetLicenseResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

 params := url.Values{}
 if req != nil && req.RequestId != nil {
  params.Add("requestId",
 fmt.Sprintf("%v", req.GetRequestId()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v", "project", url.QueryEscape(req.GetProject()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts = append((*c.CallOptions).Insert[0:len((*c.CallOptions).Insert):len((*c.CallOptions).Insert)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Operation{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err !=
 nil {
   return err
  }
  defer httpRsp.Body.Close()
```

```
 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return nil
}, opts...)
if e != nil {
 return nil, e
}
op := &Operation{
 &globalOperationsHandle{
  c:       c.operationClient,
  proto:   resp,
  project: req.GetProject(),
 },
}
return op, nil
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient)
 List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption) *LicenseIterator {
 it := &LicenseIterator{}
 req = proto.Clone(req).(*computepb.ListLicensesRequest)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
  resp := &computepb.LicensesListResponse{}
  if pageToken != "" {
   req.PageToken = proto.String(pageToken)
  }
  if pageSize > math.MaxInt32 {
   req.MaxResults = proto.Uint32(math.MaxInt32)
  } else if pageSize != 0 {
   req.MaxResults = proto.Uint32(uint32(pageSize))
```

```
 }
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, "", err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses", req.GetProject())

 params := url.Values{}
 if req != nil && req.Filter != nil {
  params.Add("filter", fmt.Sprintf("%v", req.GetFilter()))
 }
 if req != nil && req.MaxResults != nil {
  params.Add("maxResults",
fmt.Sprintf("%v", req.GetMaxResults()))
 }
 if req != nil && req.OrderBy != nil {
  params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
 }
 if req != nil && req.PageToken != nil {
  params.Add("pageToken", fmt.Sprintf("%v", req.GetPageToken()))
 }
 if req != nil && req.ReturnPartialSuccess != nil {
  params.Add("returnPartialSuccess", fmt.Sprintf("%v", req.GetReturnPartialSuccess()))
 }

 baseUrl.RawQuery = params.Encode()

 // Build HTTP headers from client and context metadata.
 hds := append(c.xGoogHeaders, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("GET", baseUrl.String(), nil)
  if err != nil {
   return err
  }
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return
err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
```

```
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, "", e
 }
 it.Response = resp
 return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
 items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
 if err != nil {
  return "", err
 }
 it.items = append(it.items, items...)
 return nextPageToken, nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()

return it
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only
 by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetGlobalSetPolicyRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }
```

```
 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/setIamPolicy", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type", "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).SetIamPolicy[0:len((*c.CallOptions).SetIamPolicy):len((*c.CallOptions).SetIamPolicy)],
 opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.Policy{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
  if err != nil {
   return err
  }
  httpReq = httpReq.WithContext(ctx)
  httpReq.Header = headers

  httpRsp, err := c.httpClient.Do(httpReq)
  if err != nil {
   return err
  }
  defer httpRsp.Body.Close()

  if err = googleapi.CheckResponse(httpRsp); err != nil {
   return err
  }

  buf, err := io.ReadAll(httpRsp.Body)
  if err != nil {
   return err
  }

  if err := unm.Unmarshal(buf, resp); err != nil {
   return err
```

```
  }

  return nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}

// TestIamPermissions returns permissions that a caller has on
 the specified resource. Caution This resource is intended for use only by third-party partners who are creating Cloud
Marketplace images.
func (c *licensesRESTClient) TestIamPermissions(ctx context.Context, req
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse,
error) {
 m := protojson.MarshalOptions{AllowPartial: true}
 body := req.GetTestPermissionsRequestResource()
 jsonReq, err := m.Marshal(body)
 if err != nil {
  return nil, err
 }

 baseUrl, err := url.Parse(c.endpoint)
 if err != nil {
  return nil, err
 }
 baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenses/%v/testIamPermissions", req.GetProject(),
req.GetResource())

 // Build HTTP headers from client and context metadata.
 hds := []string{"x-goog-request-params", fmt.Sprintf("%s=%v&%s=%v", "project",
url.QueryEscape(req.GetProject()), "resource", url.QueryEscape(req.GetResource()))}

 hds = append(c.xGoogHeaders, hds...)
 hds = append(hds, "Content-Type",
 "application/json")
 headers := gax.BuildHeaders(ctx, hds...)
 opts =
append((*c.CallOptions).TestIamPermissions[0:len((*c.CallOptions).TestIamPermissions):len((*c.CallOptions).Tes
tIamPermissions)], opts...)
 unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
 resp := &computepb.TestPermissionsResponse{}
 e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
  if settings.Path != "" {
   baseUrl.Path = settings.Path
  }
  httpReq, err := http.NewRequest("POST", baseUrl.String(), bytes.NewReader(jsonReq))
```

```
 if err != nil {
  return err
 }
 httpReq = httpReq.WithContext(ctx)
 httpReq.Header = headers

 httpRsp, err := c.httpClient.Do(httpReq)
 if err != nil {
  return err
 }
 defer httpRsp.Body.Close()

 if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
 }

 buf, err := io.ReadAll(httpRsp.Body)
 if err != nil {
  return err
 }

 if err := unm.Unmarshal(buf, resp); err != nil {
  return err
 }

 return
nil
 }, opts...)
 if e != nil {
  return nil, e
 }
 return resp, nil
}
```

# 1.748 truststore 0.10.1

## 1.748.1 Available under license :

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# 1.749 go-grpc-middleware 1.4.0

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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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# 1.761 go-yaml 2.4.0

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* /asm-1-0-2-sources-zip/net/minidev/asm/Accessor.java

* /asm-1-0-2-sources-zip/net/minidev/asm/ASMUtil.java
* /asm-1-0-2-sources-zip/net/minidev/asm/BeansAccess.java
* /asm-1-0-2-sources-zip/net/minidev/asm/DynamicClassLoader.java

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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.

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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the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

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Linking with OpenSSL

17. In addition, as a special exception, we give permission to link the code
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# 1.769 toml 1.3.2

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@subheading Preamble

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To protect your rights, we need to make restrictions that forbid
distributors to deny you these rights or to ask you to surrender these
rights.  These restrictions translate to certain responsibilities for

you if you distribute copies of the library
or if you modify it.

For example, if you distribute copies of the library, whether gratis
or for a fee, you must give the recipients all the rights that we gave
you. You must make sure that they, too, receive or can get the source
code. If you link other code with the library, you must provide
complete object files to the recipients, so that they can relink them
with the library after making changes to the library and recompiling
it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the
library, and (2) we offer you this license, which gives you legal
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To protect each distributor, we want to make it very clear that
there is no warranty for the free library. Also, if the library is
modified by someone else and passed on, the recipients should know
that what they have is not the original version, so that the original
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will not be affected by problems that might be
introduced by others.

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any free program. We wish to make sure that a company cannot
effectively restrict the users of a free program by obtaining a
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consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the
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General Public License, applies to certain designated libraries, and
is quite different from the ordinary General Public License. We use
this license for certain libraries in order to permit linking those
libraries into non-free programs.

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

We call this license the @dfn{Lesser} General Public License because it
does @emph{Less} to protect the user's freedom than the ordinary General

Public License.  It also provides other free software developers Less
of an advantage over competing non-free programs.  These disadvantages
are the reason we use the ordinary General Public License for many
libraries.  However, the Lesser license provides advantages in certain
special circumstances.

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

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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which contains a notice placed by the copyright holder or other
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Lesser General Public License (also called ``this License'').  Each
licensee is addressed as ``you''.

A ``library'' means a collection of software functions and/or data
prepared so as to be conveniently linked with application programs
(which use some of those functions and data) to form executables.

The ``Library'', below, refers to any such software library or work which has been distributed under these terms. A ``work based on the Library'' means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it,
either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term ``modification''.)

``Source code'' for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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You may copy and distribute
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@item
You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

@enumerate a
@item
The modified work must itself be a software library.

@item

You must cause the files modified to carry prominent notices
stating that you changed the files and the date of any change.

@item
You must
cause the whole of the work to be licensed at no
charge to all third parties under the terms of this License.

@item
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.)
@end enumerate

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
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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
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In addition, mere aggregation of another work not based on the Library
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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.

@item
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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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.

@item
As an exception to the Sections above, you may also combine or
link a ``work that uses the Library'' with the Library to produce a
work containing portions of the Library, and distribute that work
under terms of your choice, provided that the terms permit
modification of the work for the customer's own use and reverse
engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the
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copyright notice for the Library among them, as well as a reference
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of these things:

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

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

@item
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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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.

@item
Verify that the user has already received a copy of these materials or that you have already sent this user a copy.
@end enumerate

For an executable, the required form of the ``work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that
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.

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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:

@enumerate a
@item
Accompany the combined library with a copy of the same work
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facilities.  This must be distributed under the terms of the
Sections above.

@item
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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# 1.771 websocket 1.5.3

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# 1.773 pyo3-ffi 0.26.0

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# 1.778 openssl-sys 0.9.110

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# 1.783 go-homedir 1.1.0

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import: ../../../../fossene/db/schema/thing.yml
fields:
  site: string
  author: root

# 1.786 go-cache 2.1.0+incompatible

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- `fastjsonschema_exceptions.py`:
  - project: `fastjsonschema` - licensed under BSD-3-Clause
    (https://github.com/horejsek/python-fastjsonschema)
- `extra_validations.py` and `format.py`, `error_reporting.py`:
  - project: `validate-pyproject` - licensed under MPL-2.0
    (https://github.com/abravalheri/validate-pyproject)

Additionally
 the following files are automatically generated by tools provided
by the same projects:

- `__init__.py`
- `fastjsonschema_validations.py`

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***

`fastjsonschema`
================

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Python was created in the early 1990s by Guido van Rossum at Stichting
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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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| Release | Derived from | Year | Owner | GPL-compatible? (1) |
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| | | | | |
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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 |
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# 1.796 python-certifi 2025.11.12

## 1.796.1 Available under license :

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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
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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

# 1.797 python 3.12.3-0ubuntu2.1

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This is the Debian GNU/Linux prepackaged version of the Python programming
language. Python was written by Guido van Rossum <guido@cwi.nl> and others.

This package was put together by Klee Dienes <klee@debian.org> from
sources from ftp.python.org:/pub/python, based on the Debianization by
the previous maintainers Bernd S. Brentrup <bsb@uni-muenster.de> and
Bruce Perens.

Current maintainer is Matthias Klose <doko@debian.org> until the final
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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 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 |
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| 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 |
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| 2.6.4 | 2.6.3 | 2009 | | |

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| | PSF | yes | | |
| 3.0 | 2.6 | 2008 | PSF | yes |
| 3.0.1 | 3.0 | 2009 | PSF | yes |
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==========

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# 1.802 ca-certificates 20251003-r0

## 1.802.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
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="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# 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=11
#_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
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
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="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# 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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```
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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
"
```

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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
/* $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
"
(The MIT License)

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```

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/* $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_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$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="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
(The MIT License)

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```

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# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
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="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

# 1.803 gax-go 2.13.0

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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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|---|---|---|---|---|
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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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In 1995, Guido continued his work on Python at the Corporation for
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| 2.0 | 1.6 | 2000 | BeOpen.com | no |
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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 |
| 2.1.2 | 2.1.1 | 2002 | 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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| 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 |
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| 2.1.1 | 2.1+2.0.1 | 2001 | PSF | yes |
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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 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 |

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 direction to make these releases possible.

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# 1.809 busybox 1.37.0-r29

## 1.809.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
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="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# 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=11
#_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
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
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="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# 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="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c68d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0577b7e278029ca5ed50f7aab22319f6  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: 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 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
/* $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
"
```

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```
/* $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_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
```

```
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$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="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
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="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
```

```
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

# 1.810 alpine-baselayout 3.7.1-r8

## 1.810.1 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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```
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# Maintainer: Valery Kartel <valery.kartel@gmail.com>
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=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
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# 1.811 sprig 3.2.2

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# 1.812 tdb 1.47.0-2.4~exp1ubuntu4.1.

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

Found in path(s):
*
No license file was found, but licenses were detected in source scan.

Name: libtdb
Version: 1.2.1
Release: 2%{?dist}
Group: System Environment/Daemons
Summary: The tdb library
License: LGPLv3+
URL: http://tdb.samba.org/
Source: http://samba.org/ftp/tdb/tdb-%{version}.tar.gz
BuildRoot: %(mktemp -ud %{_tmppath}/%{name}-%{version}-%{release}-XXXXXX)

BuildRequires: autoconf
BuildRequires: libxslt
BuildRequires: docbook-style-xsl

%description
A library that implements a trivial database.

%package devel
Group: Development/Libraries
Summary: Header files need to link the Tdb library
Requires: libtdb = %{version}-%{release}
Requires: pkgconfig

%description devel
Header files needed to develop programs that link against the Tdb library.

%package -n tdb-tools
Group: Development/Libraries
Summary: Developer tools for the Tdb library
Requires: libtdb = %{version}-%{release}

%description -n tdb-tools
Tools to manage Tdb files

%prep
%setup -q -n tdb-%{version}

%build
./autogen.sh
%configure
 --disable-python
make %{?_smp_mflags}

%install

```
rm -rf $RPM_BUILD_ROOT

make install DESTDIR=$RPM_BUILD_ROOT

cd $RPM_BUILD_ROOT%{_libdir}

rm -f $RPM_BUILD_ROOT%{_libdir}/libtdb.a
rm -f $RPM_BUILD_ROOT%{_libdir}/python*/site-packages/tdb.so


%clean
rm -rf $RPM_BUILD_ROOT

%files
%defattr(-,root,root,-)
%{_libdir}/libtdb.so.*

%files devel
%defattr(-,root,root)
%{_includedir}/tdb.h
%{_libdir}/libtdb.so
%{_libdir}/pkgconfig/tdb.pc
%doc docs/README
%doc docs/tracing.txt

%files -n tdb-tools
%defattr(-,root,root,-)
%{_bindir}/tdbbackup
%{_bindir}/tdbdump
%{_bindir}/tdbtool
%{_mandir}/man8/tdbbackup.8*
%{_mandir}/man8/tdbdump.8*
%{_mandir}/man8/tdbtool.8*


%post -p /sbin/ldconfig

%postun -p /sbin/ldconfig

%changelog
* Thu Feb 25 2010 Stephen Gallagher <sgallagh@redhat.com> - 1.2.1-2
- Remove unnecessary --prefix argument to configure

* Wed Feb 24 2010 Simo Sorce <ssorce@redhat.com> - 1.2.1-1
- New upstream bugfix release
- Package manpages too

* Tue Feb 23 2010 Stephen Gallagher <sgallagh@redhat.com>
```

- 1.2.0-2
- Add README and tracing.txt
- Fix rpmlint errors

* Tue Dec 15 2009 Simo Sorce <ssorce@redhat.com> - 1.2.0-1
- New upstream release

* Sat Jul 25 2009 Fedora Release Engineering <rel-eng@lists.fedoraproject.org> - 1.1.5-2
- Rebuilt for https://fedoraproject.org/wiki/Fedora_12_Mass_Rebuild

* Wed Jun 17 2009 Simo Sorce <ssorce@redhat.com> - 1.1.5-1
- Original tarballs had a screw-up, rebuild with new fixed tarballs from
 upstream.

* Tue Jun 16 2009 Simo Sorce <ssorce@redhat.com> - 1.1.5-0
- New upstream release

* Wed May 6 2009 Simo Sorce <ssorce@redhat.com> - 1.1.3-15
- First public independent release from upstream

Found in path(s):
* /libtdb-master-zip/libtdb-master/libtdb.spec

# 1.813 golang 1.25.5

## 1.813.1 Available under license :

```
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package copyright

import (
 "bytes"
 "internal/testenv"
 "io"
 "io/fs"
 "os"
 "path/filepath"
 "testing"
)

var copyright = []byte("Copyright")

var permitted = [][]byte{
 []byte("// Code generated by "),
 []byte("// Code generated from "),
```

```
 []byte("// Created by cgo -cdefs"),
 []byte("// DO NOT EDIT\n// generated by:"),
 []byte("// Empty assembly file"),
 []byte("// Generated using cgo"),
 []byte("// Original source:\n//\thttp://www.zorinaq.com/papers/md5-amd64.html"), // public domain crypto/md5
 []byte("// created by cgo -cdefs"),
 []byte("// go run mkasm.go"),
 []byte("// mkerrors"),
 []byte("// mksys"),
 []byte("// run\n// Code generated by"), // cmd/compile/internal/test/constFold_test.go
}

func TestCopyright(t *testing.T) {
 buf := make([]byte, 2048)
 filepath.WalkDir(filepath.Join(testenv.GOROOT(t), "src"), func(path string,
 d fs.DirEntry, err error) error {
  if d.IsDir() && (d.Name() == "testdata" || d.Name() == "vendor") {
   return filepath.SkipDir
  }
  switch filepath.Ext(d.Name()) {
  default:
   return nil
  case ".s", ".go":
   // check
  }

  f, err := os.Open(path)
  if err != nil {
   t.Error(err)
   return nil
  }
  defer f.Close()
  n, err := f.Read(buf)
  if err != nil && err != io.EOF {
   t.Error(err)
   return nil
  }
  b := buf[:n]
  if bytes.Contains(b, copyright) {
   return nil
  }
  for _, ok := range permitted {
   if bytes.HasPrefix(b, ok) {
    return nil
   }
  }
  t.Errorf("%s: missing copyright notice", path)
  return nil
```

})
}
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# 1.814 grafana 10.4.18

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aliases:
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description: Activate a Grafana Enterprise license from AWS Marketplace on EKS
keywords:
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labels:
 products:
   - enterprise
   - oss

title: Activate a Grafana Enterprise license from AWS Marketplace on EKS
weight: 200
---

# Activate a Grafana Enterprise license from AWS Marketplace on EKS

If you have purchased a Grafana Enterprise subscription through AWS Marketplace, you must activate it in order to use Grafana Enterprise data source plugins and features in Grafana.

## Before you begin:

- Purchase a subscription to [Grafana Enterprise from AWS Marketplace](https://aws.amazon.com/marketplace/pp/prodview-dlncd4kzt5kx6).
- Be sure that the IAM user that was used to purchase Grafana Enterprise has permission to manage subscriptions, create new IAM users and roles, and create access policies.

To activate your license, complete the following tasks:

## Task 1: Deploy Grafana Enterprise on Amazon EKS

1. Deploy Grafana Enterprise on Amazon EKS.

   For more information about deploying an application on Amazon EKS, refer to [Getting started with Amazon EKS AWS Management Console and AWS CLI](https://docs.aws.amazon.com/eks/latest/userguide/getting-started-console.html).

   For more information about installing Grafana on Kubernetes using the Helm Chart, refer to the [Grafana Helm Chart](https://github.com/grafana/helm-charts/tree/main/charts/grafana#readme).

1. Use `kubectl set image deployment/my-release grafana=grafana/grafana-enterprise:<version>` to update the container image to Grafana Enterprise version 8.3.0 or later.

   For example, enter `grafana/grafana-enterprise:8.3.3`.

> Only Grafana Enterprise versions 8.3.0 and later support licenses granted through AWS Marketplace.

## Task 2: Configure Grafana for high availability

Grafana requires that you configure a database to hold dashboards, users, and other persistent data.

### Before you begin

- Ensure that you have a supported Grafana database available.
  - For a list of supported databases, refer to [Supported databases](../../../../setup-grafana/installation/#supported-databases).
  - For information about creating a database, refer to [Creating an Amazon RDS DB instance](https://docs.aws.amazon.com/AmazonRDS/latest/UserGuide/USER_CreateDBInstance.html).

- Review the information required to connect to the RDS DB instance. For more information, refer to [Connecting to an Amazon RDS DB instance](https://docs.aws.amazon.com/AmazonRDS/latest/UserGuide/CHAP_CommonTasks.Connect.html).

To configure Grafana for high availability, choose **one** of the following options:

- **Option 1:** Use `kubectl edit configmap grafana` to edit `grafana.ini` add the following section to the configuration:

```
[database]
type = [database type]
 host = [database address and port]
name = [database name]
user = [database username]
password = [database password]
```

- **Option 2:** use `kubectl edit deployment my-release` to edit the pod `env` variables and add the following database variables:

```
- name: GF_DATABASE_TYPE
  value: [database type]
- name: GF_DATABASE_HOST
  value: [database address and port]
- name: GF_DATABASE_NAME
  value: [database name]
- name: GF_DATABASE_USER
  value: [database username]
- name: GF_DATABASE_PASSWORD
  value: [database password]
```

For more information on Grafana High Availability setup, refer to [Set up Grafana for high availability](../../../../setup-grafana/set-up-for-high-availability/).

## Task 3: Configure Grafana Enterprise to validate its license with AWS

In this task, you configure Grafana Enterprise to validate the license with AWS instead of Grafana Labs.

1. In AWS IAM, assign the following permissions to the Node IAM role (if you are using a Node Group), or the Pod Execution role (if you are using a Fargate profile):

 - `"license-manager:CheckoutLicense"`
 - `"license-manager:ListReceivedLicenses"`
 - `"license-manager:GetLicenseUsage"`
 - `"license-manager:CheckInLicense"`

For more information about creating an access policy, refer to [Creating IAM policies (console)](https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies_create-console.html).

For more information about AWS license permissions, refer to [Actions, resources, and condition keys for AWS License Manager](https://docs.aws.amazon.com/service-authorization/latest/reference/list_awslicensemanager.html).

1. Choose **one** of the following options to update the [license_validation_type](../../../../setup-grafana/configure-grafana/enterprise-configuration/#license_validation_type) configuration to `aws`:

- **Option 1:** Use `kubectl edit configmap grafana` to edit `grafana.ini` add the following section to the configuration:

```
[enterprise]
license_validation_type=aws
```

- **Option 2:** Use `kubectl edit deployment my-release` to edit the pod `env` variables and add the following variable:

```
name: GF_ENTERPRISE_LICENSE_VALIDATION_TYPE
value: aws
```

### Task 4: Start or restart Grafana

To activate Grafana Enterprise features, you must start (or restart) Grafana.

To restart Grafana on a Kubernetes cluster,

1. Run the command `kubectl rollout restart deployment my-release`.

1. After you update the service, navigate to your Grafana instance, sign in with Grafana Admin credentials, and navigate to **Administration > General > Stats and license** to validate that your license is active.

For more information about restarting Grafana, refer to [Restart Grafana](../../../../setup-grafana/start-restart-grafana/).

> If you experience issues when you update the EKS cluster, refer to [Amazon EKS troubleshooting](https://docs.aws.amazon.com/eks/latest/userguide/troubleshooting.html).

# 1.815 apk-tools 3.0.1-r1

## 1.815.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
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="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
```

```
# 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=11
#_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
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
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="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# 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, 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.
# 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
"
Original Copyright (c) 1985 by Supoj Sutanthavibul
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```

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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
/* $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
"
```

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```
/* $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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* 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_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$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="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
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="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

# 1.816 alpine-base 3.23.0-r0

## 1.816.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
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="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# 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=11
#_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
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
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="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
# 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="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c68d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0577b7e278029ca5ed50f7aab22319f6  0001-bsd-games-scores-dir.patch
"
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mini_sendmail - accept email on behalf of real sendmail

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SUCH DAMAGE.
# 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
"
```

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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
/* $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
"
```

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/* $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_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
```

```
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$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="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
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="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
```

license_expression-30.4.4.tar.gz
"

# 1.817 x-sys 0.39.0

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# 1.821 bridgeutils 1.7.1-r2

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# 1.823 libunistring 1.4.1-r0

## 1.823.1 Available under license :

```
/* Extract the last component (base name) of a file name.

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  along with this program.  If not, see <https://www.gnu.org/licenses/>.  */

#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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Version 3, 29 June 2007

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Version 3, 29 June 2007

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# 1.824 nghttp2 1.68.0-r0

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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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/opt/cola/permits/2810340396_1769181110.8893425/0/aports-master-main-gcc-1-zip/aports-master-main-gcc/main/gcc/0024-riscv-disable-multilib-support.patchFrom b1ab523d6fa44aae8f3ec5f787a8f86f8686bf64 Mon Sep 17 00:00:00 2001
/opt/cola/permits/2810340396_1769181110.8893425/0/aports-master-main-gcc-1-zip/aports-master-main-gcc/main/gcc/0029-configure-Add-enable-autolink-libatomic-use-in-LINK_.patchFrom 3d13edda0134af3fbb802cdec6406c91003bbc33 Mon Sep 17 00:00:00 2001
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* /aports-master-main-gcc-1-zip/aports-master-main-gcc/main/gcc/0005-On-linux-targets-pass-as-needed-by-default-to-the-li.patch

# 1.835 ncurses 6.5_p20251123-r0

## 1.835.1 Available under license :

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# 1.838 protobuf-go 1.36.6

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package spec

// License information for the exposed API.
//
// For more information: http://goo.gl/8us55a#licenseObject
type License struct {
 Name string `json:"name,omitempty"`
 URL  string `json:"url,omitempty"`
}
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Go support for Protocol Buffers - Google's data interchange format

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procfs provides functions to retrieve system, kernel and process metrics from the pseudo-filesystem proc.

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localtime.go, localtime_test.go:

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Changes:
* Renamed files from civil* to localtime*.
* Package changed from civil to toml.
* 'Local' prefix added to all structs.
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==========

The common/types/pb/equal.go modification of proto.Equal logic

==========

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# 1.840 gettext 0.24.1-r1

## 1.840.1 Available under license :

/* Extract the last component (base name) of a file name.

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```
  along with this program.  If not, see <https://www.gnu.org/licenses/>.  */

#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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/opt/cola/permits/2810340396_1769181110.8893425/0/aports-master-main-gcc-1-zip/aports-master-main-gcc/main/gcc/0029-configure-Add-enable-autolink-libatomic-use-in-LINK_.patchFrom 3d13edda0134af3fbb802cdec6406c91003bbc33 Mon Sep 17 00:00:00 2001
/opt/cola/permits/2810340396_1769181110.8893425/0/aports-master-main-gcc-1-zip/aports-master-main-gcc/main/gcc/0038-static-PIE-ensure-static-reaches-the-linker.patchFrom 05b462e0a6de90c0d69a48ed9c58a6f76158344e Mon Sep 17 00:00:00 2001

Found
 in path(s):
*
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From 95d8fac6247b2cba1142261cc95c21063539112a Mon Sep 17 00:00:00 2001

Found in path(s):
* /aports-master-main-gcc-1-zip/aports-master-main-gcc/main/gcc/0005-On-linux-targets-pass-as-needed-by-default-to-the-li.patch

# 1.842 pcre2 10.47-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
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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
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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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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
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All Python releases are Open Source (see http://www.opensource.org for
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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 |
| 2.2 | 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 |
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| 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 |
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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
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as a successor of a language called ABC.  Guido remains Python's
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In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team.  In October of the same
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| 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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#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 */
```

# 1.854 htop 3.4.1-r1

## 1.854.1 Available under license :

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# 1.856 apk-tools 3.0.1-r2

## 1.856.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
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="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"
# 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=11
#_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
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
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="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"
#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
```

```
# 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"
# 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="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba83127006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f8611ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2dacef2092881eded0a2e94f6a07752ef3  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
/* $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
"
```

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```
/* $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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*/

#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_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$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="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cfffe5277e4
  Software-License-0.104007.tar.gz
"
```

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```
# Contributor: Dhruvin Gandhi <contact@dhru.vin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
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="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"
```

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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
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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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attribution. These files include substantial contributions from:

Bobby Bingham
John Spencer
Nicholas J. Kain
Rich Felker
Richard Pennington
Stefan Kristiansson
Szabolcs Nagy

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to be subject to copyright, resulting in confusion over whether it
negated
 the permissions granted in the license. In the spirit of
permissive licensing, and of not having licensing issues being an
obstacle to adoption, that text has been removed.

# 1.869 aws-sdk-go-v2 10.4.18

## 1.869.1 Available under license :

```
// Code generated by smithy-go-codegen DO NOT EDIT.

package licensemanager

import (
 "context"
 "fmt"
 awsmiddleware "github.com/aws/aws-sdk-go-v2/aws/middleware"
 "github.com/aws/aws-sdk-go-v2/service/licensemanager/types"
 "github.com/aws/smithy-go/middleware"
 smithyhttp "github.com/aws/smithy-go/transport/http"
)

// Lists received licenses.
func (c *Client) ListReceivedLicenses(ctx context.Context, params *ListReceivedLicensesInput, optFns
...func(*Options)) (*ListReceivedLicensesOutput, error) {
 if params == nil {
```

```
 params = &ListReceivedLicensesInput{}
 }

 result, metadata, err := c.invokeOperation(ctx, "ListReceivedLicenses", params, optFns,
c.addOperationListReceivedLicensesMiddlewares)
 if err != nil {
  return nil, err
 }

 out := result.(*ListReceivedLicensesOutput)
 out.ResultMetadata = metadata
 return out, nil
}

type ListReceivedLicensesInput struct {

 // Filters to scope the results. The following filters are supported:
 //
 //   - ProductSKU
 //
 //   - Status
 //
 //
   - Fingerprint
 //
 //   - IssuerName
 //
 //   - Beneficiary
 Filters []types.Filter

 // Amazon Resource Names (ARNs) of the licenses.
 LicenseArns []string

 // Maximum number of results to return in a single call.
 MaxResults *int32

 // Token for the next set of results.
 NextToken *string

 noSmithyDocumentSerde
}

type ListReceivedLicensesOutput struct {

 // Received license details.
 Licenses []types.GrantedLicense

 // Token for the next set of results.
```

```
 NextToken *string

 // Metadata pertaining to the operation's result.
 ResultMetadata middleware.Metadata

 noSmithyDocumentSerde
}

func (c *Client) addOperationListReceivedLicensesMiddlewares(stack *middleware.Stack, options Options) (err
error) {
 if err := stack.Serialize.Add(&setOperationInputMiddleware{}, middleware.After); err != nil {
  return err
 }
 err = stack.Serialize.Add(&awsAwsjson11_serializeOpListReceivedLicenses{}, middleware.After)
 if err != nil {
  return err
 }
 err = stack.Deserialize.Add(&awsAwsjson11_deserializeOpListReceivedLicenses{},
 middleware.After)
 if err != nil {
  return err
 }
 if err := addProtocolFinalizerMiddlewares(stack, options, "ListReceivedLicenses"); err != nil {
  return fmt.Errorf("add protocol finalizers: %v", err)
 }

 if err = addlegacyEndpointContextSetter(stack, options); err != nil {
  return err
 }
 if err = addSetLoggerMiddleware(stack, options); err != nil {
  return err
 }
 if err = addClientRequestID(stack); err != nil {
  return err
 }
 if err = addComputeContentLength(stack); err != nil {
  return err
 }
 if err = addResolveEndpointMiddleware(stack, options); err != nil {
  return err
 }
 if err = addComputePayloadSHA256(stack); err != nil {
  return err
 }
 if err = addRetry(stack, options); err != nil {
  return err
 }
 if err = addRawResponseToMetadata(stack); err != nil {
```

```
 return err
 }
 if err = addRecordResponseTiming(stack); err != nil {
 return err
 }
 if err = addSpanRetryLoop(stack, options); err != nil {
 return err
 }
 if err =
 addClientUserAgent(stack, options); err != nil {
 return err
 }
 if err = smithyhttp.AddErrorCloseResponseBodyMiddleware(stack); err != nil {
 return err
 }
 if err = smithyhttp.AddCloseResponseBodyMiddleware(stack); err != nil {
 return err
 }
 if err = addSetLegacyContextSigningOptionsMiddleware(stack); err != nil {
 return err
 }
 if err = addTimeOffsetBuild(stack, c); err != nil {
 return err
 }
 if err = addUserAgentRetryMode(stack, options); err != nil {
 return err
 }
 if err = addCredentialSource(stack, options); err != nil {
 return err
 }
 if err = stack.Initialize.Add(newServiceMetadataMiddleware_opListReceivedLicenses(options.Region),
middleware.Before); err != nil {
 return err
 }
 if err = addRecursionDetection(stack); err != nil {
 return err
 }
 if err = addRequestIDRetrieverMiddleware(stack); err != nil {
 return err
 }
 if err = addResponseErrorMiddleware(stack); err != nil {
 return err
 }
 if err = addRequestResponseLogging(stack, options); err != nil {
 return
 err
 }
 if err = addDisableHTTPSMiddleware(stack, options); err != nil {
```

```
 return err
 }
 if err = addSpanInitializeStart(stack); err != nil {
  return err
 }
 if err = addSpanInitializeEnd(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestStart(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestEnd(stack); err != nil {
  return err
 }
 return nil
}

func newServiceMetadataMiddleware_opListReceivedLicenses(region string)
*awsmiddleware.RegisterServiceMetadata {
 return &awsmiddleware.RegisterServiceMetadata{
  Region:        region,
  ServiceID:     ServiceID,
  OperationName: "ListReceivedLicenses",
 }
}
DeleteLicense
 Initialize stack step
  spanInitializeStart
  RegisterServiceMetadata
  legacyEndpointContextSetter
  SetLogger
  OperationInputValidation
  spanInitializeEnd
 Serialize stack step
  spanBuildRequestStart
  setOperationInput
  ResolveEndpoint
  OperationSerializer
 Build stack step
  ClientRequestID
  ComputeContentLength
  SetCredentialSourceMiddleware
  UserAgent
  AddTimeOffsetMiddleware
  RecursionDetection
  spanBuildRequestEnd
 Finalize stack step
  spanRetryLoop
```

```
  Retry
  RetryMetricsHeader
  ResolveAuthScheme
  GetIdentity
  ResolveEndpointV2
  disableHTTPS
  ComputePayloadHash
  setLegacyContextSigningOptions
  Signing
 Deserialize stack step
  AddRawResponseToMetadata
  ErrorCloseResponseBody
  CloseResponseBody
  ResponseErrorWrapper
  RequestIDRetriever
  OperationDeserializer
  AddTimeOffsetMiddleware
  RecordResponseTiming
  RequestResponseLogger
name: License Scan

on: [pull_request]

jobs:
 licensescan:
   name: License Scan
   runs-on: ubuntu-latest
   strategy:
     matrix:
       python-version: [3.9]

   steps:
     - name: Checkout target
       uses: actions/checkout@v2
       with:
         path: sdkbase
         ref: ${{ github.base_ref }}
     - name: Checkout this ref
       uses: actions/checkout@v2
       with:
         path: new-ref
         fetch-depth: 0
     - name: Get Diff
       run: git --git-dir ./new-ref/.git diff --name-only --diff-filter=ACMRT ${{ github.event.pull_request.base.sha }}
${{ github.sha }} > refDiffFiles.txt
     - name: Get Target Files
       run: git --git-dir ./sdkbase/.git ls-files | grep -xf refDiffFiles.txt - > targetFiles.txt
     - name: Checkout scancode
```

```
      uses: actions/checkout@v2
      with:
        repository: nexB/scancode-toolkit
        path: scancode-toolkit
        fetch-depth: 1
    - name: Set up Python ${{ matrix.python-version }}
      uses: actions/setup-python@v2
      with:
        python-version: ${{ matrix.python-version }}
    # ScanCode
    - name: Self-configure scancode
      working-directory: ./scancode-toolkit
      run: ./scancode --help
    - name: Run Scan code on target
      run: cat targetFiles.txt | while read filename; do echo ./sdkbase/$filename; done | xargs ./scancode-
toolkit/scancode -l -n 30 --json-pp - | grep short_name | sort | uniq >> old-licenses.txt
    - name: Run Scan code on pr ref
      run: cat refDiffFiles.txt | while read filename; do echo ./new-ref/$filename; done | xargs ./scancode-
toolkit/scancode -l -n 30 --json-pp - | grep short_name | sort | uniq >> new-licenses.txt
    # compare
    - name: License test
      run: if ! cmp old-licenses.txt new-licenses.txt; then echo "Licenses differ! Failing."; exit -1; else echo "Licenses
are the same. Success."; exit 0; fi
ListLicenses
 Initialize stack step
  spanInitializeStart
  RegisterServiceMetadata
  legacyEndpointContextSetter
  SetLogger
  spanInitializeEnd
 Serialize stack step
  spanBuildRequestStart
  setOperationInput
  ResolveEndpoint
  OperationSerializer
 Build stack step
  ClientRequestID
  ComputeContentLength
  SetCredentialSourceMiddleware
  UserAgent
  AddTimeOffsetMiddleware
  RecursionDetection
  spanBuildRequestEnd
 Finalize stack step
  spanRetryLoop
  Retry
  RetryMetricsHeader
  ResolveAuthScheme
```

```
 GetIdentity
 ResolveEndpointV2
 disableHTTPS
 ComputePayloadHash
 setLegacyContextSigningOptions
 Signing
Deserialize stack step
 AddRawResponseToMetadata
 ErrorCloseResponseBody
 CloseResponseBody
 ResponseErrorWrapper
 RequestIDRetriever
 OperationDeserializer
 AddTimeOffsetMiddleware
 RecordResponseTiming
 RequestResponseLogger
// Code generated by smithy-go-codegen DO NOT EDIT.

package grafana

import (
 "context"
 "fmt"
 awsmiddleware "github.com/aws/aws-sdk-go-v2/aws/middleware"
 "github.com/aws/aws-sdk-go-v2/service/grafana/types"
 "github.com/aws/smithy-go/middleware"
 smithyhttp "github.com/aws/smithy-go/transport/http"
)

// Removes the Grafana Enterprise license from a workspace.
func (c *Client) DisassociateLicense(ctx context.Context, params *DisassociateLicenseInput, optFns
...func(*Options)) (*DisassociateLicenseOutput, error) {
 if params == nil {
  params = &DisassociateLicenseInput{}
 }

 result, metadata, err := c.invokeOperation(ctx, "DisassociateLicense", params, optFns,
c.addOperationDisassociateLicenseMiddlewares)
 if err != nil {
  return nil, err
 }

 out := result.(*DisassociateLicenseOutput)
 out.ResultMetadata = metadata
 return out, nil
}

type DisassociateLicenseInput struct {
```

```
 // The type of license to remove from the workspace.
 //
 // This member is required.
 LicenseType types.LicenseType

 //
 The ID of the workspace to remove the Grafana Enterprise license from.
 //
 // This member is required.
 WorkspaceId *string

 noSmithyDocumentSerde
}

type DisassociateLicenseOutput struct {

 // A structure containing information about the workspace.
 //
 // This member is required.
 Workspace *types.WorkspaceDescription

 // Metadata pertaining to the operation's result.
 ResultMetadata middleware.Metadata

 noSmithyDocumentSerde
}

func (c *Client) addOperationDisassociateLicenseMiddlewares(stack *middleware.Stack, options Options) (err
error) {
 if err := stack.Serialize.Add(&setOperationInputMiddleware{}, middleware.After); err != nil {
  return err
 }
 err = stack.Serialize.Add(&awsRestjson1_serializeOpDisassociateLicense{}, middleware.After)
 if err != nil {
  return err
 }
 err = stack.Deserialize.Add(&awsRestjson1_deserializeOpDisassociateLicense{}, middleware.After)
 if err != nil {
  return err
 }
 if err := addProtocolFinalizerMiddlewares(stack, options, "DisassociateLicense");
 err != nil {
  return fmt.Errorf("add protocol finalizers: %v", err)
 }

 if err = addlegacyEndpointContextSetter(stack, options); err != nil {
  return err
```

```
}
if err = addSetLoggerMiddleware(stack, options); err != nil {
 return err
}
if err = addClientRequestID(stack); err != nil {
 return err
}
if err = addComputeContentLength(stack); err != nil {
 return err
}
if err = addResolveEndpointMiddleware(stack, options); err != nil {
 return err
}
if err = addComputePayloadSHA256(stack); err != nil {
 return err
}
if err = addRetry(stack, options); err != nil {
 return err
}
if err = addRawResponseToMetadata(stack); err != nil {
 return err
}
if err = addRecordResponseTiming(stack); err != nil {
 return err
}
if err = addSpanRetryLoop(stack, options); err != nil {
 return err
}
if err = addClientUserAgent(stack, options); err != nil {
 return err
}
if err = smithyhttp.AddErrorCloseResponseBodyMiddleware(stack); err != nil {
 return err
}
if
err = smithyhttp.AddCloseResponseBodyMiddleware(stack); err != nil {
 return err
}
if err = addSetLegacyContextSigningOptionsMiddleware(stack); err != nil {
 return err
}
if err = addTimeOffsetBuild(stack, c); err != nil {
 return err
}
if err = addUserAgentRetryMode(stack, options); err != nil {
 return err
}
if err = addCredentialSource(stack, options); err != nil {
```

```
 return err
 }
 if err = addOpDisassociateLicenseValidationMiddleware(stack); err != nil {
 return err
 }
 if err = stack.Initialize.Add(newServiceMetadataMiddleware_opDisassociateLicense(options.Region),
middleware.Before); err != nil {
 return err
 }
 if err = addRecursionDetection(stack); err != nil {
 return err
 }
 if err = addRequestIDRetrieverMiddleware(stack); err != nil {
 return err
 }
 if err = addResponseErrorMiddleware(stack); err != nil {
 return err
 }
 if err = addRequestResponseLogging(stack, options); err != nil {
 return err
 }
 if err = addDisableHTTPSMiddleware(stack, options);
 err != nil {
 return err
 }
 if err = addSpanInitializeStart(stack); err != nil {
 return err
 }
 if err = addSpanInitializeEnd(stack); err != nil {
 return err
 }
 if err = addSpanBuildRequestStart(stack); err != nil {
 return err
 }
 if err = addSpanBuildRequestEnd(stack); err != nil {
 return err
 }
 return nil
}

func newServiceMetadataMiddleware_opDisassociateLicense(region string)
*awsmiddleware.RegisterServiceMetadata {
 return &awsmiddleware.RegisterServiceMetadata{
  Region:        region,
  ServiceID:     ServiceID,
  OperationName: "DisassociateLicense",
 }
}
```

```
// Code generated by smithy-go-codegen DO NOT EDIT.

package licensemanager

import (
 "context"
 "fmt"
 awsmiddleware "github.com/aws/aws-sdk-go-v2/aws/middleware"
 "github.com/aws/aws-sdk-go-v2/service/licensemanager/types"
 "github.com/aws/smithy-go/middleware"
 smithyhttp "github.com/aws/smithy-go/transport/http"
)

// Deletes the specified license.
func (c *Client) DeleteLicense(ctx context.Context, params *DeleteLicenseInput, optFns ...func(*Options))
(*DeleteLicenseOutput, error) {
 if params == nil {
  params = &DeleteLicenseInput{}
 }

 result, metadata, err := c.invokeOperation(ctx, "DeleteLicense", params, optFns,
c.addOperationDeleteLicenseMiddlewares)
 if err != nil {
  return nil, err
 }

 out := result.(*DeleteLicenseOutput)
 out.ResultMetadata = metadata
 return out, nil
}

type DeleteLicenseInput struct {

 // Amazon Resource Name (ARN) of the license.
 //
 // This member is required.
 LicenseArn *string

 // Current version of the license.
 //
 // This member is required.
 SourceVersion
 *string

 noSmithyDocumentSerde
}

type DeleteLicenseOutput struct {
```

```
// Date when the license is deleted.
DeletionDate *string

// License status.
Status types.LicenseDeletionStatus

// Metadata pertaining to the operation's result.
ResultMetadata middleware.Metadata

noSmithyDocumentSerde
}

func (c *Client) addOperationDeleteLicenseMiddlewares(stack *middleware.Stack, options Options) (err error) {
 if err := stack.Serialize.Add(&setOperationInputMiddleware{}, middleware.After); err != nil {
  return err
 }
 err = stack.Serialize.Add(&awsAwsjson11_serializeOpDeleteLicense{}, middleware.After)
 if err != nil {
  return err
 }
 err = stack.Deserialize.Add(&awsAwsjson11_deserializeOpDeleteLicense{}, middleware.After)
 if err != nil {
  return err
 }
 if err := addProtocolFinalizerMiddlewares(stack, options, "DeleteLicense"); err != nil {
  return fmt.Errorf("add protocol finalizers: %v", err)
 }

 if err = addlegacyEndpointContextSetter(stack, options); err !=
 nil {
  return err
 }
 if err = addSetLoggerMiddleware(stack, options); err != nil {
  return err
 }
 if err = addClientRequestID(stack); err != nil {
  return err
 }
 if err = addComputeContentLength(stack); err != nil {
  return err
 }
 if err = addResolveEndpointMiddleware(stack, options); err != nil {
  return err
 }
 if err = addComputePayloadSHA256(stack); err != nil {
  return err
 }
```

```
 if err = addRetry(stack, options); err != nil {
  return err
 }
 if err = addRawResponseToMetadata(stack); err != nil {
  return err
 }
 if err = addRecordResponseTiming(stack); err != nil {
  return err
 }
 if err = addSpanRetryLoop(stack, options); err != nil {
  return err
 }
 if err = addClientUserAgent(stack, options); err != nil {
  return err
 }
 if err = smithyhttp.AddErrorCloseResponseBodyMiddleware(stack); err != nil {
  return err
 }
 if err = smithyhttp.AddCloseResponseBodyMiddleware(stack); err != nil {
  return err
 }
 if err = addSetLegacyContextSigningOptionsMiddleware(stack); err
 != nil {
  return err
 }
 if err = addTimeOffsetBuild(stack, c); err != nil {
  return err
 }
 if err = addUserAgentRetryMode(stack, options); err != nil {
  return err
 }
 if err = addCredentialSource(stack, options); err != nil {
  return err
 }
 if err = addOpDeleteLicenseValidationMiddleware(stack); err != nil {
  return err
 }
 if err = stack.Initialize.Add(newServiceMetadataMiddleware_opDeleteLicense(options.Region),
middleware.Before); err != nil {
  return err
 }
 if err = addRecursionDetection(stack); err != nil {
  return err
 }
 if err = addRequestIDRetrieverMiddleware(stack); err != nil {
  return err
 }
 if err = addResponseErrorMiddleware(stack); err != nil {
```

```
 return err
 }
 if err = addRequestResponseLogging(stack, options); err != nil {
  return err
 }
 if err = addDisableHTTPSMiddleware(stack, options); err != nil {
  return err
 }
 if err = addSpanInitializeStart(stack); err != nil {
  return err
 }
 if err = addSpanInitializeEnd(stack); err != nil {
  return err
 }
 if
 err = addSpanBuildRequestStart(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestEnd(stack); err != nil {
  return err
 }
 return nil
}

func newServiceMetadataMiddleware_opDeleteLicense(region string) *awsmiddleware.RegisterServiceMetadata {
 return &awsmiddleware.RegisterServiceMetadata{
  Region:       region,
  ServiceID:    ServiceID,
  OperationName: "DeleteLicense",
 }
}
// Code generated by smithy-go-codegen DO NOT EDIT.

package licensemanager

import (
 "context"
 "fmt"
 awsmiddleware "github.com/aws/aws-sdk-go-v2/aws/middleware"
 "github.com/aws/aws-sdk-go-v2/service/licensemanager/types"
 "github.com/aws/smithy-go/middleware"
 smithyhttp "github.com/aws/smithy-go/transport/http"
)

// Lists the licenses for your account.
func (c *Client) ListLicenses(ctx context.Context, params *ListLicensesInput, optFns ...func(*Options))
(*ListLicensesOutput, error) {
 if params == nil {
```

```
 params = &ListLicensesInput{}
 }

 result, metadata, err := c.invokeOperation(ctx, "ListLicenses", params, optFns,
c.addOperationListLicensesMiddlewares)
 if err != nil {
  return nil, err
 }

 out := result.(*ListLicensesOutput)
 out.ResultMetadata = metadata
 return out, nil
}

type ListLicensesInput struct {

 // Filters to scope the results. The following filters are supported:
 //
 //   - Beneficiary
 //
 //   - ProductSKU
 //
 //   - Fingerprint
 //
 //   - Status
 Filters
 []types.Filter

 // Amazon Resource Names (ARNs) of the licenses.
 LicenseArns []string

 // Maximum number of results to return in a single call.
 MaxResults *int32

 // Token for the next set of results.
 NextToken *string

 noSmithyDocumentSerde
}

type ListLicensesOutput struct {

 // License details.
 Licenses []types.License

 // Token for the next set of results.
 NextToken *string
```

```
 // Metadata pertaining to the operation's result.
 ResultMetadata middleware.Metadata

 noSmithyDocumentSerde
}

func (c *Client) addOperationListLicensesMiddlewares(stack *middleware.Stack, options Options) (err error) {
 if err := stack.Serialize.Add(&setOperationInputMiddleware{}, middleware.After); err != nil {
  return err
 }
 err = stack.Serialize.Add(&awsAwsjson11_serializeOpListLicenses{}, middleware.After)
 if err != nil {
  return err
 }
 err = stack.Deserialize.Add(&awsAwsjson11_deserializeOpListLicenses{}, middleware.After)
 if err != nil {
  return err
 }
 if err := addProtocolFinalizerMiddlewares(stack,
 options, "ListLicenses"); err != nil {
  return fmt.Errorf("add protocol finalizers: %v", err)
 }

 if err = addlegacyEndpointContextSetter(stack, options); err != nil {
  return err
 }
 if err = addSetLoggerMiddleware(stack, options); err != nil {
  return err
 }
 if err = addClientRequestID(stack); err != nil {
  return err
 }
 if err = addComputeContentLength(stack); err != nil {
  return err
 }
 if err = addResolveEndpointMiddleware(stack, options); err != nil {
  return err
 }
 if err = addComputePayloadSHA256(stack); err != nil {
  return err
 }
 if err = addRetry(stack, options); err != nil {
  return err
 }
 if err = addRawResponseToMetadata(stack); err != nil {
  return err
 }
 if err = addRecordResponseTiming(stack); err != nil {
```

```
 return err
 }
 if err = addSpanRetryLoop(stack, options); err != nil {
 return err
 }
 if err = addClientUserAgent(stack, options); err != nil {
 return err
 }
 if err = smithyhttp.AddErrorCloseResponseBodyMiddleware(stack);
 err != nil {
 return err
 }
 if err = smithyhttp.AddCloseResponseBodyMiddleware(stack); err != nil {
 return err
 }
 if err = addSetLegacyContextSigningOptionsMiddleware(stack); err != nil {
 return err
 }
 if err = addTimeOffsetBuild(stack, c); err != nil {
 return err
 }
 if err = addUserAgentRetryMode(stack, options); err != nil {
 return err
 }
 if err = addCredentialSource(stack, options); err != nil {
 return err
 }
 if err = stack.Initialize.Add(newServiceMetadataMiddleware_opListLicenses(options.Region), middleware.Before);
 err != nil {
 return err
 }
 if err = addRecursionDetection(stack); err != nil {
 return err
 }
 if err = addRequestIDRetrieverMiddleware(stack); err != nil {
 return err
 }
 if err = addResponseErrorMiddleware(stack); err != nil {
 return err
 }
 if err = addRequestResponseLogging(stack, options); err != nil {
 return err
 }
 if err = addDisableHTTPSMiddleware(stack, options); err != nil {
 return err
 }
 if err = addSpanInitializeStart(stack);
```

```
 err != nil {
  return err
 }
 if err = addSpanInitializeEnd(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestStart(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestEnd(stack); err != nil {
  return err
 }
 return nil
}

func newServiceMetadataMiddleware_opListLicenses(region string) *awsmiddleware.RegisterServiceMetadata {
 return &awsmiddleware.RegisterServiceMetadata{
  Region:        region,
  ServiceID:     ServiceID,
  OperationName: "ListLicenses",
 }
}
DisassociateLicense
 Initialize stack step
  spanInitializeStart
  RegisterServiceMetadata
  legacyEndpointContextSetter
  SetLogger
  OperationInputValidation
  spanInitializeEnd
 Serialize stack step
  spanBuildRequestStart
  setOperationInput
  ResolveEndpoint
  OperationSerializer
 Build stack step
  ClientRequestID
  ComputeContentLength
  SetCredentialSourceMiddleware
  UserAgent
  AddTimeOffsetMiddleware
  RecursionDetection
  spanBuildRequestEnd
 Finalize stack step
  spanRetryLoop
  Retry
  RetryMetricsHeader
  ResolveAuthScheme
```

GetIdentity
ResolveEndpointV2
disableHTTPS
ComputePayloadHash
setLegacyContextSigningOptions
Signing
Deserialize stack step
AddRawResponseToMetadata
ErrorCloseResponseBody
CloseResponseBody
ResponseErrorWrapper
RequestIDRetriever
OperationDeserializer
AddTimeOffsetMiddleware
RecordResponseTiming
RequestResponseLogger
CheckoutBorrowLicense
Initialize stack step
spanInitializeStart
RegisterServiceMetadata
legacyEndpointContextSetter
SetLogger
OperationInputValidation
spanInitializeEnd
Serialize stack step
spanBuildRequestStart
setOperationInput
ResolveEndpoint
OperationSerializer
Build stack step
ClientRequestID
ComputeContentLength
SetCredentialSourceMiddleware
UserAgent
AddTimeOffsetMiddleware
RecursionDetection
spanBuildRequestEnd
Finalize stack step
spanRetryLoop
Retry
RetryMetricsHeader
ResolveAuthScheme
GetIdentity
ResolveEndpointV2
disableHTTPS
ComputePayloadHash
setLegacyContextSigningOptions
Signing

Deserialize stack step
AddRawResponseToMetadata
ErrorCloseResponseBody
CloseResponseBody
ResponseErrorWrapper
RequestIDRetriever
OperationDeserializer
AddTimeOffsetMiddleware
RecordResponseTiming
RequestResponseLogger
CheckInLicense
Initialize stack step
spanInitializeStart
RegisterServiceMetadata
legacyEndpointContextSetter
SetLogger
OperationInputValidation
spanInitializeEnd
Serialize stack step
spanBuildRequestStart
setOperationInput
ResolveEndpoint
OperationSerializer
Build stack step
ClientRequestID
ComputeContentLength
SetCredentialSourceMiddleware
UserAgent
AddTimeOffsetMiddleware
RecursionDetection
spanBuildRequestEnd
Finalize stack step
spanRetryLoop
Retry
RetryMetricsHeader
ResolveAuthScheme
GetIdentity
ResolveEndpointV2
disableHTTPS
ComputePayloadHash
setLegacyContextSigningOptions
Signing
Deserialize stack step
AddRawResponseToMetadata
ErrorCloseResponseBody
CloseResponseBody
ResponseErrorWrapper
RequestIDRetriever

```
 OperationDeserializer
 AddTimeOffsetMiddleware
 RecordResponseTiming
 RequestResponseLogger
// Code generated by smithy-go-codegen DO NOT EDIT.

package licensemanager

import (
 "context"
 "fmt"
 awsmiddleware "github.com/aws/aws-sdk-go-v2/aws/middleware"
 "github.com/aws/aws-sdk-go-v2/service/licensemanager/types"
 "github.com/aws/smithy-go/middleware"
 smithyhttp "github.com/aws/smithy-go/transport/http"
)

// Gets detailed information about the specified license.
func (c *Client) GetLicense(ctx context.Context, params *GetLicenseInput, optFns ...func(*Options))
(*GetLicenseOutput, error) {
 if params == nil {
  params = &GetLicenseInput{}
 }

 result, metadata, err := c.invokeOperation(ctx, "GetLicense", params, optFns,
c.addOperationGetLicenseMiddlewares)
 if err != nil {
  return nil, err
 }

 out := result.(*GetLicenseOutput)
 out.ResultMetadata = metadata
 return out, nil
}

type GetLicenseInput struct {

 // Amazon Resource Name (ARN) of the license.
 //
 // This member is required.
 LicenseArn *string

 // License version.
 Version *string

 noSmithyDocumentSerde
}
```

```
type
 GetLicenseOutput struct {

 // License details.
 License *types.License

 // Metadata pertaining to the operation's result.
 ResultMetadata middleware.Metadata

 noSmithyDocumentSerde
}

func (c *Client) addOperationGetLicenseMiddlewares(stack *middleware.Stack, options Options) (err error) {
 if err := stack.Serialize.Add(&setOperationInputMiddleware{}, middleware.After); err != nil {
  return err
 }
 err = stack.Serialize.Add(&awsAwsjson11_serializeOpGetLicense{}, middleware.After)
 if err != nil {
  return err
 }
 err = stack.Deserialize.Add(&awsAwsjson11_deserializeOpGetLicense{}, middleware.After)
 if err != nil {
  return err
 }
 if err := addProtocolFinalizerMiddlewares(stack, options, "GetLicense"); err != nil {
  return fmt.Errorf("add protocol finalizers: %v", err)
 }

 if err = addlegacyEndpointContextSetter(stack, options); err != nil {
  return err
 }
 if err = addSetLoggerMiddleware(stack, options); err != nil {
  return err
 }
 if err = addClientRequestID(stack); err
 != nil {
  return err
 }
 if err = addComputeContentLength(stack); err != nil {
  return err
 }
 if err = addResolveEndpointMiddleware(stack, options); err != nil {
  return err
 }
 if err = addComputePayloadSHA256(stack); err != nil {
  return err
 }
 if err = addRetry(stack, options); err != nil {
```

```
 return err
}
if err = addRawResponseToMetadata(stack); err != nil {
 return err
}
if err = addRecordResponseTiming(stack); err != nil {
 return err
}
if err = addSpanRetryLoop(stack, options); err != nil {
 return err
}
if err = addClientUserAgent(stack, options); err != nil {
 return err
}
if err = smithyhttp.AddErrorCloseResponseBodyMiddleware(stack); err != nil {
 return err
}
if err = smithyhttp.AddCloseResponseBodyMiddleware(stack); err != nil {
 return err
}
if err = addSetLegacyContextSigningOptionsMiddleware(stack); err != nil {
 return err
}
if err = addTimeOffsetBuild(stack, c); err != nil {
 return err
}
if err = addUserAgentRetryMode(stack, options);
err != nil {
 return err
}
if err = addCredentialSource(stack, options); err != nil {
 return err
}
if err = addOpGetLicenseValidationMiddleware(stack); err != nil {
 return err
}
if err = stack.Initialize.Add(newServiceMetadataMiddleware_opGetLicense(options.Region), middleware.Before);
err != nil {
 return err
}
if err = addRecursionDetection(stack); err != nil {
 return err
}
if err = addRequestIDRetrieverMiddleware(stack); err != nil {
 return err
}
if err = addResponseErrorMiddleware(stack); err != nil {
 return err
```

```
 }
 if err = addRequestResponseLogging(stack, options); err != nil {
  return err
 }
 if err = addDisableHTTPSMiddleware(stack, options); err != nil {
  return err
 }
 if err = addSpanInitializeStart(stack); err != nil {
  return err
 }
 if err = addSpanInitializeEnd(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestStart(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestEnd(stack); err != nil {
  return err
 }
 return
 nil
}

func newServiceMetadataMiddleware_opGetLicense(region string) *awsmiddleware.RegisterServiceMetadata {
 return &awsmiddleware.RegisterServiceMetadata{
  Region:       region,
  ServiceID:    ServiceID,
  OperationName: "GetLicense",
 }
}
// Code generated by smithy-go-codegen DO NOT EDIT.

package licensemanager

import (
 "context"
 "fmt"
 awsmiddleware "github.com/aws/aws-sdk-go-v2/aws/middleware"
 "github.com/aws/aws-sdk-go-v2/service/licensemanager/types"
 "github.com/aws/smithy-go/middleware"
 smithyhttp "github.com/aws/smithy-go/transport/http"
)

// Creates a license.
func (c *Client) CreateLicense(ctx context.Context, params *CreateLicenseInput, optFns ...func(*Options))
(*CreateLicenseOutput, error) {
 if params == nil {
  params = &CreateLicenseInput{}
```

```
 }

 result, metadata, err := c.invokeOperation(ctx, "CreateLicense", params, optFns,
c.addOperationCreateLicenseMiddlewares)
 if err != nil {
  return nil, err
 }

 out := result.(*CreateLicenseOutput)
 out.ResultMetadata = metadata
 return out, nil
}

type CreateLicenseInput struct {

 // License beneficiary.
 //
 // This member is required.
 Beneficiary *string

 // Unique, case-sensitive identifier that you provide to ensure the idempotency of
 // the request.
 //
 //
 This member is required.
 ClientToken *string

 // Configuration for consumption of the license. Choose a provisional
 // configuration for workloads running with continuous connectivity. Choose a
 // borrow configuration for workloads with offline usage.
 //
 // This member is required.
 ConsumptionConfiguration *types.ConsumptionConfiguration

 // License entitlements.
 //
 // This member is required.
 Entitlements []types.Entitlement

 // Home Region for the license.
 //
 // This member is required.
 HomeRegion *string

 // License issuer.
 //
 // This member is required.
 Issuer *types.Issuer
```

```
// License name.
//
// This member is required.
LicenseName *string

// Product name.
//
// This member is required.
ProductName *string

// Product SKU.
//
// This member is required.
ProductSKU *string

// Date and time range during which the license is valid, in ISO8601-UTC format.
//
// This member is required.
Validity *types.DatetimeRange

// Information about
the license.
LicenseMetadata []types.Metadata

// Tags to add to the license. For more information about tagging support in
// License Manager, see the [TagResource]operation.
//
// [TagResource]: https://docs.aws.amazon.com/license-manager/latest/APIReference/API_TagResource.html
Tags []types.Tag

noSmithyDocumentSerde
}

type CreateLicenseOutput struct {

// Amazon Resource Name (ARN) of the license.
LicenseArn *string

// License status.
Status types.LicenseStatus

// License version.
Version *string

// Metadata pertaining to the operation's result.
ResultMetadata middleware.Metadata
```

```
 noSmithyDocumentSerde
}

func (c *Client) addOperationCreateLicenseMiddlewares(stack *middleware.Stack, options Options) (err error) {
 if err := stack.Serialize.Add(&setOperationInputMiddleware{}, middleware.After); err != nil {
  return err
 }
 err = stack.Serialize.Add(&awsAwsjson11_serializeOpCreateLicense{}, middleware.After)
 if err != nil {
  return err
 }
 err = stack.Deserialize.Add(&awsAwsjson11_deserializeOpCreateLicense{},
 middleware.After)
 if err != nil {
  return err
 }
 if err := addProtocolFinalizerMiddlewares(stack, options, "CreateLicense"); err != nil {
  return fmt.Errorf("add protocol finalizers: %v", err)
 }

 if err = addlegacyEndpointContextSetter(stack, options); err != nil {
  return err
 }
 if err = addSetLoggerMiddleware(stack, options); err != nil {
  return err
 }
 if err = addClientRequestID(stack); err != nil {
  return err
 }
 if err = addComputeContentLength(stack); err != nil {
  return err
 }
 if err = addResolveEndpointMiddleware(stack, options); err != nil {
  return err
 }
 if err = addComputePayloadSHA256(stack); err != nil {
  return err
 }
 if err = addRetry(stack, options); err != nil {
  return err
 }
 if err = addRawResponseToMetadata(stack); err != nil {
  return err
 }
 if err = addRecordResponseTiming(stack); err != nil {
  return err
 }
 if err = addSpanRetryLoop(stack, options); err != nil {
```

```
 return err
 }
 if err
 = addClientUserAgent(stack, options); err != nil {
 return err
 }
 if err = smithyhttp.AddErrorCloseResponseBodyMiddleware(stack); err != nil {
 return err
 }
 if err = smithyhttp.AddCloseResponseBodyMiddleware(stack); err != nil {
 return err
 }
 if err = addSetLegacyContextSigningOptionsMiddleware(stack); err != nil {
 return err
 }
 if err = addTimeOffsetBuild(stack, c); err != nil {
 return err
 }
 if err = addUserAgentRetryMode(stack, options); err != nil {
 return err
 }
 if err = addCredentialSource(stack, options); err != nil {
 return err
 }
 if err = addOpCreateLicenseValidationMiddleware(stack); err != nil {
 return err
 }
 if err = stack.Initialize.Add(newServiceMetadataMiddleware_opCreateLicense(options.Region),
middleware.Before); err != nil {
 return err
 }
 if err = addRecursionDetection(stack); err != nil {
 return err
 }
 if err = addRequestIDRetrieverMiddleware(stack); err != nil {
 return err
 }
 if err = addResponseErrorMiddleware(stack); err != nil {
 return
 err
 }
 if err = addRequestResponseLogging(stack, options); err != nil {
 return err
 }
 if err = addDisableHTTPSMiddleware(stack, options); err != nil {
 return err
 }
 if err = addSpanInitializeStart(stack); err != nil {
```

```
 return err
 }
 if err = addSpanInitializeEnd(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestStart(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestEnd(stack); err != nil {
  return err
 }
 return nil
}

func newServiceMetadataMiddleware_opCreateLicense(region string) *awsmiddleware.RegisterServiceMetadata {
 return &awsmiddleware.RegisterServiceMetadata{
  Region:        region,
  ServiceID:     ServiceID,
  OperationName: "CreateLicense",
 }
}
AWS SDK for Go
Copyright 2015 Amazon.com, Inc. or its affiliates. All Rights Reserved.
Copyright 2014-2015 Stripe, Inc.
AssociateLicense
 Initialize stack step
  spanInitializeStart
  RegisterServiceMetadata
  legacyEndpointContextSetter
  SetLogger
  OperationInputValidation
  spanInitializeEnd
 Serialize stack step
  spanBuildRequestStart
  setOperationInput
  ResolveEndpoint
  OperationSerializer
 Build stack step
  ClientRequestID
  ComputeContentLength
  SetCredentialSourceMiddleware
  UserAgent
  AddTimeOffsetMiddleware
  RecursionDetection
  spanBuildRequestEnd
 Finalize stack step
  spanRetryLoop
  Retry
```

```
 RetryMetricsHeader
 ResolveAuthScheme
 GetIdentity
 ResolveEndpointV2
 disableHTTPS
 ComputePayloadHash
 setLegacyContextSigningOptions
 Signing
Deserialize stack step
 AddRawResponseToMetadata
 ErrorCloseResponseBody
 CloseResponseBody
 ResponseErrorWrapper
 RequestIDRetriever
 OperationDeserializer
 AddTimeOffsetMiddleware
 RecordResponseTiming
 RequestResponseLogger
// Code generated by smithy-go-codegen DO NOT EDIT.

package licensemanager

import (
 "context"
 "fmt"
 awsmiddleware "github.com/aws/aws-sdk-go-v2/aws/middleware"
 "github.com/aws/aws-sdk-go-v2/service/licensemanager/types"
 "github.com/aws/smithy-go/middleware"
 smithyhttp "github.com/aws/smithy-go/transport/http"
)

// Checks out the specified license for offline use.
func (c *Client) CheckoutBorrowLicense(ctx context.Context, params *CheckoutBorrowLicenseInput, optFns
...func(*Options)) (*CheckoutBorrowLicenseOutput, error) {
 if params == nil {
  params = &CheckoutBorrowLicenseInput{}
 }

 result, metadata, err := c.invokeOperation(ctx, "CheckoutBorrowLicense", params, optFns,
c.addOperationCheckoutBorrowLicenseMiddlewares)
 if err != nil {
  return nil, err
 }

 out := result.(*CheckoutBorrowLicenseOutput)
 out.ResultMetadata = metadata
 return out, nil
}
```

```
type CheckoutBorrowLicenseInput struct {

 // Unique, case-sensitive identifier that you provide to ensure the idempotency of
 //
 the request.
 //
 // This member is required.
 ClientToken *string

 // Digital signature method. The possible value is JSON Web Signature (JWS)
 // algorithm PS384. For more information, see [RFC 7518 Digital Signature with RSASSA-PSS].
 //
 // [RFC 7518 Digital Signature with RSASSA-PSS]: https://tools.ietf.org/html/rfc7518#section-3.5
 //
 // This member is required.
 DigitalSignatureMethod types.DigitalSignatureMethod

 // License entitlements. Partial checkouts are not supported.
 //
 // This member is required.
 Entitlements []types.EntitlementData

 // Amazon Resource Name (ARN) of the license. The license must use the borrow
 // consumption configuration.
 //
 // This member is required.
 LicenseArn *string

 // Information about constraints.
 CheckoutMetadata []types.Metadata

 // Node ID.
 NodeId *string

 noSmithyDocumentSerde
}

type CheckoutBorrowLicenseOutput struct {

 // Information about constraints.
 CheckoutMetadata []types.Metadata

 // Allowed license entitlements.
 EntitlementsAllowed
 []types.EntitlementData

 // Date and time at which the license checkout expires.
```

```
 Expiration *string

 // Date and time at which the license checkout is issued.
 IssuedAt *string

 // Amazon Resource Name (ARN) of the license.
 LicenseArn *string

 // License consumption token.
 LicenseConsumptionToken *string

 // Node ID.
 NodeId *string

 // Signed token.
 SignedToken *string

 // Metadata pertaining to the operation's result.
 ResultMetadata middleware.Metadata

 noSmithyDocumentSerde
}

func (c *Client) addOperationCheckoutBorrowLicenseMiddlewares(stack *middleware.Stack, options Options) (err
error) {
 if err := stack.Serialize.Add(&setOperationInputMiddleware{}, middleware.After); err != nil {
  return err
 }
 err = stack.Serialize.Add(&awsAwsjson11_serializeOpCheckoutBorrowLicense{}, middleware.After)
 if err != nil {
  return err
 }
 err = stack.Deserialize.Add(&awsAwsjson11_deserializeOpCheckoutBorrowLicense{}, middleware.After)
 if err != nil {
  return
 err
 }
 if err := addProtocolFinalizerMiddlewares(stack, options, "CheckoutBorrowLicense"); err != nil {
  return fmt.Errorf("add protocol finalizers: %v", err)
 }

 if err = addlegacyEndpointContextSetter(stack, options); err != nil {
  return err
 }
 if err = addSetLoggerMiddleware(stack, options); err != nil {
  return err
 }
 if err = addClientRequestID(stack); err != nil {
```

```
 return err
}
if err = addComputeContentLength(stack); err != nil {
 return err
}
if err = addResolveEndpointMiddleware(stack, options); err != nil {
 return err
}
if err = addComputePayloadSHA256(stack); err != nil {
 return err
}
if err = addRetry(stack, options); err != nil {
 return err
}
if err = addRawResponseToMetadata(stack); err != nil {
 return err
}
if err = addRecordResponseTiming(stack); err != nil {
 return err
}
if err = addSpanRetryLoop(stack, options); err != nil {
 return err
}
if err = addClientUserAgent(stack, options); err != nil {
 return err
}
if err = smithyhttp.AddErrorCloseResponseBodyMiddleware(stack);
err != nil {
 return err
}
if err = smithyhttp.AddCloseResponseBodyMiddleware(stack); err != nil {
 return err
}
if err = addSetLegacyContextSigningOptionsMiddleware(stack); err != nil {
 return err
}
if err = addTimeOffsetBuild(stack, c); err != nil {
 return err
}
if err = addUserAgentRetryMode(stack, options); err != nil {
 return err
}
if err = addCredentialSource(stack, options); err != nil {
 return err
}
if err = addOpCheckoutBorrowLicenseValidationMiddleware(stack); err != nil {
 return err
}
```

```
 if err = stack.Initialize.Add(newServiceMetadataMiddleware_opCheckoutBorrowLicense(options.Region),
middleware.Before); err != nil {
  return err
 }
 if err = addRecursionDetection(stack); err != nil {
  return err
 }
 if err = addRequestIDRetrieverMiddleware(stack); err != nil {
  return err
 }
 if err = addResponseErrorMiddleware(stack); err != nil {
  return err
 }
 if err = addRequestResponseLogging(stack, options);
 err != nil {
  return err
 }
 if err = addDisableHTTPSMiddleware(stack, options); err != nil {
  return err
 }
 if err = addSpanInitializeStart(stack); err != nil {
  return err
 }
 if err = addSpanInitializeEnd(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestStart(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestEnd(stack); err != nil {
  return err
 }
 return nil
}

func newServiceMetadataMiddleware_opCheckoutBorrowLicense(region string)
*awsmiddleware.RegisterServiceMetadata {
 return &awsmiddleware.RegisterServiceMetadata{
  Region:        region,
  ServiceID:     ServiceID,
  OperationName: "CheckoutBorrowLicense",
 }
}
{
   "smithy": "2.0",
   "shapes": {
      "com.amazonaws.licensemanagerlinuxsubscriptions#BoxInteger": {
         "type": "integer"
```

```
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#BoxLong": {
      "type": "long"
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#DeregisterSubscriptionProvider": {
      "type": "operation",
      "input": {
        "target": "com.amazonaws.licensemanagerlinuxsubscriptions#DeregisterSubscriptionProviderRequest"
      },
      "output": {
        "target": "com.amazonaws.licensemanagerlinuxsubscriptions#DeregisterSubscriptionProviderResponse"
      },
      "errors": [
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException"
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ResourceNotFoundException"
        },

    {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ThrottlingException"
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ValidationException"
        }
      ],
      "traits": {
        "smithy.api#documentation": "<p>Remove a third-party subscription provider from the Bring Your Own
License (BYOL) subscriptions \n\t\t\tregistered to your account.</p>",
        "smithy.api#http": {
          "code": 200,
          "method": "POST",
          "uri": "/subscription/DeregisterSubscriptionProvider"
        },
        "smithy.api#idempotent": {}
      }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#DeregisterSubscriptionProviderRequest": {
      "type": "structure",
      "members": {
        "SubscriptionProviderArn": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderArn",
           "traits": {
            "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the subscription provider
resource to deregister.</p>",
            "smithy.api#required": {}
          }
```

```
            }
        },
        "traits": {
            "smithy.api#input": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#DeregisterSubscriptionProviderResponse": {
        "type": "structure",
        "members": {},
        "traits": {
            "smithy.api#output": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#Filter": {
        "type": "structure",
        "members": {
            "Name": {
                "target": "smithy.api#String",
                "traits": {
                    "smithy.api#documentation": "<p>The type of name to filter by.</p>"
                 }
            },
            "Values": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#StringList",
                "traits": {
                    "smithy.api#documentation": "<p>One or more values for the name to filter by.</p>"
                }
            },
            "Operator": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#Operator",
                "traits": {
                    "smithy.api#documentation": "<p>An operator for filtering results.</p>"
                }
            }
        },
        "traits": {
            "smithy.api#documentation": "<p>A filter object that is used to return more specific results from a describe
operation.\n      Filters can be used to match a set of resources by specific criteria.</p>"
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#FilterList": {
        "type":
 "list",
        "member": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#Filter"
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#GetRegisteredSubscriptionProvider": {
```

```
        "type": "operation",
        "input": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#GetRegisteredSubscriptionProviderRequest"
        },
        "output": {
            "target":
"com.amazonaws.licensemanagerlinuxsubscriptions#GetRegisteredSubscriptionProviderResponse"
        },
        "errors": [
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException"
            },
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ResourceNotFoundException"
            },
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ThrottlingException"
             },
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ValidationException"
            }
        ],
        "traits": {
            "smithy.api#documentation": "<p>Get details for a Bring Your Own License (BYOL) subscription that's
registered to your account.</p>",
            "smithy.api#http": {
                "code": 200,
                "method": "POST",
                "uri": "/subscription/GetRegisteredSubscriptionProvider"
            },
            "smithy.api#idempotent": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#GetRegisteredSubscriptionProviderRequest": {
        "type": "structure",
        "members": {
            "SubscriptionProviderArn": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderArn",
                "traits": {
                    "smithy.api#documentation":
 "<p>The Amazon Resource Name (ARN) of the BYOL registration resource to get details for.</p>",
                    "smithy.api#required": {}
                }
            }
        },
        "traits": {
            "smithy.api#input": {}
        }
```

```
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#GetRegisteredSubscriptionProviderResponse": {
      "type": "structure",
      "members": {
        "SubscriptionProviderArn": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderArn",
          "traits": {
            "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) for the BYOL registration
resource specified in the request.</p>"
          }
        },
        "SubscriptionProviderSource": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderSource",

       "traits": {
            "smithy.api#documentation": "<p>The subscription provider for the BYOL registration resource
specified \n\t\t\tin the request.</p>"
          }
        },
        "SecretArn": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SecretArn",
          "traits": {
            "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the third-party access
secret stored in Secrets Manager for the BYOL \n\t\t\tregistration resource specified in the request.</p>"
          }
        },
        "SubscriptionProviderStatus": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderStatus",
          "traits": {
            "smithy.api#documentation": "<p>The status of the Linux subscription provider access token from the
last \n\t\t\tsuccessful subscription data request.</p>"
          }
        },
        "SubscriptionProviderStatusMessage": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The detailed message from your subscription provider token
status.</p>"
          }
        },
        "LastSuccessfulDataRetrievalTime": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The timestamp from the last time License Manager retrieved
subscription details \n\t\t\tfrom your registered third-party Linux subscription provider.</p>"
          }
        }
      },
```

```
      "traits": {
        "smithy.api#output": {}
      }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#GetServiceSettings": {
      "type": "operation",
      "input": {
        "target":
"com.amazonaws.licensemanagerlinuxsubscriptions#GetServiceSettingsRequest"
      },
      "output": {
        "target": "com.amazonaws.licensemanagerlinuxsubscriptions#GetServiceSettingsResponse"
      },
      "errors": [
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException"
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ThrottlingException"
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ValidationException"
        }
      ],
      "traits": {
        "smithy.api#documentation": "<p>Lists the Linux subscriptions service settings for your account.</p>",
        "smithy.api#http": {
          "code": 200,
          "method": "POST",
          "uri": "/subscription/GetServiceSettings"

       },
        "smithy.api#idempotent": {}
      }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#GetServiceSettingsRequest": {
      "type": "structure",
      "members": {}
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#GetServiceSettingsResponse": {
      "type": "structure",
      "members": {
        "LinuxSubscriptionsDiscovery": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#LinuxSubscriptionsDiscovery",
          "traits": {
            "smithy.api#documentation": "<p>Lists if discovery has been enabled for Linux subscriptions.</p>"
          }
        },
```

```
        "LinuxSubscriptionsDiscoverySettings": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#LinuxSubscriptionsDiscoverySettings",
          "traits": {
            "smithy.api#documentation": "<p>Lists
 the settings defined for Linux subscriptions discovery. The settings include if\n      Organizations integration has
been enabled, and which Regions data will be aggregated from.</p>"
          }
        },
        "Status": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#Status",
          "traits": {
            "smithy.api#documentation": "<p>Indicates the status of Linux subscriptions settings being
applied.</p>"
          }
        },
        "StatusMessage": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#StringMap",
          "traits": {
            "smithy.api#documentation": "<p>A message which details the Linux subscriptions service settings
current status.</p>"
          }
        },
        "HomeRegions": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#StringList",
           "traits": {
            "smithy.api#documentation": "<p>The Region in which License Manager displays the aggregated
data for Linux\n      subscriptions.</p>"
          }
        }
      }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#Instance": {
      "type": "structure",
      "members": {
        "AmiId": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The AMI ID used to launch the instance.</p>"
          }
        },
        "InstanceID": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The instance ID of the resource.</p>"
          }
        },
        "InstanceType": {
          "target": "smithy.api#String",
```

```
            "traits":
{
                "smithy.api#documentation": "<p>The instance type of the resource.</p>"
            }
        },
        "AccountID": {
            "target": "smithy.api#String",
            "traits": {
                "smithy.api#documentation": "<p>The account ID which owns the instance.</p>"
            }
        },
        "Status": {
            "target": "smithy.api#String",
            "traits": {
                "smithy.api#documentation": "<p>The status of the instance.</p>"
            }
        },
        "Region": {
            "target": "smithy.api#String",
            "traits": {
                "smithy.api#documentation": "<p>The Region the instance is running in.</p>"
            }
        },
        "UsageOperation": {
            "target": "smithy.api#String",

   "traits": {
                "smithy.api#documentation": "<p>The usage operation of the instance. For more information, see For more information, see\n        <a href=\"https://docs.aws.amazon.com/license-manager/latest/userguide/linux-subscriptions-usage-operation.html\">Usage\n        operation values</a> in the <i>License Manager User Guide</i>.</p>"
            }
        },
        "ProductCode": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ProductCodeList",
            "traits": {
                "smithy.api#documentation": "<p>The product code for the instance. For more information, see <a href=\"https://docs.aws.amazon.com/license-manager/latest/userguide/linux-subscriptions-usage-operation.html\">Usage\n        operation values</a> in the <i>License Manager User Guide</i> .</p>"
            }
        },
        "LastUpdatedTime": {
            "target": "smithy.api#String",
             "traits": {
                "smithy.api#documentation": "<p>The time in which the last discovery updated the instance details.</p>"
            }
        },
```

```
            "SubscriptionName": {
               "target": "smithy.api#String",
               "traits": {
                  "smithy.api#documentation": "<p>The name of the license subscription that the instance uses.</p>"
               }
            },
            "OsVersion": {
               "target": "smithy.api#String",
               "traits": {
                  "smithy.api#documentation": "<p>The operating system software version that runs on your
instance.</p>"
               }
            },
            "SubscriptionProviderCreateTime": {
               "target": "smithy.api#String",
               "traits": {
                  "smithy.api#documentation": "<p>The timestamp when you registered
 the third-party Linux subscription \n\t\t\tprovider for the subscription that the instance uses.</p>"
               }
            },
            "SubscriptionProviderUpdateTime": {
               "target": "smithy.api#String",
               "traits": {
                  "smithy.api#documentation": "<p>The timestamp from the last time that the instance synced with the
registered \n\t\t\tthird-party Linux subscription provider.</p>"
               }
            },
            "DualSubscription": {
               "target": "smithy.api#String",
               "traits": {
                  "smithy.api#documentation": "<p>Indicates that you have two different license subscriptions for
\n\t\t\tthe same software on your instance.</p>"
               }
            },
            "RegisteredWithSubscriptionProvider": {
               "target": "smithy.api#String",
               "traits": {

    "smithy.api#documentation": "<p>Indicates that your instance uses a BYOL license subscription from \n\t\t\ta
third-party Linux subscription provider that you've registered with License Manager.</p>"
               }
            }
         },
         "traits": {
            "smithy.api#documentation": "<p>Details discovered information about a running instance using Linux
subscriptions.</p>"
         }
      },
```

```
    "com.amazonaws.licensemanagerlinuxsubscriptions#InstanceList": {
      "type": "list",
      "member": {
        "target": "com.amazonaws.licensemanagerlinuxsubscriptions#Instance"
      }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException": {
      "type": "structure",
      "members": {
        "message": {
          "target": "smithy.api#String"
        }
      },
      "traits": {
        "smithy.api#documentation":
"<p>An exception occurred with the service.</p>",
        "smithy.api#error": "server"
      }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#LicenseManagerLinuxSubscriptions": {
      "type": "service",
      "version": "2018-05-10",
      "operations": [
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#DeregisterSubscriptionProvider"
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#GetRegisteredSubscriptionProvider"
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#GetServiceSettings"
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptionInstances"
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptions"
         },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ListRegisteredSubscriptionProviders"
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ListTagsForResource"
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#RegisterSubscriptionProvider"
        },
        {
```

```
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#TagResource"
          },
          {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#UntagResource"
          },
          {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#UpdateServiceSettings"
          }
        ],
        "traits": {
          "aws.api#service": {
            "sdkId": "License Manager Linux Subscriptions",
             "arnNamespace": "license-manager-linux-subscriptions",
            "cloudTrailEventSource": "license-manager-linux-subscriptions.amazonaws.com"
          },
          "aws.auth#sigv4": {
            "name": "license-manager-linux-subscriptions"
          },
          "aws.protocols#restJson1": {},
          "smithy.api#cors": {
            "additionalAllowedHeaders": [
              "*",
              "content-type",
              "x-amz-content-sha256",
              "x-amz-user-agent",
              "x-amzn-platform-id",
              "x-amzn-trace-id"
            ],
            "additionalExposedHeaders": [
              "x-amzn-errortype",
              "x-amzn-requestid",
              "x-amzn-trace-id"
            ]
          },
          "smithy.api#documentation": "<p>With License Manager,
    you can discover and track your commercial Linux subscriptions on running\n      Amazon EC2 instances.</p>",
          "smithy.api#title": "AWS License Manager Linux Subscriptions",
          "smithy.rules#endpointRuleSet": {
            "version": "1.0",
            "parameters": {
              "Region": {
                "builtIn": "AWS::Region",
                "required": false,
                "documentation": "The AWS region used to dispatch the request.",
                "type": "String"
              },
              "UseDualStack": {
                "builtIn": "AWS::UseDualStack",
```

```
                "required": true,
                "default": false,
                "documentation": "When true, use the dual-stack endpoint. If the configured endpoint does not support dual-stack, dispatching the request MAY return an error.",
                 "type": "Boolean"
            },
            "UseFIPS": {
                "builtIn": "AWS::UseFIPS",
                "required": true,
                "default": false,
                "documentation": "When true, send this request to the FIPS-compliant regional endpoint. If the configured endpoint does not have a FIPS compliant endpoint, dispatching the request will return an error.",
                "type": "Boolean"
            },
            "Endpoint": {
                "builtIn": "SDK::Endpoint",
                "required": false,
                "documentation": "Override the endpoint used to send this request",
                "type": "String"
            }
        },
        "rules": [
            {
                "conditions": [
                    {
                        "fn": "isSet",
                        "argv": [
                            {
                                "ref": "Endpoint"
                            }
                        ]
                    }
                ],
                "rules": [
                    {
                        "conditions": [
                            {
                                "fn": "booleanEquals",
                                "argv": [
                                    {
                                        "ref": "UseFIPS"
                                    },
                                    true
                                ]
                            }

    ],
                        "error": "Invalid Configuration: FIPS and custom endpoint are not supported",
```

```
                "type": "error"
              },
              {
                "conditions": [],
                "rules": [
                  {
                    "conditions": [
                      {
                        "fn": "booleanEquals",
                        "argv": [
                          {
                            "ref": "UseDualStack"
                          },
                          true
                        ]

}
                    ],
                    "error": "Invalid Configuration: Dualstack and custom endpoint are not supported",
                    "type": "error"
                  },
                  {
                    "conditions": [],
                    "endpoint": {
                      "url": {
                        "ref": "Endpoint"
                      },
                      "properties": {},
                      "headers": {}
                    },
                    "type": "endpoint"
                  }
                ],
                "type": "tree"

            }
            ],
            "type": "tree"
          },
          {
            "conditions": [],
            "rules": [
              {
                "conditions": [
                  {
                    "fn": "isSet",
                    "argv": [
                      {
```

```
                    "ref": "Region"
                  }
                ]
              }
            ],
            "rules": [
              {
                "conditions": [
                  {

          "fn": "aws.partition",
                    "argv": [
                      {
                        "ref": "Region"
                      }
                    ],
                    "assign": "PartitionResult"
                  }
                ],
                "rules": [
                  {
                    "conditions": [
                      {
                        "fn": "booleanEquals",
                        "argv": [
                          {

                       "ref": "UseFIPS"
                          },
                          true
                        ]
                      },
                      {
                        "fn": "booleanEquals",
                        "argv": [
                          {
                            "ref": "UseDualStack"
                          },
                          true
                        ]
                      }

  ],
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                      {
                        "conditions": [
                          {
                            "fn": "booleanEquals",
```

```
                                    "argv": [
                                        true,
                                        {
                                            "fn": "getAttr",
                                            "argv": [
                                                {
                                                    "ref": "PartitionResult"

                    },
                                                "supportsFIPS"
                                            ]
                                        }
                                    ]
                                },
                                {
                                    "fn": "booleanEquals",
                                    "argv": [
                                        true,
                                        {
                                            "fn": "getAttr",
                                            "argv": [

                                             {
                                                    "ref": "PartitionResult"
                                                },
                                                "supportsDualStack"
                                            ]
                                        }
                                    ]
                                }
                            ],
                            "rules": [
                                {
                                    "conditions": [],

        "rules": [
                                        {
                                            "conditions": [],
                                            "endpoint": {
                                                "url": "https://license-manager-linux-subscriptions-
fips.{Region}.{PartitionResult#dualStackDnsSuffix}",
                                                "properties": {},
                                                "headers": {}
                                            },
                                            "type": "endpoint"
                                        }
                                    ],
```

```
                "type": "tree"
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                ],
                "type": "tree"
            },
            {
                "conditions": [],
                "error": "FIPS and DualStack are enabled, but this partition does not support
one or both",
                "type": "error"
            }
        ],
        "type": "tree"
    },
    {

    "conditions": [
            {
                "fn": "booleanEquals",
                "argv": [
                    {
                        "ref": "UseFIPS"
                    },
                    true
                ]
            }
        ],
        "rules": [
            {
                "conditions": [
                    {

            "fn": "booleanEquals",
                        "argv": [
                            {
                                "fn": "getAttr",
                                "argv": [
                                    {
                                        "ref": "PartitionResult"
                                    },
                                    "supportsFIPS"
                                ]
                            },
                            true

                    ]
                    }
                ],
```

```
                "rules": [
                    {
                        "conditions": [],
                        "rules": [
                            {
                                "conditions": [],
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fips.{Region}.{PartitionResult#dnsSuffix}",

    "properties": {},
                                "headers": {}
                                },
                                "type": "endpoint"
                            }
                        ],
                        "type": "tree"
                    }
                ],
                "type": "tree"
            },
            {
                "conditions": [],
                "error": "FIPS is enabled
 but this partition does not support FIPS",
                "type": "error"
            }
        ],
        "type": "tree"
    },
    {
        "conditions": [
            {
                "fn": "booleanEquals",
                "argv": [
                    {
                        "ref": "UseDualStack"
                    },
                    true

                ]
            }
        ],
        "rules": [
            {
                "conditions": [
                    {
                        "fn": "booleanEquals",
```

```
                                    "argv": [
                                        true,
                                        {
                                            "fn": "getAttr",
                                            "argv": [
                                                {

                                                "ref": "PartitionResult"
                                                },
                                                "supportsDualStack"
                                            ]
                                        }
                                    ]
                                }
                            ],
                            "rules": [
                                {
                                    "conditions": [],
                                    "rules": [

        {
                                                "conditions": [],
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subscriptions.{Region}.{PartitionResult#dualStackDnsSuffix}",
                                                    "properties": {},
                                                    "headers": {}
                                                },
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                                            }
                                        ],
                                        "type": "tree"

                    }
                                    ],
                                    "type": "tree"
                                },
                                {
                                    "conditions": [],
                                    "error": "DualStack is enabled but this partition does not support DualStack",
                                    "type": "error"
                                }
                            ],
                            "type": "tree"
                        },
                        {
                            "conditions": [],
                            "rules": [
```

```
                                    {
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subscriptions.{Region}.{PartitionResult#dnsSuffix}",
                                        "properties": {},
                                        "headers": {}
                                      },
                                      "type": "endpoint"
                                    }
                                  ],
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                                }
                              ],
                              "type": "tree"
                            }
                          ],
                          "type": "tree"
                        },
                        {
                          "conditions": [],
                          "error": "Invalid Configuration: Missing Region",
                          "type": "error"
                        }
                      ],
                      "type": "tree"
                    }
                  ]
                },
                "smithy.rules#endpointTests": {
                  "testCases": [
                    {
                      "documentation": "For region us-east-1 with FIPS enabled and DualStack enabled",
                      "expect": {
                        "endpoint": {
                          "url": "https://license-manager-linux-subscriptions-fips.us-east-1.api.aws"

                    }
                      },
                      "params": {
                        "Region": "us-east-1",
                        "UseFIPS": true,
                        "UseDualStack": true
                      }
                    },
                    {
                      "documentation": "For region us-east-1 with FIPS enabled and DualStack disabled",
                      "expect": {
```

```
                "endpoint": {
                    "url": "https://license-manager-linux-subscriptions-fips.us-east-1.amazonaws.com"
                }
            },
            "params": {
                "Region": "us-east-1",
                "UseFIPS": true,
                "UseDualStack": false
            }
        },
        {

    "documentation": "For region us-east-1 with FIPS disabled and DualStack enabled",
            "expect": {
                "endpoint": {
                    "url": "https://license-manager-linux-subscriptions.us-east-1.api.aws"
                }
            },
            "params": {
                "Region": "us-east-1",
                "UseFIPS": false,
                "UseDualStack": true
            }
        },
        {
            "documentation": "For region us-east-1 with FIPS disabled and DualStack disabled",
            "expect": {
                "endpoint": {
                    "url": "https://license-manager-linux-subscriptions.us-east-1.amazonaws.com"
                }

    },
            "params": {
                "Region": "us-east-1",
                "UseFIPS": false,
                "UseDualStack": false
            }
        },
        {
            "documentation": "For region cn-north-1 with FIPS enabled and DualStack enabled",
            "expect": {
                "endpoint": {
                    "url": "https://license-manager-linux-subscriptions-fips.cn-north-
1.api.amazonwebservices.com.cn"
                }
            },
            "params": {
                "Region": "cn-north-1",
```

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            "UseFIPS": true,
            "UseDualStack": true
          }
        },
        {

    "documentation": "For region cn-north-1 with FIPS enabled and DualStack disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-linux-subscriptions-fips.cn-north-1.amazonaws.com.cn"
            }
          },
          "params": {
            "Region": "cn-north-1",
            "UseFIPS": true,
            "UseDualStack": false
          }
        },
        {
          "documentation": "For region cn-north-1 with FIPS disabled and DualStack enabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-linux-subscriptions.cn-north-1.api.amazonwebservices.com.cn"
            }
           },
          "params": {
            "Region": "cn-north-1",
            "UseFIPS": false,
            "UseDualStack": true
          }
        },
        {
          "documentation": "For region cn-north-1 with FIPS disabled and DualStack disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-linux-subscriptions.cn-north-1.amazonaws.com.cn"
            }
          },
          "params": {
            "Region": "cn-north-1",
            "UseFIPS": false,
            "UseDualStack": false
          }
        },
        {

     "documentation": "For region us-gov-east-1 with FIPS enabled and DualStack enabled",
          "expect": {
```

```
            "endpoint": {
              "url": "https://license-manager-linux-subscriptions-fips.us-gov-east-1.api.aws"
            }
          },
          "params": {
            "Region": "us-gov-east-1",
            "UseFIPS": true,
            "UseDualStack": true
          }
        },
        {
          "documentation": "For region us-gov-east-1 with FIPS enabled and DualStack disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-linux-subscriptions-fips.us-gov-east-1.amazonaws.com"
            }

         },
          "params": {
            "Region": "us-gov-east-1",
            "UseFIPS": true,
            "UseDualStack": false
          }
        },
        {
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          "expect": {
            "endpoint": {
              "url": "https://license-manager-linux-subscriptions.us-gov-east-1.api.aws"
            }
          },
          "params": {
            "Region": "us-gov-east-1",
            "UseFIPS": false,
            "UseDualStack": true
          }
        },
        {

"documentation": "For region us-gov-east-1 with FIPS disabled and DualStack disabled",
          "expect": {
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            }
          },
          "params": {
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```
            "UseDualStack": false
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        },
        {
          "documentation": "For region us-iso-east-1 with FIPS enabled and DualStack enabled",
          "expect": {
            "error": "FIPS and DualStack are enabled, but this partition does not support one or both"
          },
          "params": {

        "Region": "us-iso-east-1",
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            "UseDualStack": true
          }
        },
        {
          "documentation": "For region us-iso-east-1 with FIPS enabled and DualStack disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-linux-subscriptions-fips.us-iso-east-1.c2s.ic.gov"
            }
          },
          "params": {
            "Region": "us-iso-east-1",
            "UseFIPS": true,
            "UseDualStack": false
          }
        },
        {
          "documentation": "For region us-iso-east-1 with FIPS disabled and DualStack
enabled",
          "expect": {
            "error": "DualStack is enabled but this partition does not support DualStack"
          },
          "params": {
            "Region": "us-iso-east-1",
            "UseFIPS": false,
            "UseDualStack": true
          }
        },
        {
          "documentation": "For region us-iso-east-1 with FIPS disabled and DualStack disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-linux-subscriptions.us-iso-east-1.c2s.ic.gov"
            }
          },
          "params": {
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            "Region": "us-iso-east-1",
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false,
            "UseDualStack": false
          }
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          "documentation": "For region us-isob-east-1 with FIPS enabled and DualStack enabled",
          "expect": {
            "error": "FIPS and DualStack are enabled, but this partition does not support one or both"
          },
          "params": {
            "Region": "us-isob-east-1",
            "UseFIPS": true,
            "UseDualStack": true
          }
        },
        {
          "documentation": "For region us-isob-east-1 with FIPS enabled and DualStack disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-linux-subscriptions-fips.us-isob-east-1.sc2s.sgov.gov"
             }
          },
          "params": {
            "Region": "us-isob-east-1",
            "UseFIPS": true,
            "UseDualStack": false
          }
        },
        {
          "documentation": "For region us-isob-east-1 with FIPS disabled and DualStack enabled",
          "expect": {
            "error": "DualStack is enabled but this partition does not support DualStack"
          },
          "params": {
            "Region": "us-isob-east-1",
            "UseFIPS": false,
            "UseDualStack": true
          }
        },
        {

          "documentation": "For region us-isob-east-1 with FIPS disabled and DualStack disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-linux-subscriptions.us-isob-east-1.sc2s.sgov.gov"
            }
```

```
      },
      "params": {
        "Region": "us-isob-east-1",
        "UseFIPS": false,
        "UseDualStack": false
      }
    },
    {
      "documentation": "For custom endpoint with region set and fips disabled and dualstack disabled",
      "expect": {
        "endpoint": {
          "url": "https://example.com"
        }

  },
      "params": {
        "Region": "us-east-1",
        "UseFIPS": false,
        "UseDualStack": false,
        "Endpoint": "https://example.com"
      }
    },
    {
      "documentation": "For custom endpoint with region not set and fips disabled and dualstack
disabled",
      "expect": {
        "endpoint": {
          "url": "https://example.com"
        }
      },
      "params": {
        "UseFIPS": false,
        "UseDualStack": false,
        "Endpoint": "https://example.com"
      }
    },
    {

      "documentation": "For custom endpoint with fips enabled and dualstack disabled",
      "expect": {
        "error": "Invalid Configuration: FIPS and custom endpoint are not supported"
      },
      "params": {
        "Region": "us-east-1",
        "UseFIPS": true,
        "UseDualStack": false,
        "Endpoint": "https://example.com"
      }
```

```
            },
            {
              "documentation": "For custom endpoint with fips disabled and dualstack enabled",
              "expect": {
                "error": "Invalid Configuration: Dualstack and custom endpoint are not supported"
              },
              "params": {

"Region": "us-east-1",
                "UseFIPS": false,
                "UseDualStack": true,
                "Endpoint": "https://example.com"
              }
            },
            {
              "documentation": "Missing region",
              "expect": {
                "error": "Invalid Configuration: Missing Region"
              }
            }
          ],
          "version": "1.0"
        }
      }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#LinuxSubscriptionsDiscovery": {
      "type": "string",
      "traits": {
        "smithy.api#enum": [
          {
            "name": "Enabled",
            "value": "Enabled",
            "documentation": "Enabled LinuxSubscriptionsDiscovery"

     },
          {
            "name": "Disabled",
            "value": "Disabled",
            "documentation": "Disabled LinuxSubscriptionsDiscovery"
          }
        ]
      }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#LinuxSubscriptionsDiscoverySettings": {
      "type": "structure",
      "members": {
        "SourceRegions": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#StringList",
```

```
            "traits": {
              "smithy.api#documentation": "<p>The Regions in which to discover data for Linux
subscriptions.</p>",
              "smithy.api#required": {}
            }
          },
          "OrganizationIntegration": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#OrganizationIntegration",
            "traits": {
              "smithy.api#documentation":
 "<p>Details if you have enabled resource discovery across your accounts in Organizations.</p>",
              "smithy.api#required": {}
            }
          }
        },
        "traits": {
          "smithy.api#documentation": "<p>Lists the settings defined for discovering Linux subscriptions.</p>"
        }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptionInstances": {
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptionInstancesRequest"
        },
        "output": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptionInstancesResponse"
        },
        "errors": [
          {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException"
          },

  {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ThrottlingException"
          },
          {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ValidationException"
          }
        ],
        "traits": {
          "smithy.api#documentation": "<p>Lists the running Amazon EC2 instances that were discovered with
commercial Linux\n      subscriptions.</p>",
          "smithy.api#http": {
            "code": 200,
            "method": "POST",
            "uri": "/subscription/ListLinuxSubscriptionInstances"
          },
          "smithy.api#idempotent": {},
```

```
            "smithy.api#paginated": {
               "inputToken": "NextToken",
               "outputToken": "NextToken",
               "pageSize": "MaxResults",
               "items": "Instances"
            }
         }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptionInstancesRequest":
{
         "type": "structure",
         "members": {
            "Filters": {
               "target": "com.amazonaws.licensemanagerlinuxsubscriptions#FilterList",
               "traits": {
                  "smithy.api#documentation": "<p>An array of structures that you can use to filter the results by your
specified criteria. \n    \tFor example, you can specify <code>Region</code> in the <code>Name</code>, with the
\n    \t<code>contains</code> operator to list all subscriptions that match a partial string in the \n
\t<code>Value</code>, such as <code>us-west</code>.</p>\n         <p>For each filter, you can specify one of the
following values for the <code>Name</code> key \n    \tto streamline results:</p>\n         <ul>\n          <li>\n
  <p>\n               <code>AccountID</code>\n            </p>\n          </li>\n          <li>\n            <p>\n
      <code>AmiID</code>\n            </p>\n          </li>\n          <li>\n            <p>\n
<code>DualSubscription</code>\n            </p>\n          </li>\n          <li>\n            <p>\n
<code>InstanceID</code>\n            </p>\n          </li>\n          <li>\n            <p>\n
<code>InstanceType</code>\n            </p>\n          </li>\n          <li>\n            <p>\n
<code>ProductCode</code>\n            </p>\n          </li>\n          <li>\n            <p>\n
<code>Region</code>\n            </p>\n          </li>\n          <li>\n            <p>\n
<code>Status</code>\n            </p>\n          </li>\n          <li>\n            <p>\n
<code>UsageOperation</code>\n            </p>\n          </li>\n        </ul>\n        <p>For each filter, you can use
one of the following <code>Operator</code>
 values to \n  \t\tdefine the behavior of the filter:</p>\n         <ul>\n          <li>\n            <p>\n
<code>contains</code>\n            </p>\n          </li>\n          <li>\n            <p>\n
<code>equals</code>\n            </p>\n          </li>\n          <li>\n            <p>\n
<code>Notequal</code>\n            </p>\n          </li>\n        </ul>"
               }
            },
            "MaxResults": {
               "target": "com.amazonaws.licensemanagerlinuxsubscriptions#BoxInteger",
               "traits": {
                  "smithy.api#documentation": "<p>The maximum items to return in a request.</p>"
               }
            },
            "NextToken": {
               "target": "smithy.api#String",
               "traits": {
                  "smithy.api#documentation": "<p>A token to specify where to
 start paginating. This \n\tis the nextToken from a previously truncated response.</p>",
                  "smithy.api#length": {
```

```
                    "min": 1,
                    "max": 16384
                }
            }
        }
    },
    "traits": {
        "smithy.api#documentation": "NextToken length limit is half of ddb accepted limit.\nIncrease this limit if parameters in request increases."
    }
},
"com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptionInstancesResponse": {
    "type": "structure",
    "members": {
        "Instances": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InstanceList",
            "traits": {
                "smithy.api#documentation": "<p>An array that contains instance objects.</p>"
            }
        },
        "NextToken": {

 "target": "smithy.api#String",
            "traits": {
                "smithy.api#documentation": "<p>The next token used for paginated responses. When this \n\tfield isn't empty, there are additional elements that the service hasn't \n\tincluded in this request. Use this token with the next request to retrieve \n\tadditional objects.</p>"
            }
        }
    }
},
"com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptions": {
    "type": "operation",
    "input": {
        "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptionsRequest"
    },
    "output": {
        "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptionsResponse"
    },
    "errors": [
        {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException"
        },
        {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ThrottlingException"
        },
        {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ValidationException"
```

```
            }
          ],
          "traits": {
            "smithy.api#documentation": "<p>Lists the Linux subscriptions that have been discovered. If you have linked your\n      organization, the returned results will include data aggregated across your accounts in\n Organizations.</p>",
            "smithy.api#http": {
              "code": 200,
              "method": "POST",
              "uri": "/subscription/ListLinuxSubscriptions"
            },
            "smithy.api#idempotent": {},
            "smithy.api#paginated": {
              "inputToken": "NextToken",
              "outputToken": "NextToken",
              "pageSize": "MaxResults",

    "items": "Subscriptions"
            }
          }
        },
        "com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptionsRequest": {
          "type": "structure",
          "members": {
            "Filters": {
              "target": "com.amazonaws.licensemanagerlinuxsubscriptions#FilterList",
              "traits": {
                "smithy.api#documentation": "<p>An array of structures that you can use to filter the results to those that match one or\n      more sets of key-value pairs that you specify. For example, you can filter by the name of\n  <code>Subscription</code> with an optional operator to see subscriptions that match,\n      partially match, or don't match a certain subscription's name.</p>\n          <p>The valid names for this filter are:</p>\n          <ul>\n  <li>\n              <p>\n                  <code>Subscription</code>\n              </p>\n          </li>\n      </ul>\n  <p>The
  valid Operators for this filter are:</p>\n          <ul>\n          <li>\n              <p>\n  <code>contains</code>\n              </p>\n          </li>\n          <li>\n              <p>\n  <code>equals</code>\n              </p>\n          </li>\n          <li>\n              <p>\n  <code>Notequal</code>\n              </p>\n          </li>\n      </ul>"
              }
            },
            "MaxResults": {
              "target": "com.amazonaws.licensemanagerlinuxsubscriptions#BoxInteger",
              "traits": {
                "smithy.api#documentation": "<p>The maximum items to return in a request.</p>"
              }
            },
            "NextToken": {
              "target": "smithy.api#String",
              "traits": {
```

```
                "smithy.api#documentation": "<p>A token to specify where to start paginating. This \n\tis
 the nextToken from a previously truncated response.</p>",
                "smithy.api#length": {
                  "min": 1,
                  "max": 16384
                }
              }
            }
          },
          "traits": {
            "smithy.api#documentation": "NextToken length limit is half of ddb accepted limit.\nIncrease this limit if
parameters in request increases."
          }
        },
        "com.amazonaws.licensemanagerlinuxsubscriptions#ListLinuxSubscriptionsResponse": {
          "type": "structure",
          "members": {
            "Subscriptions": {
              "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionList",
              "traits": {
                "smithy.api#documentation": "<p>An array that contains subscription objects.</p>"
              }
            },
            "NextToken": {
              "target": "smithy.api#String",
               "traits": {
                "smithy.api#documentation": "<p>The next token used for paginated responses. When this \n\tfield
isn't empty, there are additional elements that the service hasn't \n\tincluded in this request. Use this token with the
next request to retrieve \n\tadditional objects.</p>"
              }
            }
          }
        },
        "com.amazonaws.licensemanagerlinuxsubscriptions#ListRegisteredSubscriptionProviders": {
          "type": "operation",
          "input": {
            "target":
"com.amazonaws.licensemanagerlinuxsubscriptions#ListRegisteredSubscriptionProvidersRequest"
          },
          "output": {
            "target":
"com.amazonaws.licensemanagerlinuxsubscriptions#ListRegisteredSubscriptionProvidersResponse"
          },
          "errors": [
            {
              "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException"
```

```
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ThrottlingException"
        },
        {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ValidationException"
        }
      ],
      "traits": {
        "smithy.api#documentation": "<p>List Bring Your Own License (BYOL) subscription registration resources for your account.</p>",
        "smithy.api#http": {
          "code": 200,
          "method": "POST",
          "uri": "/subscription/ListRegisteredSubscriptionProviders"
        },
        "smithy.api#idempotent": {},
        "smithy.api#paginated": {
          "inputToken": "NextToken",
          "outputToken": "NextToken",
          "pageSize": "MaxResults",
          "items": "RegisteredSubscriptionProviders"
        }
      }

    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#ListRegisteredSubscriptionProvidersRequest": {
      "type": "structure",
      "members": {
        "SubscriptionProviderSources": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderSourceList",
          "traits": {
            "smithy.api#documentation": "<p>To filter your results, specify which subscription providers to return \n\t\t\tin the list.</p>"
          }
        },
        "MaxResults": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#BoxInteger",
          "traits": {
            "smithy.api#documentation": "<p>The maximum items to return in a request.</p>",
            "smithy.api#range": {
              "min": 1,
              "max": 100
            }
          }

  },
        "NextToken": {
```

```
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>A token to specify where to start paginating. This \n\tis the
nextToken from a previously truncated response.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#input": {}
        }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#ListRegisteredSubscriptionProvidersResponse": {
        "type": "structure",
        "members": {
          "RegisteredSubscriptionProviders": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#RegisteredSubscriptionProviderList",
            "traits": {
              "smithy.api#documentation": "<p>The list of BYOL registration resources that fit the criteria
\n\t\t\tyou specified in the request.</p>"
            }
          },

         "NextToken": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The next token used for paginated responses. When this \n\tfield
isn't empty, there are additional elements that the service hasn't \n\tincluded in this request. Use this token with the
next request to retrieve \n\tadditional objects.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#output": {}
        }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#ListTagsForResource": {
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ListTagsForResourceRequest"
        },
        "output": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ListTagsForResourceResponse"
        },
        "errors": [
          {

       "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException"
          },
```

```
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ResourceNotFoundException"
            },
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ValidationException"
            }
        ],
        "traits": {
            "smithy.api#documentation": "<p>List the metadata tags that are assigned to the \n\t\t\tspecified Amazon Web Services resource.</p>",
            "smithy.api#http": {
                "method": "GET",
                "uri": "/tags/{resourceArn}"
            },
            "smithy.api#readonly": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#ListTagsForResourceRequest": {
        "type": "structure",
        "members": {
            "resourceArn": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderArn",
                "traits": {
                    "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the resource for which to list metadata tags.</p>",
                    "smithy.api#httpLabel": {},
                    "smithy.api#required": {}
                }
            }
        },
        "traits": {
            "smithy.api#input": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#ListTagsForResourceResponse": {
        "type": "structure",
        "members": {
            "tags": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#Tags",
                "traits": {
                    "smithy.api#documentation": "<p>The metadata tags for the requested resource.</p>"
                }
            }
        },
        "traits": {
            "smithy.api#output": {}
        }
    },
```

```
    "com.amazonaws.licensemanagerlinuxsubscriptions#Operator": {
      "type": "string",
      "traits": {
        "smithy.api#enum": [
          {
            "name": "EQUAL",
            "value": "Equal",
            "documentation": "Equal operator"
          },
          {
            "name": "NOT_EQUAL",
            "value": "NotEqual",
            "documentation": "Not equal operator"
          },
          {
            "name": "CONTAINS",
            "value": "Contains",
            "documentation": "Contains operator"
          }
        ],
        "smithy.api#length": {
          "min": 1,
          "max": 20
        }
      }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#OrganizationIntegration":
{
      "type": "string",
      "traits": {
        "smithy.api#enum": [
          {
            "name": "Enabled",
            "value": "Enabled",
            "documentation": "Enabled OrganizationIntegration"
          },
          {
            "name": "Disabled",
            "value": "Disabled",
            "documentation": "Disabled OrganizationIntegration"
          }
        ]
      }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#ProductCodeList": {
      "type": "list",
      "member": {
        "target": "smithy.api#String"
```

```
        }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#RegisterSubscriptionProvider": {
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#RegisterSubscriptionProviderRequest"
         },
        "output": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#RegisterSubscriptionProviderResponse"
        },
        "errors": [
          {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException"
          },
          {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ThrottlingException"
          },
          {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ValidationException"
          }
        ],
        "traits": {
          "smithy.api#documentation": "<p>Register the supported third-party subscription provider for your Bring
Your Own License (BYOL) subscription.</p>",
          "smithy.api#http": {
            "code": 200,
            "method": "POST",
            "uri": "/subscription/RegisterSubscriptionProvider"

          },
          "smithy.api#idempotent": {}
        }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#RegisterSubscriptionProviderRequest": {
        "type": "structure",
        "members": {
          "SubscriptionProviderSource": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderSource",
            "traits": {
              "smithy.api#documentation": "<p>The supported Linux subscription provider to register.</p>",
              "smithy.api#required": {}
            }
          },
          "SecretArn": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SecretArn",
            "traits": {
              "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the secret where you've
stored your subscription provider's access token. For \n\t\t\tRHEL subscriptions managed through the
```

```
 Red Hat Subscription Manager (RHSM), the secret contains \n\t\t\tyour Red Hat Offline token.</p>",
                    "smithy.api#required": {}
                }
            },
            "Tags": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#Tags",
                "traits": {
                    "smithy.api#documentation": "<p>The metadata tags to assign to your registered Linux subscription
provider \n\t\t\tresource.</p>"
                }
            }
        },
        "traits": {
            "smithy.api#input": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#RegisterSubscriptionProviderResponse": {
        "type": "structure",
        "members": {
            "SubscriptionProviderSource": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderSource",
                "traits": {
                    "smithy.api#documentation":
 "<p>The Linux subscription provider that you registered.</p>"
                }
            },
            "SubscriptionProviderArn": {
                "target": "smithy.api#String",
                "traits": {
                    "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the Linux subscription
provider resource that you registered.</p>"
                }
            },
            "SubscriptionProviderStatus": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderStatus",
                "traits": {
                    "smithy.api#documentation": "<p>Indicates the status of the registration action for the Linux
subscription provider \n\t\t\tthat you requested.</p>"
                }
            }
        },
        "traits": {
            "smithy.api#output": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#RegisteredSubscriptionProvider":
 {
        "type": "structure",
```

```
        "members": {
            "SubscriptionProviderArn": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderArn",
                "traits": {
                    "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the Linux subscription
provider resource that you registered.</p>"
                }
            },
            "SubscriptionProviderSource": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderSource",
                "traits": {
                    "smithy.api#documentation": "<p>A supported third-party Linux subscription provider. License
Manager currently supports \n\t\t\tRed Hat subscriptions.</p>"
                }
            },
            "SecretArn": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SecretArn",
                 "traits": {
                    "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the Secrets Manager secret
that stores your registered Linux subscription provider \n\t\t\taccess token. For RHEL account subscriptions, this is
the offline token.</p>"
                }
            },
            "SubscriptionProviderStatus": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderStatus",
                "traits": {
                    "smithy.api#documentation": "<p>Indicates the status of your registered Linux subscription provider
access token \n\t\t\tfrom the last time License Manager retrieved subscription data. For RHEL account subscriptions,
\n\t\t\tthis is the status of the offline token.</p>"
                }
            },
            "SubscriptionProviderStatusMessage": {
                "target": "smithy.api#String",
                "traits":
{
                    "smithy.api#documentation": "<p>A detailed message that's associated with your BYOL subscription
\n\t\t\tprovider token status.</p>"
                }
            },
            "LastSuccessfulDataRetrievalTime": {
                "target": "smithy.api#String",
                "traits": {
                    "smithy.api#documentation": "<p>The timestamp from the last time that License Manager accessed
third-party subscription data \n\t\t\tfor your account from your registered Linux subscription provider.</p>"
                }
            }
        },
        "traits": {
```

```
            "smithy.api#documentation": "<p>A third-party provider for operating system (OS) platform software and
license \n\t\t\tsubscriptions, such as Red Hat. When you register a third-party Linux subscription \n\t\t\tprovider,
License Manager can get subscription data from the registered provider.</p>"
          }
        },
        "com.amazonaws.licensemanagerlinuxsubscriptions#RegisteredSubscriptionProviderList":
{
          "type": "list",
          "member": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#RegisteredSubscriptionProvider"
          }
        },
        "com.amazonaws.licensemanagerlinuxsubscriptions#ResourceNotFoundException": {
          "type": "structure",
          "members": {
            "message": {
              "target": "smithy.api#String"
            }
          },
          "traits": {
            "smithy.api#documentation": "<p>Unable to find the requested Amazon Web Services resource.</p>",
            "smithy.api#error": "client"
          }
        },
        "com.amazonaws.licensemanagerlinuxsubscriptions#SecretArn": {
          "type": "string",
          "traits": {
            "smithy.api#pattern": "^arn:[a-z0-9-\\.]{1,63}:secretsmanager:[a-z0-9-\\.]{0,63}:[a-z0-9-
\\.]{0,63}:secret:[^/]{1,1023}$"

    }
        },
        "com.amazonaws.licensemanagerlinuxsubscriptions#Status": {
          "type": "string",
          "traits": {
            "smithy.api#enum": [
              {
                "name": "InProgress",
                "value": "InProgress",
                "documentation": "InProgress status"
              },
              {
                "name": "Completed",
                "value": "Completed",
                "documentation": "Completed status"
              },
              {
                "name": "Successful",
```

```
                "value": "Successful",
                "documentation": "Successful status"
              },
              {
                "name": "Failed",
                "value": "Failed",
                "documentation": "Failed status"
              }
            ]
          }
        },

        "com.amazonaws.licensemanagerlinuxsubscriptions#StringList": {
          "type": "list",
          "member": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#length": {
                "min": 1,
                "max": 100
              }
            }
          },
          "traits": {
            "smithy.api#length": {
              "min": 1,
              "max": 100
            },
            "smithy.api#uniqueItems": {}
          }
        },
        "com.amazonaws.licensemanagerlinuxsubscriptions#StringMap": {
          "type": "map",
          "key": {
            "target": "smithy.api#String"
          },
          "value": {
            "target": "smithy.api#String"
          }
        },
        "com.amazonaws.licensemanagerlinuxsubscriptions#Subscription": {
          "type": "structure",
          "members": {
            "Name":
{
              "target": "smithy.api#String",
              "traits": {
                "smithy.api#documentation": "<p>The name of the subscription.</p>"
```

```
            }
          },
          "Type": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The type of subscription. The type can be subscription-included
with Amazon EC2, Bring Your Own\n      Subscription model (BYOS), or from the Amazon Web Services
Marketplace. Certain subscriptions may use licensing from the\n      Amazon Web Services Marketplace as well as
OS licensing from Amazon EC2 or BYOS.</p>"
            }
          },
          "InstanceCount": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#BoxLong",
            "traits": {
              "smithy.api#documentation": "<p>The total amount of running instances using this
 subscription.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#documentation": "<p>An object which details a discovered Linux subscription.</p>"
        }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionList": {
        "type": "list",
        "member": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#Subscription"
        }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderArn": {
        "type": "string",
        "traits": {
          "smithy.api#pattern": "^arn:[a-z0-9-\\.]{1,63}:[a-z0-9-\\.]{1,63}:[a-z0-9-\\.]{1,63}:[a-z0-9-\\.]{1,63}:[a-z0-
9-\\.]{1,510}/[a-z0-9-\\.]{1,510}$"
        }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderSource": {
        "type": "string",
        "traits": {
          "smithy.api#enum": [

 {
              "name": "RedHat",
              "value": "RedHat",
              "documentation": "RedHat subscription provider namespace"
            }
          ]
        }
```

```
  },
  "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderSourceList": {
    "type": "list",
    "member": {
      "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderSource"
    }
  },
  "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderStatus": {
    "type": "string",
    "traits": {
      "smithy.api#enum": [
        {
          "name": "ACTIVE",
          "value": "ACTIVE",
          "documentation": "ACTIVE status"
        },
        {
          "name": "INVALID",
          "value": "INVALID",

"documentation": "INVALID status"
        },
        {
          "name": "PENDING",
          "value": "PENDING",
          "documentation": "PENDING status"
        }
      ]
    }
  },
  "com.amazonaws.licensemanagerlinuxsubscriptions#TagKeyList": {
    "type": "list",
    "member": {
      "target": "smithy.api#String"
    },
    "traits": {
      "smithy.api#length": {
        "min": 0,
        "max": 50
      },
      "smithy.api#sensitive": {}
    }
  },
  "com.amazonaws.licensemanagerlinuxsubscriptions#TagResource": {
    "type": "operation",
    "input": {
      "target": "com.amazonaws.licensemanagerlinuxsubscriptions#TagResourceRequest"
    },
```

```
        "output": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#TagResourceResponse"
        },
        "errors": [
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException"
            },
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ResourceNotFoundException"
            },
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ValidationException"
            }
        ],
        "traits": {
            "smithy.api#documentation": "<p>Add metadata tags to the specified Amazon Web Services
resource.</p>",
            "smithy.api#http": {
                "method": "PUT",
                "uri": "/tags/{resourceArn}"
            },
            "smithy.api#idempotent": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#TagResourceRequest": {
        "type": "structure",
        "members":
{
            "resourceArn": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderArn",
                "traits": {
                    "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the Amazon Web Services
resource to which to add the specified \n\t\t\tmetadata tags.</p>",
                    "smithy.api#httpLabel": {},
                    "smithy.api#required": {}
                }
            },
            "tags": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#Tags",
                "traits": {
                    "smithy.api#documentation": "<p>The metadata tags to assign to the Amazon Web Services resource.
Tags are \n\t\t\tformatted as key value pairs.</p>",
                    "smithy.api#required": {}
                }
            }
        },
        "traits": {
            "smithy.api#input": {}
```

```
        }

      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#TagResourceResponse": {
        "type": "structure",
        "members": {},
        "traits": {
          "smithy.api#output": {}
        }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#Tags": {
        "type": "map",
        "key": {
          "target": "smithy.api#String"
        },
        "value": {
          "target": "smithy.api#String"
        },
        "traits": {
          "smithy.api#length": {
            "min": 0,
            "max": 50
          },
          "smithy.api#sensitive": {}
        }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#ThrottlingException": {
        "type": "structure",
        "members": {
          "message": {
            "target": "smithy.api#String"
          }
        },
        "traits": {
          "smithy.api#documentation":
"<p>The request was denied due to request throttling.</p>",
          "smithy.api#error": "client"
        }
      },
      "com.amazonaws.licensemanagerlinuxsubscriptions#UntagResource": {
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#UntagResourceRequest"
        },
        "output": {
          "target": "com.amazonaws.licensemanagerlinuxsubscriptions#UntagResourceResponse"
        },
        "errors": [
```

```
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException"
            },
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ResourceNotFoundException"
            }
        ],
        "traits": {
            "smithy.api#documentation": "<p>Remove one or more metadata tag from the specified Amazon Web
Services resource.</p>",
             "smithy.api#http": {
                "method": "DELETE",
                "uri": "/tags/{resourceArn}"
            },
            "smithy.api#idempotent": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#UntagResourceRequest": {
        "type": "structure",
        "members": {
            "resourceArn": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#SubscriptionProviderArn",
                "traits": {
                    "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the Amazon Web Services
resource to remove the metadata tags from.</p>",
                    "smithy.api#httpLabel": {},
                    "smithy.api#required": {}
                }
            },
            "tagKeys": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#TagKeyList",
                "traits": {

              "smithy.api#documentation": "<p>A list of metadata tag keys to remove from the requested
\n\t\t\tresource.</p>",
                    "smithy.api#httpQuery": "tagKeys",
                    "smithy.api#required": {}
                }
            }
        },
        "traits": {
            "smithy.api#input": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#UntagResourceResponse": {
        "type": "structure",
        "members": {},
        "traits": {
```

```
            "smithy.api#output": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#UpdateServiceSettings": {
        "type": "operation",
        "input": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#UpdateServiceSettingsRequest"
        },
        "output": {
            "target": "com.amazonaws.licensemanagerlinuxsubscriptions#UpdateServiceSettingsResponse"

    },
        "errors": [
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#InternalServerException"
            },
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ThrottlingException"
            },
            {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#ValidationException"
            }
        ],
        "traits": {
            "smithy.api#documentation": "<p>Updates the service settings for Linux subscriptions.</p>",
            "smithy.api#http": {
                "code": 200,
                "method": "POST",
                "uri": "/subscription/UpdateServiceSettings"
            },
            "smithy.api#idempotent": {}
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#UpdateServiceSettingsRequest": {
        "type": "structure",
        "members": {
            "LinuxSubscriptionsDiscovery": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#LinuxSubscriptionsDiscovery",
                "traits": {
                    "smithy.api#documentation": "<p>Describes if the discovery of Linux subscriptions is enabled.</p>",
                    "smithy.api#required": {}
                }
            },
            "LinuxSubscriptionsDiscoverySettings": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#LinuxSubscriptionsDiscoverySettings",
                "traits": {
                    "smithy.api#documentation": "<p>The settings defined for Linux subscriptions discovery. The
settings include if Organizations\n      integration has been enabled, and which Regions data will be aggregated
```

```
from.</p>",
                    "smithy.api#required": {}
                }
            },
            "AllowUpdate": {
                "target":
 "smithy.api#Boolean",
                "traits": {
                    "smithy.api#documentation": "<p>Describes if updates are allowed to the service settings for Linux
subscriptions. If you\n      allow updates, you can aggregate Linux subscription data in more than one home
Region.</p>"
                }
            }
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#UpdateServiceSettingsResponse": {
        "type": "structure",
        "members": {
            "LinuxSubscriptionsDiscovery": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#LinuxSubscriptionsDiscovery",
                "traits": {
                    "smithy.api#documentation": "<p>Lists if discovery has been enabled for Linux subscriptions.</p>"
                }
            },
            "LinuxSubscriptionsDiscoverySettings": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#LinuxSubscriptionsDiscoverySettings",
                 "traits": {
                    "smithy.api#documentation": "<p>The settings defined for Linux subscriptions discovery. The
settings include if Organizations\n      integration has been enabled, and which Regions data will be aggregated
from.</p>"
                }
            },
            "Status": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#Status",
                "traits": {
                    "smithy.api#documentation": "<p>Indicates the status of Linux subscriptions settings being
applied.</p>"
                }
            },
            "StatusMessage": {
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#StringMap",
                "traits": {
                    "smithy.api#documentation": "<p>A message which details the Linux subscriptions service settings
current status.</p>"
                }

        },
            "HomeRegions": {
```

```
                "target": "com.amazonaws.licensemanagerlinuxsubscriptions#StringList",
                "traits": {
                    "smithy.api#documentation": "<p>The Region in which License Manager displays the aggregated
data for Linux\n      subscriptions.</p>"
                }
            }
        }
    },
    "com.amazonaws.licensemanagerlinuxsubscriptions#ValidationException": {
        "type": "structure",
        "members": {
            "message": {
                "target": "smithy.api#String"
            }
        },
        "traits": {
            "smithy.api#documentation": "<p>The provided input is not valid. Try your request again.</p>",
            "smithy.api#error": "client"
        }
    }
  }
}
// Code generated by smithy-go-codegen DO NOT EDIT.

package grafana

import (
 "context"
 "fmt"
 awsmiddleware "github.com/aws/aws-sdk-go-v2/aws/middleware"
 "github.com/aws/aws-sdk-go-v2/service/grafana/types"
 "github.com/aws/smithy-go/middleware"
 smithyhttp "github.com/aws/smithy-go/transport/http"
)

// Assigns a Grafana Enterprise license to a workspace. To upgrade, you must use
// ENTERPRISE for the licenseType , and pass in a valid Grafana Labs token for the
// grafanaToken . Upgrading to Grafana Enterprise incurs additional fees. For more
// information, see [Upgrade a workspace to Grafana Enterprise].
//
// [Upgrade a workspace to Grafana Enterprise]: https://docs.aws.amazon.com/grafana/latest/userguide/upgrade-to-
Grafana-Enterprise.html
func (c *Client) AssociateLicense(ctx context.Context, params *AssociateLicenseInput, optFns ...func(*Options))
(*AssociateLicenseOutput, error) {
 if params == nil {
  params = &AssociateLicenseInput{}
 }
```

```
 result, metadata, err := c.invokeOperation(ctx,
 "AssociateLicense", params, optFns, c.addOperationAssociateLicenseMiddlewares)
 if err != nil {
  return nil, err
 }

 out := result.(*AssociateLicenseOutput)
 out.ResultMetadata = metadata
 return out, nil
}

type AssociateLicenseInput struct {

 // The type of license to associate with the workspace.
 //
 // Amazon Managed Grafana workspaces no longer support Grafana Enterprise free
 // trials.
 //
 // This member is required.
 LicenseType types.LicenseType

 // The ID of the workspace to associate the license with.
 //
 // This member is required.
 WorkspaceId *string

 // A token from Grafana Labs that ties your Amazon Web Services account with a
 // Grafana Labs account. For more information, see [Link your account with Grafana Labs].
 //
 // [Link your account with Grafana Labs]: https://docs.aws.amazon.com/grafana/latest/userguide/upgrade-to-
Grafana-Enterprise.html#AMG-workspace-register-enterprise
 GrafanaToken *string

 noSmithyDocumentSerde
}

type AssociateLicenseOutput
 struct {

 // A structure containing data about the workspace.
 //
 // This member is required.
 Workspace *types.WorkspaceDescription

 // Metadata pertaining to the operation's result.
 ResultMetadata middleware.Metadata

 noSmithyDocumentSerde
```

```
}

func (c *Client) addOperationAssociateLicenseMiddlewares(stack *middleware.Stack, options Options) (err error) {
 if err := stack.Serialize.Add(&setOperationInputMiddleware{}, middleware.After); err != nil {
  return err
 }
 err = stack.Serialize.Add(&awsRestjson1_serializeOpAssociateLicense{}, middleware.After)
 if err != nil {
  return err
 }
 err = stack.Deserialize.Add(&awsRestjson1_deserializeOpAssociateLicense{}, middleware.After)
 if err != nil {
  return err
 }
 if err := addProtocolFinalizerMiddlewares(stack, options, "AssociateLicense"); err != nil {
  return fmt.Errorf("add protocol finalizers: %v", err)
 }

 if err = addlegacyEndpointContextSetter(stack, options); err != nil {
  return err
 }
 if err = addSetLoggerMiddleware(stack,
 options); err != nil {
  return err
 }
 if err = addClientRequestID(stack); err != nil {
  return err
 }
 if err = addComputeContentLength(stack); err != nil {
  return err
 }
 if err = addResolveEndpointMiddleware(stack, options); err != nil {
  return err
 }
 if err = addComputePayloadSHA256(stack); err != nil {
  return err
 }
 if err = addRetry(stack, options); err != nil {
  return err
 }
 if err = addRawResponseToMetadata(stack); err != nil {
  return err
 }
 if err = addRecordResponseTiming(stack); err != nil {
  return err
 }
 if err = addSpanRetryLoop(stack, options); err != nil {
  return err
```

```
 }
 if err = addClientUserAgent(stack, options); err != nil {
  return err
 }
 if err = smithyhttp.AddErrorCloseResponseBodyMiddleware(stack); err != nil {
  return err
 }
 if err = smithyhttp.AddCloseResponseBodyMiddleware(stack); err != nil {
  return err
 }
 if err = addSetLegacyContextSigningOptionsMiddleware(stack); err != nil {
  return err
 }
 if err = addTimeOffsetBuild(stack,
 c); err != nil {
  return err
 }
 if err = addUserAgentRetryMode(stack, options); err != nil {
  return err
 }
 if err = addCredentialSource(stack, options); err != nil {
  return err
 }
 if err = addOpAssociateLicenseValidationMiddleware(stack); err != nil {
  return err
 }
 if err = stack.Initialize.Add(newServiceMetadataMiddleware_opAssociateLicense(options.Region),
middleware.Before); err != nil {
  return err
 }
 if err = addRecursionDetection(stack); err != nil {
  return err
 }
 if err = addRequestIDRetrieverMiddleware(stack); err != nil {
  return err
 }
 if err = addResponseErrorMiddleware(stack); err != nil {
  return err
 }
 if err = addRequestResponseLogging(stack, options); err != nil {
  return err
 }
 if err = addDisableHTTPSMiddleware(stack, options); err != nil {
  return err
 }
 if err = addSpanInitializeStart(stack); err != nil {
  return err
 }
```

```
 if err = addSpanInitializeEnd(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestStart(stack);
 err != nil {
  return err
 }
 if err = addSpanBuildRequestEnd(stack); err != nil {
  return err
 }
 return nil
}

func newServiceMetadataMiddleware_opAssociateLicense(region string)
*awsmiddleware.RegisterServiceMetadata {
 return &awsmiddleware.RegisterServiceMetadata{
  Region:        region,
  ServiceID:     ServiceID,
  OperationName: "AssociateLicense",
 }
}
// Code generated by smithy-go-codegen DO NOT EDIT.

package licensemanager

import (
 "context"
 "fmt"
 awsmiddleware "github.com/aws/aws-sdk-go-v2/aws/middleware"
 "github.com/aws/aws-sdk-go-v2/service/licensemanager/types"
 "github.com/aws/smithy-go/middleware"
 smithyhttp "github.com/aws/smithy-go/transport/http"
)

// Checks out the specified license.
//
// If the account that created the license is the same that is performing the
// check out, you must specify the account as the beneficiary.
func (c *Client) CheckoutLicense(ctx context.Context, params *CheckoutLicenseInput, optFns ...func(*Options))
(*CheckoutLicenseOutput, error) {
 if params == nil {
  params = &CheckoutLicenseInput{}
 }

 result, metadata, err := c.invokeOperation(ctx, "CheckoutLicense", params, optFns,
c.addOperationCheckoutLicenseMiddlewares)
 if err != nil {
  return nil, err
```

```
 }

 out := result.(*CheckoutLicenseOutput)
 out.ResultMetadata = metadata
 return out, nil
}

type CheckoutLicenseInput struct {

 //
 Checkout type.
 //
 // This member is required.
 CheckoutType types.CheckoutType

 // Unique, case-sensitive identifier that you provide to ensure the idempotency of
 // the request.
 //
 // This member is required.
 ClientToken *string

 // License entitlements.
 //
 // This member is required.
 Entitlements []types.EntitlementData

 // Key fingerprint identifying the license.
 //
 // This member is required.
 KeyFingerprint *string

 // Product SKU.
 //
 // This member is required.
 ProductSKU *string

 // License beneficiary.
 Beneficiary *string

 // Node ID.
 NodeId *string

 noSmithyDocumentSerde
}

type CheckoutLicenseOutput struct {

 // Checkout type.
```

```
 CheckoutType types.CheckoutType

 // Allowed license entitlements.
 EntitlementsAllowed []types.EntitlementData

 // Date and time at which the license checkout expires.
 Expiration *string

 // Date and time at which the license checkout is issued.
 IssuedAt *string

 // Amazon Resource Name (ARN) of the checkout license.
 LicenseArn
 *string

 // License consumption token.
 LicenseConsumptionToken *string

 // Node ID.
 NodeId *string

 // Signed token.
 SignedToken *string

 // Metadata pertaining to the operation's result.
 ResultMetadata middleware.Metadata

 noSmithyDocumentSerde
}

func (c *Client) addOperationCheckoutLicenseMiddlewares(stack *middleware.Stack, options Options) (err error) {
 if err := stack.Serialize.Add(&setOperationInputMiddleware{}, middleware.After); err != nil {
  return err
 }
 err = stack.Serialize.Add(&awsAwsjson11_serializeOpCheckoutLicense{}, middleware.After)
 if err != nil {
  return err
 }
 err = stack.Deserialize.Add(&awsAwsjson11_deserializeOpCheckoutLicense{}, middleware.After)
 if err != nil {
  return err
 }
 if err := addProtocolFinalizerMiddlewares(stack, options, "CheckoutLicense"); err != nil {
  return fmt.Errorf("add protocol finalizers: %v", err)
 }

 if err = addlegacyEndpointContextSetter(stack, options); err != nil {
  return err
```

```
}
if err = addSetLoggerMiddleware(stack,
options); err != nil {
 return err
}
if err = addClientRequestID(stack); err != nil {
 return err
}
if err = addComputeContentLength(stack); err != nil {
 return err
}
if err = addResolveEndpointMiddleware(stack, options); err != nil {
 return err
}
if err = addComputePayloadSHA256(stack); err != nil {
 return err
}
if err = addRetry(stack, options); err != nil {
 return err
}
if err = addRawResponseToMetadata(stack); err != nil {
 return err
}
if err = addRecordResponseTiming(stack); err != nil {
 return err
}
if err = addSpanRetryLoop(stack, options); err != nil {
 return err
}
if err = addClientUserAgent(stack, options); err != nil {
 return err
}
if err = smithyhttp.AddErrorCloseResponseBodyMiddleware(stack); err != nil {
 return err
}
if err = smithyhttp.AddCloseResponseBodyMiddleware(stack); err != nil {
 return err
}
if err = addSetLegacyContextSigningOptionsMiddleware(stack); err != nil {
 return err
}
if err = addTimeOffsetBuild(stack,
c); err != nil {
 return err
}
if err = addUserAgentRetryMode(stack, options); err != nil {
 return err
}
```

```
 if err = addCredentialSource(stack, options); err != nil {
  return err
 }
 if err = addOpCheckoutLicenseValidationMiddleware(stack); err != nil {
  return err
 }
 if err = stack.Initialize.Add(newServiceMetadataMiddleware_opCheckoutLicense(options.Region),
middleware.Before); err != nil {
  return err
 }
 if err = addRecursionDetection(stack); err != nil {
  return err
 }
 if err = addRequestIDRetrieverMiddleware(stack); err != nil {
  return err
 }
 if err = addResponseErrorMiddleware(stack); err != nil {
  return err
 }
 if err = addRequestResponseLogging(stack, options); err != nil {
  return err
 }
 if err = addDisableHTTPSMiddleware(stack, options); err != nil {
  return err
 }
 if err = addSpanInitializeStart(stack); err != nil {
  return err
 }
 if err = addSpanInitializeEnd(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestStart(stack);
 err != nil {
  return err
 }
 if err = addSpanBuildRequestEnd(stack); err != nil {
  return err
 }
 return nil
}

func newServiceMetadataMiddleware_opCheckoutLicense(region string) *awsmiddleware.RegisterServiceMetadata
{
 return &awsmiddleware.RegisterServiceMetadata{
  Region:        region,
  ServiceID:     ServiceID,
  OperationName: "CheckoutLicense",
 }
```

```
}
CreateLicense
 Initialize stack step
  spanInitializeStart
  RegisterServiceMetadata
  legacyEndpointContextSetter
  SetLogger
  OperationInputValidation
  spanInitializeEnd
 Serialize stack step
  spanBuildRequestStart
  setOperationInput
  ResolveEndpoint
  OperationSerializer
 Build stack step
  ClientRequestID
  ComputeContentLength
  SetCredentialSourceMiddleware
  UserAgent
  AddTimeOffsetMiddleware
  RecursionDetection
  spanBuildRequestEnd
 Finalize stack step
  spanRetryLoop
  Retry
  RetryMetricsHeader
  ResolveAuthScheme
  GetIdentity
  ResolveEndpointV2
  disableHTTPS
  ComputePayloadHash
  setLegacyContextSigningOptions
  Signing
 Deserialize stack step
  AddRawResponseToMetadata
  ErrorCloseResponseBody
  CloseResponseBody
  ResponseErrorWrapper
  RequestIDRetriever
  OperationDeserializer
  AddTimeOffsetMiddleware
  RecordResponseTiming
  RequestResponseLogger
GetLicense
 Initialize stack step
  spanInitializeStart
  RegisterServiceMetadata
  legacyEndpointContextSetter
```

SetLogger
OperationInputValidation
spanInitializeEnd
Serialize stack step
spanBuildRequestStart
setOperationInput
ResolveEndpoint
OperationSerializer
Build stack step
ClientRequestID
ComputeContentLength
SetCredentialSourceMiddleware
UserAgent
AddTimeOffsetMiddleware
RecursionDetection
spanBuildRequestEnd
Finalize stack step
spanRetryLoop
Retry
RetryMetricsHeader
ResolveAuthScheme
GetIdentity
ResolveEndpointV2
disableHTTPS
ComputePayloadHash
setLegacyContextSigningOptions
Signing
Deserialize stack step
AddRawResponseToMetadata
ErrorCloseResponseBody
CloseResponseBody
ResponseErrorWrapper
RequestIDRetriever
OperationDeserializer
AddTimeOffsetMiddleware
RecordResponseTiming
RequestResponseLogger

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```
{
  "smithy": "2.0",
  "shapes": {
    "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException": {
      "type": "structure",
      "members": {
        "message": {
          "target": "smithy.api#String"
        }
      },
      "traits": {
        "smithy.api#documentation": "<p>You don't have sufficient access to perform this action.</p>",
        "smithy.api#error": "client"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#ActiveDirectoryIdentityProvider": {
      "type": "structure",
      "members": {
        "DirectoryId": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#Directory",
          "traits": {
            "smithy.api#documentation": "<p>The directory ID for an Active Directory identity provider.</p>"
          }
        },
        "ActiveDirectorySettings":
{
          "target": "com.amazonaws.licensemanagerusersubscriptions#ActiveDirectorySettings",
          "traits": {
            "smithy.api#documentation": "<p>The <code>ActiveDirectorySettings</code> resource contains
details about \n\t\t\tthe Active Directory, including network access details such as domain name and IP
\n\t\t\taddresses, and the credential provider for user administration.</p>"
```

```
            }
          },
          "ActiveDirectoryType": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ActiveDirectoryType",
            "traits": {
              "smithy.api#documentation": "<p>The type of Active Directory  either a self-managed Active
Directory or an \n\t\t\tAmazon Web Services Managed Active Directory.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#documentation": "<p>Details about an Active Directory identity
 provider.</p>"
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ActiveDirectorySettings": {
        "type": "structure",
        "members": {
          "DomainName": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The domain name for the Active Directory.</p>"
            }
          },
          "DomainIpv4List": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#IpV4List",
            "traits": {
              "smithy.api#documentation": "<p>A list of domain IPv4 addresses that are used for the Active
Directory.</p>",
              "smithy.api#length": {
                "min": 1,
                "max": 2
              }
            }
          },
          "DomainCredentialsProvider": {
            "target":
 "com.amazonaws.licensemanagerusersubscriptions#CredentialsProvider",
            "traits": {
              "smithy.api#documentation": "<p>Points to the <code>CredentialsProvider</code> resource that
contains \n\t\t\tinformation about the credential provider for user administration.</p>"
            }
          },
          "DomainNetworkSettings": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#DomainNetworkSettings",
            "traits": {
              "smithy.api#documentation": "<p>The <code>DomainNetworkSettings</code> resource contains an
array of \n\t\t\tsubnets that apply for the Active Directory.</p>"
```

```
            }
          }
        },
        "traits": {
          "smithy.api#documentation": "<p>Contains network access and credential details that are needed for
\n\t\t\tuser administration in the Active Directory.</p>"
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ActiveDirectoryType":
{
        "type": "string",
        "traits": {
          "smithy.api#enum": [
            {
              "name": "SELF_MANAGED",
              "value": "SELF_MANAGED",
              "documentation": "SELF_MANAGED type of Active Directory"
            },
            {
              "name": "AWS_MANAGED",
              "value": "AWS_MANAGED",
              "documentation": "AWS_MANAGED type of Active Directory"
            }
          ]
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#Arn": {
        "type": "string",
        "traits": {
          "smithy.api#pattern": "^arn:[a-z0-9-\\.]{1,63}:[a-z0-9-\\.]{1,63}:[a-z0-9-\\.]{1,63}:[a-z0-9-\\.]{1,63}:[a-
zA-Z0-9-\\.]{1,510}/[a-zA-Z0-9-\\.]{1,510}$"
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#AssociateUser":
{
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#AssociateUserRequest"
        },
        "output": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#AssociateUserResponse"
        },
        "errors": [
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
```

```
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
             },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
            }
         ],
         "traits": {
            "smithy.api#documentation": "<p>Associates the user to an EC2 instance to utilize user-based subscriptions.</p>\n         <note>\n            <p>Your estimated bill for charges on the number of users and related costs will take 48\n\t\t\thours to appear for billing periods that haven't closed (marked as <b>Pending</b> billing status) in Amazon Web Services Billing. For more information, see <a href=\"https://docs.aws.amazon.com/awsaccountbilling/latest/aboutv2/invoice.html\">Viewing your\n\t\t\t\tmonthly charges</a> in the <i>Amazon Web Services Billing User Guide</i>.</p>\n         </note>",
            "smithy.api#http":
 {
               "code": 200,
               "method": "POST",
               "uri": "/user/AssociateUser"
            },
            "smithy.api#idempotent": {}
         }
      },
      "com.amazonaws.licensemanagerusersubscriptions#AssociateUserRequest": {
         "type": "structure",
         "members": {
            "Username": {
               "target": "smithy.api#String",
               "traits": {
                  "smithy.api#documentation": "<p>The user name from the identity provider.</p>",
                  "smithy.api#required": {}
               }
            },
            "InstanceId": {
               "target": "smithy.api#String",
               "traits": {
                  "smithy.api#documentation": "<p>The ID of the EC2 instance that provides the user-based subscription.</p>",
```

```
                "smithy.api#required": {}
            }
        },
        "IdentityProvider": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider",
            "traits": {
                "smithy.api#documentation": "<p>The identity provider for the user.</p>",
                "smithy.api#required": {}
            }
        },
        "Domain": {
            "target": "smithy.api#String",
            "traits": {
                "smithy.api#documentation": "<p>The domain name of the  Active Directory that contains information for the user to associate.</p>"
            }
        },
        "Tags": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Tags",
            "traits": {
                "smithy.api#documentation": "<p>The tags that apply for the user association.</p>"
            }
        }
    },
    "traits": {

  "smithy.api#input": {}
    }
  },
  "com.amazonaws.licensemanagerusersubscriptions#AssociateUserResponse": {
    "type": "structure",
    "members": {
      "InstanceUserSummary": {
        "target": "com.amazonaws.licensemanagerusersubscriptions#InstanceUserSummary",
        "traits": {
          "smithy.api#documentation": "<p>Metadata that describes the associate user operation.</p>",
          "smithy.api#required": {}
        }
      }
    },
    "traits": {
      "smithy.api#output": {}
    }
  },
  "com.amazonaws.licensemanagerusersubscriptions#BoxInteger": {
    "type": "integer"
  },
  "com.amazonaws.licensemanagerusersubscriptions#ConflictException": {
```

```
        "type": "structure",
        "members": {
          "message": {
            "target": "smithy.api#String"
           }
        },
        "traits": {
          "smithy.api#documentation": "<p>The request couldn't be completed because it conflicted with the current state of the\n\t\t\tresource.</p>",
          "smithy.api#error": "server"
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#CreateLicenseServerEndpoint": {
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#CreateLicenseServerEndpointRequest"
        },
        "output": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#CreateLicenseServerEndpointResponse"
        },
        "errors": [
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
          },

        {
            "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
          }
        ],
        "traits": {
          "smithy.api#documentation": "<p>Creates a network endpoint for the Remote Desktop Services (RDS) license server.</p>",
          "smithy.api#http": {
```

```
            "code": 200,
            "method": "POST",
            "uri": "/license-server/CreateLicenseServerEndpoint"
          },
          "smithy.api#idempotent": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#CreateLicenseServerEndpointRequest": {
        "type": "structure",
        "members": {
          "IdentityProviderArn": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
            "traits": {
              "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) that identifies the
<code>IdentityProvider</code> resource that contains details \n\t\t\tabout a registered identity provider. In the case
of Active Directory, that can be \n\t\t\ta self-managed Active Directory or an Amazon Web Services Managed
Active Directory that contains user identity details.</p>",
              "smithy.api#required": {}
            }
          },
          "LicenseServerSettings": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#LicenseServerSettings",
            "traits": {
              "smithy.api#documentation": "<p>The <code>LicenseServerSettings</code> resource to create for
the endpoint. The \n\t\t\tsettings include the type of license server and the Secrets Manager secret that \n\t\t\tenables
administrators to add or remove users associated with the \n\t\t\tlicense server.</p>",
              "smithy.api#required": {}
            }
          },
          "Tags": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Tags",
            "traits": {
              "smithy.api#documentation": "<p>The tags that apply for the license server endpoint.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#input": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#CreateLicenseServerEndpointResponse":
{
        "type": "structure",
        "members": {
          "IdentityProviderArn": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
            "traits": {
              "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the identity provider
```

```
specified in the request.</p>"
                }
            },
            "LicenseServerEndpointArn": {
                "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
                "traits": {
                    "smithy.api#documentation": "<p>The ARN of the <code>LicenseServerEndpoint</code>
resource.</p>"
                }
            }
        },
        "traits": {
            "smithy.api#output": {}
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#CredentialsProvider": {
        "type": "union",
        "members": {
            "SecretsManagerCredentialsProvider":
{
                "target": "com.amazonaws.licensemanagerusersubscriptions#SecretsManagerCredentialsProvider",
                "traits": {
                    "smithy.api#documentation": "<p>Identifies the Secrets Manager secret that contains credentials
needed for \n\t\t\tuser administration in the Active Directory.</p>"
                }
            }
        },
        "traits": {
            "smithy.api#documentation": "<p>Contains information about the credential provider for user
\n\t\t\tadministration.</p>"
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#DeleteLicenseServerEndpoint": {
        "type": "operation",
        "input": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#DeleteLicenseServerEndpointRequest"
        },
        "output": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#DeleteLicenseServerEndpointResponse"
         },
        "errors": [
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
            },
            {
```

```
                "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"

}
        ],
        "traits": {
            "smithy.api#documentation": "<p>Deletes a <code>LicenseServerEndpoint</code> resource.</p>",
            "smithy.api#http": {
                "code": 200,
                "method": "POST",
                "uri": "/license-server/DeleteLicenseServerEndpoint"
            },
            "smithy.api#idempotent": {}
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#DeleteLicenseServerEndpointRequest": {
        "type": "structure",
        "members": {
            "LicenseServerEndpointArn": {
                "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
                "traits": {
                    "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) that identifies the
<code>LicenseServerEndpoint</code> \n\t\t\tresource to delete.</p>",
                    "smithy.api#required": {}
                }
            },
             "ServerType": {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ServerType",
                "traits": {
                    "smithy.api#documentation": "<p>The type of License Server that the delete request refers to.</p>",
                    "smithy.api#required": {}
                }
            }
        },
        "traits": {
            "smithy.api#input": {}
        }
```

```
    },
    "com.amazonaws.licensemanagerusersubscriptions#DeleteLicenseServerEndpointResponse": {
      "type": "structure",
      "members": {
        "LicenseServerEndpoint": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#LicenseServerEndpoint",
          "traits": {
            "smithy.api#documentation": "<p>Shows details from the <code>LicenseServerEndpoint</code>
resource that was deleted.</p>"
          }
        }
      },
      "traits": {
        "smithy.api#output": {}
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#DeregisterIdentityProvider": {
      "type": "operation",
      "input": {
        "target": "com.amazonaws.licensemanagerusersubscriptions#DeregisterIdentityProviderRequest"
      },
      "output": {
        "target": "com.amazonaws.licensemanagerusersubscriptions#DeregisterIdentityProviderResponse"
      },
      "errors": [
        {
          "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
        },
        {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
        },
        {
          "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
        },
        {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
        },
        {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
        },
        {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
        },
        {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
        }
      ],
      "traits": {
```

```
            "smithy.api#documentation": "<p>Deregisters the Active Directory identity provider from License
Manager user-based subscriptions.</p>",
            "smithy.api#http": {
               "code": 200,
               "method": "POST",
               "uri": "/identity-provider/DeregisterIdentityProvider"
            },
            "smithy.api#idempotent": {}
         }
      },
      "com.amazonaws.licensemanagerusersubscriptions#DeregisterIdentityProviderRequest":
{
         "type": "structure",
         "members": {
            "IdentityProvider": {
               "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider",
               "traits": {
                  "smithy.api#documentation": "<p>An object that specifies details for the Active Directory identity
provider.</p>"
               }
            },
            "Product": {
               "target": "smithy.api#String",
               "traits": {
                  "smithy.api#documentation": "<p>The name of the user-based subscription product.</p>\n
<p>Valid values: <code>VISUAL_STUDIO_ENTERPRISE</code> |
<code>VISUAL_STUDIO_PROFESSIONAL</code> | <code>OFFICE_PROFESSIONAL_PLUS</code> |
\n<code>REMOTE_DESKTOP_SERVICES</code>\n         </p>"
               }
            },
            "IdentityProviderArn": {
               "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
                "traits": {
                  "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) that identifies the identity
provider to deregister.</p>"
               }
            }
         },
         "traits": {
            "smithy.api#input": {}
         }
      },
      "com.amazonaws.licensemanagerusersubscriptions#DeregisterIdentityProviderResponse": {
         "type": "structure",
         "members": {
            "IdentityProviderSummary": {
               "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProviderSummary",
               "traits": {
```

```
                "smithy.api#documentation": "<p>Metadata that describes the results of an identity provider operation.</p>",
                "smithy.api#required": {}
              }
            }
          },
          "traits": {
            "smithy.api#output": {}

    }
      },
      "com.amazonaws.licensemanagerusersubscriptions#Directory": {
        "type": "string",
        "traits": {
          "smithy.api#pattern": "^(d|sd)-[0-9a-f]{10}$"
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#DisassociateUser": {
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#DisassociateUserRequest"
        },
        "output": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#DisassociateUserResponse"
        },
        "errors": [
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
           },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
          }
        ],
```

```
        "traits": {
            "smithy.api#documentation": "<p>Disassociates the user from an EC2 instance providing user-based
subscriptions.</p>",
            "smithy.api#http": {
                "code": 200,
                "method": "POST",
                "uri": "/user/DisassociateUser"
            },
            "smithy.api#idempotent": {}

        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#DisassociateUserRequest": {
        "type": "structure",
        "members": {
            "Username": {
                "target": "smithy.api#String",
                "traits": {
                    "smithy.api#documentation": "<p>The user name from the Active Directory identity provider for the
user.</p>"
                }
            },
            "InstanceId": {
                "target": "smithy.api#String",
                "traits": {
                    "smithy.api#documentation": "<p>The ID of the EC2 instance which provides user-based
subscriptions.</p>"
                }
            },
            "IdentityProvider": {
                "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider",
                "traits": {
                    "smithy.api#documentation": "<p>An object that specifies details for the Active
 Directory identity provider.</p>"
                }
            },
            "InstanceUserArn": {
                "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
                "traits": {
                    "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the user to disassociate
from the EC2 instance.</p>"
                }
            },
            "Domain": {
                "target": "smithy.api#String",
                "traits": {
                    "smithy.api#documentation": "<p>The domain name of the  Active Directory that contains
information for the user to disassociate.</p>"
```

```
            }
          }
        },
        "traits": {
          "smithy.api#input": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#DisassociateUserResponse": {
        "type": "structure",
        "members": {
          "InstanceUserSummary":
{
            "target": "com.amazonaws.licensemanagerusersubscriptions#InstanceUserSummary",
            "traits": {
              "smithy.api#documentation": "<p>Metadata that describes the associate user operation.</p>",
              "smithy.api#required": {}
            }
          }
        },
        "traits": {
          "smithy.api#output": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#DomainNetworkSettings": {
        "type": "structure",
        "members": {
          "Subnets": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Subnets",
            "traits": {
              "smithy.api#documentation": "<p>Contains a list of subnets that apply for the Active Directory
domain.</p>",
              "smithy.api#length": {
                "min": 1
              },

    "smithy.api#required": {}
            }
          }
        },
        "traits": {
          "smithy.api#documentation": "<p>Contains network settings for the Active Directory domain.</p>"
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#Filter": {
        "type": "structure",
        "members": {
          "Attribute": {
            "target": "smithy.api#String",
```

```
            "traits": {
                "smithy.api#documentation": "<p>The name of an attribute to use as a filter.</p>"
            }
        },
        "Operation": {
            "target": "smithy.api#String",
            "traits": {
                "smithy.api#documentation": "<p>The type of search (For example, eq, geq, leq)</p>"
            }
        },
        "Value": {
            "target": "smithy.api#String",
            "traits":
{
                "smithy.api#documentation": "<p>Value of the filter.</p>"
            }
        }
      },
      "traits": {
        "smithy.api#documentation": "<p>A filter name and value pair that is used to return more specific results
from a describe\n\t\t\tor list operation. You can use filters can be used to match a set of resources by specific
\n\t\t\tcriteria, such as tags, attributes, or IDs.</p>"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#FilterList": {
      "type": "list",
      "member": {
        "target": "com.amazonaws.licensemanagerusersubscriptions#Filter"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider": {
      "type": "union",
      "members": {
        "ActiveDirectoryIdentityProvider": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ActiveDirectoryIdentityProvider",
           "traits": {
            "smithy.api#documentation": "<p>The <code>ActiveDirectoryIdentityProvider</code> resource
contains settings \n\t\t\tand other details about a specific Active Directory identity provider.</p>"
          }
        }
      },
      "traits": {
        "smithy.api#documentation": "<p>Refers to an identity provider.</p>"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#IdentityProviderSummary": {
      "type": "structure",
      "members": {
```

```
        "IdentityProvider": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider",
            "traits": {
                "smithy.api#documentation": "<p>The <code>IdentityProvider</code> resource contains information about \n\t\t\tan identity provider.</p>",
                "smithy.api#required": {}
            }
        },
        "Settings": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Settings",
            "traits": {
                "smithy.api#documentation": "<p>The <code>Settings</code> resource contains details about the registered \n\t\t\tidentity providers product related configuration settings, such as the \n\t\t\tsubnets to provision VPC endpoints.</p>",
                "smithy.api#required": {}
            }
        },
        "Product": {
            "target": "smithy.api#String",
            "traits": {
                "smithy.api#documentation": "<p>The name of the user-based subscription product.</p>",
                "smithy.api#required": {}
            }
        },
        "Status": {
            "target": "smithy.api#String",
            "traits": {
                "smithy.api#documentation": "<p>The status of the
 identity provider.</p>",
                "smithy.api#required": {}
            }
        },
        "IdentityProviderArn": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
            "traits": {
                "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the identity provider.</p>"
            }
        },
        "FailureMessage": {
            "target": "smithy.api#String",
            "traits": {
                "smithy.api#documentation": "<p>The failure message associated with an identity provider.</p>"
            }
        }
    },
    "traits": {
        "smithy.api#documentation": "<p>Describes an identity provider.</p>"
    }
```

```
    },
    "com.amazonaws.licensemanagerusersubscriptions#IdentityProviderSummaryList": {
      "type": "list",
      "member": {

        "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProviderSummary"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#InstanceSummary": {
      "type": "structure",
      "members": {
        "InstanceId": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The ID of the EC2 instance, which provides user-based
subscriptions.</p>",
            "smithy.api#required": {}
          }
        },
        "Status": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The status of an EC2 instance resource.</p>",
            "smithy.api#required": {}
          }
        },
        "Products": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#StringList",
           "traits": {
            "smithy.api#documentation": "<p>A list of provided user-based subscription products.</p>",
            "smithy.api#required": {}
          }
        },
        "LastStatusCheckDate": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The date of the last status check.</p>"
          }
        },
        "StatusMessage": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The status message for an EC2 instance.</p>"
          }
        }
      },
      "traits": {
        "smithy.api#documentation": "<p>Describes an EC2 instance providing user-based subscriptions.</p>"
```

```
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#InstanceSummaryList":
{
        "type": "list",
        "member": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#InstanceSummary"
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#InstanceUserSummary": {
        "type": "structure",
        "members": {
            "Username": {
                "target": "smithy.api#String",
                "traits": {
                    "smithy.api#documentation": "<p>The user name from the identity provider for the user.</p>",
                    "smithy.api#required": {}
                }
            },
            "InstanceId": {
                "target": "smithy.api#String",
                "traits": {
                    "smithy.api#documentation": "<p>The ID of the EC2 instance that provides user-based
subscriptions.</p>",
                    "smithy.api#required": {}
                }
            },

    "IdentityProvider": {
                "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider",
                "traits": {
                    "smithy.api#documentation": "<p>The <code>IdentityProvider</code> resource specifies details
\n\t\t\tabout the identity provider.</p>",
                    "smithy.api#required": {}
                }
            },
            "Status": {
                "target": "smithy.api#String",
                "traits": {
                    "smithy.api#documentation": "<p>The status of a user associated with an EC2 instance.</p>",
                    "smithy.api#required": {}
                }
            },
            "InstanceUserArn": {
                "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
                "traits": {
                    "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) that identifies the instance
user.</p>"
```

```
            }
        },
        "StatusMessage": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The status message for users of an EC2 instance.</p>"
          }
        },
        "Domain": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The domain name of the  Active Directory that contains the user information for the product subscription.</p>"
          }
        },
        "AssociationDate": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The date a user was associated with an EC2 instance.</p>"
          }
        },
        "DisassociationDate": {
          "target": "smithy.api#String",
          "traits": {
            "smithy.api#documentation": "<p>The date a user was disassociated from an EC2 instance.</p>"
          }
        }
      },
      "traits": {
        "smithy.api#documentation": "<p>Describes users of an EC2 instance providing user-based subscriptions.</p>"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#InstanceUserSummaryList": {
      "type": "list",
      "member": {
        "target": "com.amazonaws.licensemanagerusersubscriptions#InstanceUserSummary"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#InternalServerException": {
      "type": "structure",
      "members": {
        "message": {
          "target": "smithy.api#String"
        }
      },
      "traits": {
        "smithy.api#documentation": "<p>An exception occurred with the service.</p>",
```

```
        "smithy.api#error": "server",
        "smithy.api#httpError": 500
    }
},
"com.amazonaws.licensemanagerusersubscriptions#IpV4": {
    "type": "string",
    "traits": {
        "smithy.api#pattern": "^(?:(25[0-5]|2[0-4][0-9]|1[0-9][0-9]|[1-9][0-9]|[0-9])(\\.(?!$)|$)){4}$"
    }
},
"com.amazonaws.licensemanagerusersubscriptions#IpV4List": {
    "type": "list",
    "member": {
        "target": "com.amazonaws.licensemanagerusersubscriptions#IpV4"
    }
},
"com.amazonaws.licensemanagerusersubscriptions#LicenseManagerUserSubscriptions": {
    "type": "service",
    "version": "2018-05-10",
    "operations": [
        {
            "target": "com.amazonaws.licensemanagerusersubscriptions#AssociateUser"
        },
        {
            "target": "com.amazonaws.licensemanagerusersubscriptions#CreateLicenseServerEndpoint"
        },
        {
            "target": "com.amazonaws.licensemanagerusersubscriptions#DeleteLicenseServerEndpoint"
        },
        {
            "target": "com.amazonaws.licensemanagerusersubscriptions#DeregisterIdentityProvider"
        },
        {
            "target": "com.amazonaws.licensemanagerusersubscriptions#DisassociateUser"
        },
        {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ListIdentityProviders"
        },
        {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ListInstances"
        },
        {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ListLicenseServerEndpoints"
        },
        {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ListProductSubscriptions"
        },
        {
```

```
            "target": "com.amazonaws.licensemanagerusersubscriptions#ListTagsForResource"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ListUserAssociations"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#RegisterIdentityProvider"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#StartProductSubscription"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#StopProductSubscription"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#TagResource"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#UntagResource"
          },
          {

"target": "com.amazonaws.licensemanagerusersubscriptions#UpdateIdentityProviderSettings"
          }
        ],
        "traits": {
          "aws.api#service": {
            "sdkId": "License Manager User Subscriptions",
            "arnNamespace": "license-manager-user-subscriptions",
            "cloudTrailEventSource": "license-manager-user-subscriptions.amazonaws.com"
          },
          "aws.auth#sigv4": {
            "name": "license-manager-user-subscriptions"
          },
          "aws.protocols#restJson1": {},
          "smithy.api#cors": {
            "additionalAllowedHeaders": [
              "*",
              "content-type",
              "x-amz-content-sha256",
              "x-amz-user-agent",
              "x-amzn-platform-id",
              "x-amzn-trace-id",
              "content-length",

         "x-api-key",
              "authorization",
              "x-amz-date",
```

```
                "x-amz-security-token",
                "Access-Control-Allow-Headers",
                "Access-Control-Allow-Methods",
                "Access-Control-Allow-Origin"
            ],
            "additionalExposedHeaders": [
                "x-amzn-errortype",
                "x-amzn-requestid",
                "x-amzn-trace-id"
            ]
        },
        "smithy.api#documentation": "<p>With License Manager, you can create user-based subscriptions to utilize licensed software with\n\t\ta per user subscription fee on Amazon EC2 instances.</p>",
        "smithy.api#title": "AWS License Manager User Subscriptions",
        "smithy.rules#endpointRuleSet": {
            "version": "1.0",
            "parameters": {
                "Region":
{
                    "builtIn": "AWS::Region",
                    "required": false,
                    "documentation": "The AWS region used to dispatch the request.",
                    "type": "String"
                },
                "UseDualStack": {
                    "builtIn": "AWS::UseDualStack",
                    "required": true,
                    "default": false,
                    "documentation": "When true, use the dual-stack endpoint. If the configured endpoint does not support dual-stack, dispatching the request MAY return an error.",
                    "type": "Boolean"
                },
                "UseFIPS": {
                    "builtIn": "AWS::UseFIPS",
                    "required": true,
                    "default": false,
                    "documentation": "When true, send this request to the FIPS-compliant
 regional endpoint. If the configured endpoint does not have a FIPS compliant endpoint, dispatching the request will return an error.",
                    "type": "Boolean"
                },
                "Endpoint": {
                    "builtIn": "SDK::Endpoint",
                    "required": false,
                    "documentation": "Override the endpoint used to send this request",
                    "type": "String"
                }
            },
```

```
"rules": [
  {
    "conditions": [
      {
        "fn": "isSet",
        "argv": [
          {
            "ref": "Endpoint"
          }
        ]
      }
    ],
    "rules": [
      {
        "conditions": [
          {
            "fn": "booleanEquals",
            "argv": [
              {
                "ref": "UseFIPS"
              },
              true
            ]
          }
        ],
        "error": "Invalid Configuration: FIPS and custom endpoint are not supported",
        "type": "error"
      },
      {
        "conditions": [
          {

            "fn": "booleanEquals",
            "argv": [
              {
                "ref": "UseDualStack"
              },
              true
            ]
          }
        ],
        "error": "Invalid Configuration: Dualstack and custom endpoint are not supported",
        "type": "error"
      },
      {
        "conditions": [],
        "endpoint": {
          "url": {
```

```
                        "ref": "Endpoint"
                    },

        "properties": {},
                        "headers": {}
                    },
                    "type": "endpoint"
                }
            ],
            "type": "tree"
        },
        {
            "conditions": [
                {
                    "fn": "isSet",
                    "argv": [
                        {
                            "ref": "Region"
                        }
                    ]
                }
            ],
            "rules": [
                {
                    "conditions": [
                        {
                            "fn": "aws.partition",

                            "argv": [
                                {
                                    "ref": "Region"
                                }
                            ],
                            "assign": "PartitionResult"
                        }
                    ],
                    "rules": [
                        {
                            "conditions": [
                                {
                                    "fn": "booleanEquals",
                                    "argv": [
                                        {
                                            "ref": "UseFIPS"
                                        },

true
                                    ]
```

```
                },
                {
                  "fn": "booleanEquals",
                  "argv": [
                    {
                      "ref": "UseDualStack"
                    },
                    true
                  ]
                }
              ],
              "rules": [
                {
                  "conditions": [
                    {

"fn": "booleanEquals",
                      "argv": [
                        true,
                        {
                          "fn": "getAttr",
                          "argv": [
                            {
                              "ref": "PartitionResult"
                            },
                            "supportsFIPS"
                          ]
                        }
                      ]
                    },

                {
                      "fn": "booleanEquals",
                      "argv": [
                        true,
                        {
                          "fn": "getAttr",
                          "argv": [
                            {
                              "ref": "PartitionResult"
                            },
                            "supportsDualStack"
                          ]
                        }

            ]
                    }
                  ],
```

```
                "rules": [
                    {
                        "conditions": [],
                        "endpoint": {
                            "url": "https://license-manager-user-subscriptions-
fips.{Region}.{PartitionResult#dualStackDnsSuffix}",
                            "properties": {},
                            "headers": {}
                        },
                        "type": "endpoint"
                    }

    ],
                "type": "tree"
            },
            {
                "conditions": [],
                "error": "FIPS and DualStack are enabled, but this partition does not support one or
both",
                "type": "error"
            }
        ],
        "type": "tree"
    },
    {
        "conditions": [
            {
                "fn": "booleanEquals",
                "argv": [

 {
                        "ref": "UseFIPS"
                    },
                    true
                ]
            }
        ],
        "rules": [
            {
                "conditions": [
                    {
                        "fn": "booleanEquals",
                        "argv": [
                            {
                                "fn": "getAttr",
                                "argv": [
```

```
                {
                                "ref": "PartitionResult"
                            },
                            "supportsFIPS"
                        ]
                    },
                    true
                ]
            }
        ],
        "rules": [
            {
                "conditions": [],
                "endpoint": {

    "url": "https://license-manager-user-subscriptions-fips.{Region}.{PartitionResult#dnsSuffix}",
                    "properties": {},
                    "headers": {}
                },
                "type": "endpoint"
            }
        ],
        "type": "tree"
    },
    {
        "conditions": [],
        "error": "FIPS is enabled but this partition does not support FIPS",
        "type": "error"

}
        ],
        "type": "tree"
    },
    {
        "conditions": [
            {
                "fn": "booleanEquals",
                "argv": [
                    {
                        "ref": "UseDualStack"
                    },
                    true
                ]
            }
        ],
        "rules": [
            {
```

```
        "conditions": [
                                {
                                   "fn": "booleanEquals",
                                   "argv": [
                                      true,
                                      {
                                         "fn": "getAttr",
                                         "argv": [
                                            {
                                               "ref": "PartitionResult"
                                            },
                                            "supportsDualStack"
                                         ]

        }
                                   ]
                                }
                             ],
                             "rules": [
                                {
                                   "conditions": [],
                                   "endpoint": {
                                      "url": "https://license-manager-user-
subscriptions.{Region}.{PartitionResult#dualStackDnsSuffix}",
                                      "properties": {},
                                      "headers": {}
                                   },
                                   "type": "endpoint"
                                }

                          ],
                                "type": "tree"
                             },
                             {
                                "conditions": [],
                                "error": "DualStack is enabled but this partition does not support DualStack",
                                "type": "error"
                             }
                          ],
                          "type": "tree"
                       },
                       {
                          "conditions": [],
                          "endpoint": {
                             "url": "https://license-manager-user-
subscriptions.{Region}.{PartitionResult#dnsSuffix}",
```

```
                "properties": {},
                    "headers": {}
                  },
                  "type": "endpoint"
                }
              ],
              "type": "tree"
            }
          ],
          "type": "tree"
        },
        {
          "conditions": [],
          "error": "Invalid Configuration: Missing Region",
          "type": "error"
        }
      ]
    },
    "smithy.rules#endpointTests": {
      "testCases": [
        {
          "documentation": "For region us-east-1 with FIPS enabled and DualStack enabled",
          "expect":
{
            "endpoint": {
              "url": "https://license-manager-user-subscriptions-fips.us-east-1.api.aws"
            }
          },
          "params": {
            "Region": "us-east-1",
            "UseFIPS": true,
            "UseDualStack": true
          }
        },
        {
          "documentation": "For region us-east-1 with FIPS enabled and DualStack disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-user-subscriptions-fips.us-east-1.amazonaws.com"
            }
          },
          "params": {
            "Region": "us-east-1",

    "UseFIPS": true,
            "UseDualStack": false
          }
        },
```

```
                {
                  "documentation": "For region us-east-1 with FIPS disabled and DualStack enabled",
                  "expect": {
                    "endpoint": {
                      "url": "https://license-manager-user-subscriptions.us-east-1.api.aws"
                    }
                  },
                  "params": {
                    "Region": "us-east-1",
                    "UseFIPS": false,
                    "UseDualStack": true
                  }
                },
                {
                  "documentation": "For region us-east-1 with FIPS disabled and DualStack disabled",
                  "expect": {
                    "endpoint":
{
                      "url": "https://license-manager-user-subscriptions.us-east-1.amazonaws.com"
                    }
                  },
                  "params": {
                    "Region": "us-east-1",
                    "UseFIPS": false,
                    "UseDualStack": false
                  }
                },
                {
                  "documentation": "For region cn-north-1 with FIPS enabled and DualStack enabled",
                  "expect": {
                    "endpoint": {
                      "url": "https://license-manager-user-subscriptions-fips.cn-north-
1.api.amazonwebservices.com.cn"
                    }
                  },
                  "params": {
                    "Region": "cn-north-1",
                    "UseFIPS":
 true,
                    "UseDualStack": true
                  }
                },
                {
                  "documentation": "For region cn-north-1 with FIPS enabled and DualStack disabled",
                  "expect": {
                    "endpoint": {
                      "url": "https://license-manager-user-subscriptions-fips.cn-north-1.amazonaws.com.cn"
                    }
```

```
      },
      "params": {
        "Region": "cn-north-1",
        "UseFIPS": true,
        "UseDualStack": false
      }
    },
    {
      "documentation": "For region cn-north-1 with FIPS disabled and DualStack enabled",
      "expect": {
        "endpoint":
{
          "url": "https://license-manager-user-subscriptions.cn-north-1.api.amazonwebservices.com.cn"
        }
      },
      "params": {
        "Region": "cn-north-1",
        "UseFIPS": false,
        "UseDualStack": true
      }
    },
    {
      "documentation": "For region cn-north-1 with FIPS disabled and DualStack disabled",
      "expect": {
        "endpoint": {
          "url": "https://license-manager-user-subscriptions.cn-north-1.amazonaws.com.cn"
        }
      },
      "params": {
        "Region": "cn-north-1",
        "UseFIPS": false,
         "UseDualStack": false
      }
    },
    {
      "documentation": "For region us-gov-east-1 with FIPS enabled and DualStack enabled",
      "expect": {
        "endpoint": {
          "url": "https://license-manager-user-subscriptions-fips.us-gov-east-1.api.aws"
        }
      },
      "params": {
        "Region": "us-gov-east-1",
        "UseFIPS": true,
        "UseDualStack": true
      }
    },
    {
```

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                "documentation": "For region us-gov-east-1 with FIPS enabled and DualStack disabled",
                "expect": {
                  "endpoint":
{
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                  }
                },
                "params": {
                  "Region": "us-gov-east-1",
                  "UseFIPS": true,
                  "UseDualStack": false
                }
              },
              {
                "documentation": "For region us-gov-east-1 with FIPS disabled and DualStack enabled",
                "expect": {
                  "endpoint": {
                    "url": "https://license-manager-user-subscriptions.us-gov-east-1.api.aws"
                  }
                },
                "params": {
                  "Region": "us-gov-east-1",
                  "UseFIPS": false,
                   "UseDualStack": true
                }
              },
              {
                "documentation": "For region us-gov-east-1 with FIPS disabled and DualStack disabled",
                "expect": {
                  "endpoint": {
                    "url": "https://license-manager-user-subscriptions.us-gov-east-1.amazonaws.com"
                  }
                },
                "params": {
                  "Region": "us-gov-east-1",
                  "UseFIPS": false,
                  "UseDualStack": false
                }
              },
              {
                "documentation": "For region us-iso-east-1 with FIPS enabled and DualStack enabled",
                "expect": {
                  "error": "FIPS
and DualStack are enabled, but this partition does not support one or both"
                },
                "params": {
                  "Region": "us-iso-east-1",
                  "UseFIPS": true,
```

```
            "UseDualStack": true
          }
        },
        {
          "documentation": "For region us-iso-east-1 with FIPS enabled and DualStack disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-user-subscriptions-fips.us-iso-east-1.c2s.ic.gov"
            }
          },
          "params": {
            "Region": "us-iso-east-1",
            "UseFIPS": true,
            "UseDualStack": false

}
        },
        {
          "documentation": "For region us-iso-east-1 with FIPS disabled and DualStack enabled",
          "expect": {
            "error": "DualStack is enabled but this partition does not support DualStack"
          },
          "params": {
            "Region": "us-iso-east-1",
            "UseFIPS": false,
            "UseDualStack": true
          }
        },
        {
          "documentation": "For region us-iso-east-1 with FIPS disabled and DualStack disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-user-subscriptions.us-iso-east-1.c2s.ic.gov"
            }

      },
          "params": {
            "Region": "us-iso-east-1",
            "UseFIPS": false,
            "UseDualStack": false
          }
        },
        {
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          "expect": {
            "error": "FIPS and DualStack are enabled, but this partition does not support one or both"
          },
          "params": {
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            "Region": "us-isob-east-1",
            "UseFIPS": true,
            "UseDualStack": true
          }
        },
        {
          "documentation": "For region us-isob-east-1 with FIPS enabled and DualStack
disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-user-subscriptions-fips.us-isob-east-1.sc2s.sgov.gov"
            }
          },
          "params": {
            "Region": "us-isob-east-1",
            "UseFIPS": true,
            "UseDualStack": false
          }
        },
        {
          "documentation": "For region us-isob-east-1 with FIPS disabled and DualStack enabled",
          "expect": {
            "error": "DualStack is enabled but this partition does not support DualStack"
          },
          "params": {
            "Region": "us-isob-east-1",

 "UseFIPS": false,
            "UseDualStack": true
          }
        },
        {
          "documentation": "For region us-isob-east-1 with FIPS disabled and DualStack disabled",
          "expect": {
            "endpoint": {
              "url": "https://license-manager-user-subscriptions.us-isob-east-1.sc2s.sgov.gov"
            }
          },
          "params": {
            "Region": "us-isob-east-1",
            "UseFIPS": false,
            "UseDualStack": false
          }
        },
        {
          "documentation": "For custom endpoint with region set and fips disabled and dualstack disabled",
          "expect": {
```

```
      "endpoint": {
            "url": "https://example.com"
        }
      },
      "params": {
        "Region": "us-east-1",
        "UseFIPS": false,
        "UseDualStack": false,
        "Endpoint": "https://example.com"
      }
    },
    {
      "documentation": "For custom endpoint with region not set and fips disabled and dualstack
disabled",
      "expect": {
        "endpoint": {
          "url": "https://example.com"
        }
      },
      "params": {
        "UseFIPS": false,
        "UseDualStack":
 false,
        "Endpoint": "https://example.com"
      }
    },
    {
      "documentation": "For custom endpoint with fips enabled and dualstack disabled",
      "expect": {
        "error": "Invalid Configuration: FIPS and custom endpoint are not supported"
      },
      "params": {
        "Region": "us-east-1",
        "UseFIPS": true,
        "UseDualStack": false,
        "Endpoint": "https://example.com"
      }
    },
    {
      "documentation": "For custom endpoint with fips disabled and dualstack enabled",
      "expect": {
        "error": "Invalid Configuration:
 Dualstack and custom endpoint are not supported"
      },
      "params": {
        "Region": "us-east-1",
        "UseFIPS": false,
        "UseDualStack": true,
```

```
                    "Endpoint": "https://example.com"
                }
            },
            {
                "documentation": "Missing region",
                "expect": {
                    "error": "Invalid Configuration: Missing Region"
                }
            }
        ],
        "version": "1.0"
      }
    }
  },
  "com.amazonaws.licensemanagerusersubscriptions#LicenseServer": {
    "type": "structure",
    "members": {
      "ProvisioningStatus": {
        "target":
"com.amazonaws.licensemanagerusersubscriptions#LicenseServerEndpointProvisioningStatus",
         "traits": {
          "smithy.api#documentation": "<p>The current state of the provisioning process for the RDS
\n\t\t\tlicense server.</p>"
        }
      },
      "HealthStatus": {
        "target": "com.amazonaws.licensemanagerusersubscriptions#LicenseServerHealthStatus",
        "traits": {
          "smithy.api#documentation": "<p>The health status of the RDS license server.</p>"
        }
      },
      "Ipv4Address": {
        "target": "smithy.api#String",
        "traits": {
          "smithy.api#documentation": "<p>A list of domain IPv4 addresses that are used for the RDS
\n\t\t\tlicense server.</p>"
        }
      }
    },
    "traits": {
      "smithy.api#documentation": "<p>Information
 about a Remote Desktop Services (RDS) license server.</p>"
    }
  },
  "com.amazonaws.licensemanagerusersubscriptions#LicenseServerEndpoint": {
    "type": "structure",
    "members": {
      "IdentityProviderArn": {
```

```
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the identity provider that's
associated with \n\t\t\tthe RDS license server endpoint.</p>"
            }
          },
          "ServerType": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ServerType",
            "traits": {
              "smithy.api#documentation": "<p>The type of license server.</p>"
            }
          },
          "ServerEndpoint": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ServerEndpoint",

   "traits": {
              "smithy.api#documentation": "<p>The <code>ServerEndpoint</code> resource contains the network
\n\t\t\taddress of the RDS license server endpoint.</p>"
            }
          },
          "StatusMessage": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The message associated with the provisioning status, if there is
one.</p>"
            }
          },
          "LicenseServerEndpointId": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#LicenseServerEndpointId",
            "traits": {
              "smithy.api#documentation": "<p>The ID of the license server endpoint.</p>"
            }
          },
          "LicenseServerEndpointArn": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
            "traits":
 {
              "smithy.api#documentation": "<p>The ARN of the <code>ServerEndpoint</code> resource for the
RDS \n\t\t\tlicense server.</p>"
            }
          },
          "LicenseServerEndpointProvisioningStatus": {
            "target":
"com.amazonaws.licensemanagerusersubscriptions#LicenseServerEndpointProvisioningStatus",
            "traits": {
              "smithy.api#documentation": "<p>The current state of the provisioning process for the RDS license
\n\t\t\tserver endpoint</p>"
            }
```

```
            },
            "LicenseServers": {
               "target": "com.amazonaws.licensemanagerusersubscriptions#LicenseServerList",
               "traits": {
                  "smithy.api#documentation": "<p>An array of <code>LicenseServer</code> resources that represent the \n\t\t\tlicense servers that are accessed through this endpoint.</p>"
               }
            },

           "CreationTime": {
               "target": "smithy.api#Timestamp",
               "traits": {
                  "smithy.api#documentation": "<p>The timestamp when License Manager created the license server endpoint.</p>"
               }
            }
         },
         "traits": {
            "smithy.api#documentation": "<p>Contains details about a network endpoint for a Remote Desktop Services (RDS) \n\t\t\tlicense server.</p>"
         }
      },
      "com.amazonaws.licensemanagerusersubscriptions#LicenseServerEndpointId": {
         "type": "string"
      },
      "com.amazonaws.licensemanagerusersubscriptions#LicenseServerEndpointList": {
         "type": "list",
         "member": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#LicenseServerEndpoint"
         }
      },
      "com.amazonaws.licensemanagerusersubscriptions#LicenseServerEndpointProvisioningStatus": {

  "type": "string",
         "traits": {
            "smithy.api#enum": [
               {
                  "name": "PROVISIONING",
                  "value": "PROVISIONING",
                  "documentation": ""
               },
               {
                  "name": "PROVISIONING_FAILED",
                  "value": "PROVISIONING_FAILED",
                  "documentation": ""
               },
               {
                  "name": "PROVISIONED",
```

```
            "value": "PROVISIONED",
            "documentation": ""
          },
          {
            "name": "DELETING",
            "value": "DELETING",
            "documentation": ""
          },
          {
            "name": "DELETION_FAILED",
            "value": "DELETION_FAILED",
            "documentation": ""

         },
          {
            "name": "DELETED",
            "value": "DELETED",
            "documentation": ""
          }
       ]
    }
},
"com.amazonaws.licensemanagerusersubscriptions#LicenseServerHealthStatus": {
    "type": "string",
    "traits": {
       "smithy.api#enum": [
          {
            "name": "HEALTHY",
            "value": "HEALTHY",
            "documentation": ""
          },
          {
            "name": "UNHEALTHY",
            "value": "UNHEALTHY",
            "documentation": ""
          },
          {
            "name": "NOT_APPLICABLE",
            "value": "NOT_APPLICABLE",
            "documentation": ""
          }
       ]
    }
},
 "com.amazonaws.licensemanagerusersubscriptions#LicenseServerList": {
    "type": "list",
    "member": {
       "target": "com.amazonaws.licensemanagerusersubscriptions#LicenseServer"
```

```
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#LicenseServerSettings": {
        "type": "structure",
        "members": {
          "ServerType": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ServerType",
            "traits": {
              "smithy.api#documentation": "<p>The type of license server.</p>",
              "smithy.api#required": {}
            }
          },
          "ServerSettings": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ServerSettings",
            "traits": {
              "smithy.api#documentation": "<p>The <code>ServerSettings</code> resource contains the settings
for
 your \n\t\t\tserver.</p>",
              "smithy.api#required": {}
            }
          }
        },
        "traits": {
          "smithy.api#documentation": "<p>The settings to configure your license server.</p>"
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ListIdentityProviders": {
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ListIdentityProvidersRequest"
        },
        "output": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ListIdentityProvidersResponse"
        },
        "errors": [
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
          },
          {

          "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
          },
```

```
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
            }
          ],
          "traits": {
            "smithy.api#documentation": "<p>Lists the Active Directory identity providers for user-based
subscriptions.</p>",
            "smithy.api#http": {
              "code": 200,
              "method": "POST",
              "uri": "/identity-provider/ListIdentityProviders"
            },
            "smithy.api#paginated": {
              "inputToken": "NextToken",
              "outputToken": "NextToken",
              "pageSize": "MaxResults",
              "items": "IdentityProviderSummaries"
            }
          }
        },
        "com.amazonaws.licensemanagerusersubscriptions#ListIdentityProvidersRequest": {
          "type": "structure",
          "members": {
            "MaxResults": {
              "target": "com.amazonaws.licensemanagerusersubscriptions#BoxInteger",
              "traits": {
                "smithy.api#documentation": "<p>The maximum number of results to return from a single
request.</p>"
              }
            },
            "Filters": {
              "target": "com.amazonaws.licensemanagerusersubscriptions#FilterList",
              "traits": {
                "smithy.api#documentation": "<p>You can use
 the following filters to streamline results:</p>\n        <ul>\n          <li>\n            <p>Product</p>\n          </li>\n
        <li>\n            <p>DirectoryId</p>\n          </li>\n        </ul>"
              }
            },
            "NextToken": {
              "target": "smithy.api#String",
              "traits": {
                "smithy.api#documentation": "<p>A token to specify where to start paginating. This is the nextToken
```

\n\tfrom a previously truncated response. "
}
}
},
"traits": {
"smithy.api#input": {}
}
},
"com.amazonaws.licensemanagerusersubscriptions#ListIdentityProvidersResponse": {
"type": "structure",
"members": {
"IdentityProviderSummaries": {
"target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProviderSummaryList",

"traits": {
"smithy.api#documentation": " An array of <code>IdentityProviderSummary</code> resources that contain \n\t\t\tdetails about the Active Directory identity providers that meet the request criteria. ",
"smithy.api#required": {}
}
},
"NextToken": {
"target": "smithy.api#String",
"traits": {
"smithy.api#documentation": " The next token used for paginated responses. When this field isn't empty, \n\tthere are additional elements that the service hasn't included in this request. Use this token \n\t\twith the next request to retrieve additional objects. "
}
}
},
"traits": {
"smithy.api#output": {}
}
},
"com.amazonaws.licensemanagerusersubscriptions#ListInstances": {
"type": "operation",
"input": {
"target": "com.amazonaws.licensemanagerusersubscriptions#ListInstancesRequest"
},
"output": {
"target": "com.amazonaws.licensemanagerusersubscriptions#ListInstancesResponse"
},
"errors": [
{
"target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
},
{
"target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
},

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            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
            },

    {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
            }
        ],
        "traits": {
            "smithy.api#documentation": "<p>Lists the EC2 instances providing user-based subscriptions.</p>",
            "smithy.api#http": {
                "code": 200,
                "method": "POST",
                "uri": "/instance/ListInstances"
            },
            "smithy.api#paginated": {
                "inputToken": "NextToken",
                "outputToken": "NextToken",
                "pageSize": "MaxResults",
                "items": "InstanceSummaries"
            }
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#ListInstancesRequest": {
        "type": "structure",
        "members":
{
            "MaxResults": {
                "target": "com.amazonaws.licensemanagerusersubscriptions#BoxInteger",
                "traits": {
                    "smithy.api#documentation": "<p>The maximum number of results to return from a single
request.</p>"
                }
            },
            "NextToken": {
                "target": "smithy.api#String",
                "traits": {
                    "smithy.api#documentation": "<p>A token to specify where to start paginating. This is the nextToken
\n\tfrom a previously truncated response.</p>"
```

```
            }
          },
          "Filters": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#FilterList",
            "traits": {
              "smithy.api#documentation": "<p>You can use the following filters to streamline results:</p>\n
<ul>\n          <li>\n            <p>Status</p>\n          </li>\n
        <li>\n            <p>InstanceId</p>\n          </li>\n        </ul>"
            }
          }
        },
        "traits": {
          "smithy.api#input": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ListInstancesResponse": {
        "type": "structure",
        "members": {
          "InstanceSummaries": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#InstanceSummaryList",
            "traits": {
              "smithy.api#documentation": "<p>An array of <code>InstanceSummary</code> resources that
contain details \n\t\t\tabout the instances that provide user-based subscriptions and also meet the \n\t\t\trequest
criteria.</p>"
            }
          },
          "NextToken": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The next
 token used for paginated responses. When this field isn't empty, \n\tthere are additional elements that the service
hasn't included in this request. Use this token \n\t\twith the next request to retrieve additional objects.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#output": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ListLicenseServerEndpoints": {
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ListLicenseServerEndpointsRequest"
        },
        "output": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ListLicenseServerEndpointsResponse"
        },
        "errors": [
```

```
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
             },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
            }
         ],
         "traits": {
            "smithy.api#documentation": "<p>List the Remote Desktop Services (RDS) License Server endpoints
</p>",
            "smithy.api#http": {
               "code": 200,
               "method": "POST",
               "uri": "/license-server/ListLicenseServerEndpoints"
            },

         "smithy.api#paginated": {
               "inputToken": "NextToken",
               "outputToken": "NextToken",
               "pageSize": "MaxResults",
               "items": "LicenseServerEndpoints"
            }
         }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ListLicenseServerEndpointsRequest": {
         "type": "structure",
         "members": {
            "MaxResults": {
               "target": "com.amazonaws.licensemanagerusersubscriptions#BoxInteger",
               "traits": {
                  "smithy.api#documentation": "<p>The maximum number of results to return from a single
request.</p>",
                  "smithy.api#range": {
                     "min": 1,
                     "max": 100
                  }
```

```
            }
          },
          "Filters": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#FilterList",
            "traits": {
              "smithy.api#documentation": "<p>You can use the following filters to streamline results:</p>\n
<ul>\n            <li>\n              <p>IdentityProviderArn</p>\n            </li>\n          </ul>"
            }
          },
          "NextToken": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>A token to specify where to start paginating. This is the nextToken
\n\tfrom a previously truncated response.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#input": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ListLicenseServerEndpointsResponse": {
        "type": "structure",
        "members": {
          "LicenseServerEndpoints": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#LicenseServerEndpointList",
            "traits": {
              "smithy.api#documentation": "<p>An array of <code>LicenseServerEndpoint</code> resources that
\n\t\t\tcontain detailed information about the RDS License Servers that meet \n\t\t\tthe request criteria.</p>"
            }
          },
          "NextToken": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The next token used for paginated responses. When this field isn't
empty, \n\tthere are additional elements that the service hasn't included in this request. Use this token \n\t\twith the
next request to retrieve additional objects.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#output": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ListProductSubscriptions": {
        "type":
 "operation",
        "input": {
```

```
            "target": "com.amazonaws.licensemanagerusersubscriptions#ListProductSubscriptionsRequest"
          },
          "output": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ListProductSubscriptionsResponse"
          },
          "errors": [
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
             },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
            }
          ],
          "traits": {
            "smithy.api#documentation": "<p>Lists the user-based subscription products available from an identity
provider.</p>",
            "smithy.api#http": {
              "code": 200,
              "method": "POST",
              "uri": "/user/ListProductSubscriptions"
            },
            "smithy.api#paginated": {
              "inputToken": "NextToken",
              "outputToken": "NextToken",
              "pageSize": "MaxResults",
              "items": "ProductUserSummaries"
            }
          }
        },
        "com.amazonaws.licensemanagerusersubscriptions#ListProductSubscriptionsRequest":
 {
          "type": "structure",
          "members": {
```

```
            "Product": {
              "target": "smithy.api#String",
              "traits": {
                "smithy.api#documentation": "<p>The name of the user-based subscription product.</p>\n
<p>Valid values: <code>VISUAL_STUDIO_ENTERPRISE</code> |
<code>VISUAL_STUDIO_PROFESSIONAL</code> | <code>OFFICE_PROFESSIONAL_PLUS</code> |
\n<code>REMOTE_DESKTOP_SERVICES</code>\n        </p>"
              }
            },
            "IdentityProvider": {
              "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider",
              "traits": {
                "smithy.api#documentation": "<p>An object that specifies details for the identity provider.</p>",
                "smithy.api#required": {}
              }
            },
            "MaxResults": {
              "target": "com.amazonaws.licensemanagerusersubscriptions#BoxInteger",
               "traits": {
                "smithy.api#documentation": "<p>The maximum number of results to return from a single
request.</p>"
              }
            },
            "Filters": {
              "target": "com.amazonaws.licensemanagerusersubscriptions#FilterList",
              "traits": {
                "smithy.api#documentation": "<p>You can use the following filters to streamline results:</p>\n
<ul>\n          <li>\n            <p>Status</p>\n          </li>\n          <li>\n            <p>Username</p>\n
</li>\n          <li>\n            <p>Domain</p>\n          </li>\n        </ul>"
              }
            },
            "NextToken": {
              "target": "smithy.api#String",
              "traits": {
                "smithy.api#documentation": "<p>A token to specify where to start paginating.
 This is the nextToken \n\tfrom a previously truncated response.</p>"
              }
            }
          },
          "traits": {
            "smithy.api#input": {}
          }
        },
        "com.amazonaws.licensemanagerusersubscriptions#ListProductSubscriptionsResponse": {
          "type": "structure",
          "members": {
            "ProductUserSummaries": {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ProductUserSummaryList",
```

```
            "traits": {
                "smithy.api#documentation": "<p>Metadata that describes the list product subscriptions
operation.</p>"
            }
          },
          "NextToken": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The next token used for paginated responses. When this field isn't
empty, \n\tthere are additional elements that the service
 hasn't included in this request. Use this token \n\t\twith the next request to retrieve additional objects.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#output": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ListTagsForResource": {
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ListTagsForResourceRequest"
        },
        "output": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ListTagsForResourceResponse"
        },
        "errors": [
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
          },
          {
            "target":
 "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
          }
        ],
        "traits": {
          "smithy.api#documentation": "<p>Returns the list of tags for the specified resource.</p>",
          "smithy.api#http": {
            "method": "GET",
            "uri": "/tags/{ResourceArn}"
          },
          "smithy.api#readonly": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ListTagsForResourceRequest": {
```

```
      "type": "structure",
      "members": {
        "ResourceArn": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceArn",
          "traits": {
            "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the resource whose tags
you want to retrieve.</p>",
            "smithy.api#httpLabel": {},
            "smithy.api#required": {}

         }
        }
      },
      "traits": {
        "smithy.api#input": {}
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#ListTagsForResourceResponse": {
      "type": "structure",
      "members": {
        "Tags": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#Tags",
          "traits": {
            "smithy.api#documentation": "<p>The tags for the specified resource.</p>"
          }
        }
      },
      "traits": {
        "smithy.api#output": {}
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#ListUserAssociations": {
      "type": "operation",
      "input": {
        "target": "com.amazonaws.licensemanagerusersubscriptions#ListUserAssociationsRequest"
      },
      "output": {
        "target": "com.amazonaws.licensemanagerusersubscriptions#ListUserAssociationsResponse"
       },
      "errors": [
        {
          "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
        },
        {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
        },
        {
          "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
```

```
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
            },
            {
               "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
             }
         ],
         "traits": {
            "smithy.api#documentation": "<p>Lists user associations for an identity provider.</p>",
            "smithy.api#http": {
               "code": 200,
               "method": "POST",
               "uri": "/user/ListUserAssociations"
            },
            "smithy.api#paginated": {
               "inputToken": "NextToken",
               "outputToken": "NextToken",
               "pageSize": "MaxResults",
               "items": "InstanceUserSummaries"
            }
         }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ListUserAssociationsRequest": {
         "type": "structure",
         "members": {
            "InstanceId": {
               "target": "smithy.api#String",
               "traits": {
                  "smithy.api#documentation": "<p>The ID of the EC2 instance, which
provides user-based subscriptions.</p>",
                  "smithy.api#required": {}
               }
            },
            "IdentityProvider": {
               "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider",
               "traits": {
                  "smithy.api#documentation": "<p>An object that specifies details for the identity provider.</p>",
                  "smithy.api#required": {}
               }
            },
            "MaxResults": {
```

```
            "target": "com.amazonaws.licensemanagerusersubscriptions#BoxInteger",
            "traits": {
              "smithy.api#documentation": "<p>The maximum number of results to return from a single
request.</p>"
            }
          },
          "Filters": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#FilterList",
            "traits": {

    "smithy.api#documentation": "<p>You can use the following filters to streamline results:</p>\n      <ul>\n
  <li>\n          <p>Status</p>\n        </li>\n        <li>\n          <p>Username</p>\n        </li>\n
<li>\n          <p>Domain</p>\n        </li>\n      </ul>"
            }
          },
          "NextToken": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>A token to specify where to start paginating. This is the nextToken
\n\tfrom a previously truncated response.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#input": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ListUserAssociationsResponse": {
        "type": "structure",
        "members": {
          "InstanceUserSummaries": {

           "target": "com.amazonaws.licensemanagerusersubscriptions#InstanceUserSummaryList",
            "traits": {
              "smithy.api#documentation": "<p>Metadata that describes the list user association operation.</p>"
            }
          },
          "NextToken": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The next token used for paginated responses. When this field isn't
empty, \n\tthere are additional elements that the service hasn't included in this request. Use this token \n\t\twith the
next request to retrieve additional objects.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#output": {}
```

```
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ProductUserSummary": {
        "type": "structure",
        "members": {
          "Username":
{
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The user name from the identity provider for this product
user.</p>",
              "smithy.api#required": {}
            }
          },
          "Product": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The name of the user-based subscription product.</p>",
              "smithy.api#required": {}
            }
          },
          "IdentityProvider": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider",
            "traits": {
              "smithy.api#documentation": "<p>An object that specifies details for the identity provider.</p>",
              "smithy.api#required": {}
            }
          },
           "Status": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The status of a product for this user.</p>",
              "smithy.api#required": {}
            }
          },
          "ProductUserArn": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
            "traits": {
              "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) for this product user.</p>"
            }
          },
          "StatusMessage": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The status message for a product for this user.</p>"
            }
          },
          "Domain": {
```

```
            "target": "smithy.api#String",
            "traits": {

          "smithy.api#documentation": "<p>The domain name of the  Active Directory that contains the user information for the product subscription.</p>"
            }
          },
          "SubscriptionStartDate": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The start date of a subscription.</p>"
            }
          },
          "SubscriptionEndDate": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The end date of a subscription.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#documentation": "<p>A summary of the user-based subscription products for a specific user.</p>"
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ProductUserSummaryList": {
        "type":
 "list",
        "member": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ProductUserSummary"
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#RdsSalSettings": {
        "type": "structure",
        "members": {
          "RdsSalCredentialsProvider": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#CredentialsProvider",
            "traits": {
              "smithy.api#documentation": "<p>The <code>CredentialsProvider</code> resource contains a reference to \n\t\t\tthe credentials provider that's used for RDS license server user administration.</p>",
              "smithy.api#required": {}
            }
          }
        },
        "traits": {
          "smithy.api#documentation": "<p>Server settings that are specific to a Remote Desktop Services (RDS) license server.</p>"
        }
```

```
    },
    "com.amazonaws.licensemanagerusersubscriptions#RegisterIdentityProvider":
{
        "type": "operation",
        "input": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#RegisterIdentityProviderRequest"
        },
        "output": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#RegisterIdentityProviderResponse"
        },
        "errors": [
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
            },
            {
                "target":
"com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
            },
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
            }
        ],
        "traits": {
            "smithy.api#documentation": "<p>Registers an identity provider for user-based subscriptions.</p>",
            "smithy.api#http": {
                "code": 200,
                "method": "POST",
                "uri": "/identity-provider/RegisterIdentityProvider"
            },
            "smithy.api#idempotent": {}
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#RegisterIdentityProviderRequest": {
        "type": "structure",
        "members": {
            "IdentityProvider": {
```

```
    "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider",
            "traits": {
              "smithy.api#documentation": "<p>An object that specifies details for the identity provider to
register.</p>",
              "smithy.api#required": {}
            }
          },
          "Product": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The name of the user-based subscription product.</p>\n
<p>Valid values: <code>VISUAL_STUDIO_ENTERPRISE</code> |
<code>VISUAL_STUDIO_PROFESSIONAL</code> | <code>OFFICE_PROFESSIONAL_PLUS</code> |
\n<code>REMOTE_DESKTOP_SERVICES</code>\n        </p>",
              "smithy.api#required": {}
            }
          },
          "Settings": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Settings",
            "traits":
 {
              "smithy.api#documentation": "<p>The registered identity providers product related configuration
\n\t\t\tsettings such as the subnets to provision VPC endpoints.</p>"
            }
          },
          "Tags": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Tags",
            "traits": {
              "smithy.api#documentation": "<p>The tags that apply to the identity provider's registration.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#input": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#RegisterIdentityProviderResponse": {
        "type": "structure",
        "members": {
          "IdentityProviderSummary": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProviderSummary",
            "traits": {
              "smithy.api#documentation":
 "<p>Metadata that describes the results of an identity provider operation.</p>",
              "smithy.api#required": {}
            }
          }
```

```
        },
        "traits": {
          "smithy.api#output": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ResourceArn": {
        "type": "string",
        "traits": {
          "smithy.api#pattern": "^arn:([a-z0-9-\\.]{1,63}):([a-z0-9-\\.]{1,63}):([a-z0-9-\\.]{1,63}):([a-z0-9-
\\.]{1,63}):([a-z0-9-\\.]{1,510})/([a-z0-9-\\.]{1,510})$"
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException": {
        "type": "structure",
        "members": {
          "message": {
            "target": "smithy.api#String"
          }
        },
        "traits": {
          "smithy.api#documentation": "<p>The resource couldn't be found.</p>",

     "smithy.api#error": "client",
          "smithy.api#httpError": 404
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#SecretsManagerCredentialsProvider": {
        "type": "structure",
        "members": {
          "SecretId": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The ID of the Secrets Manager secret that contains
credentials.</p>",
              "smithy.api#length": {
                "min": 1
              }
            }
          }
        },
        "traits": {
          "smithy.api#documentation": "<p>Contains a credentials secret that's stored in Secrets Manager.</p>"
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#SecurityGroup": {
        "type": "string",
        "traits": {
          "smithy.api#length": {
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          "min": 5,
              "max": 200
            },
            "smithy.api#pattern": "^sg-(([0-9a-z]{8})|([0-9a-z]{17}))$"
          }
        },
        "com.amazonaws.licensemanagerusersubscriptions#ServerEndpoint": {
          "type": "structure",
          "members": {
            "Endpoint": {
              "target": "smithy.api#String",
              "traits": {
                "smithy.api#documentation": "<p>The network address of the endpoint.</p>"
              }
            }
          },
          "traits": {
            "smithy.api#documentation": "<p>A network endpoint through which you can access one or more
servers.</p>"
          }
        },
        "com.amazonaws.licensemanagerusersubscriptions#ServerSettings": {
          "type": "union",
          "members": {
            "RdsSalSettings": {
              "target": "com.amazonaws.licensemanagerusersubscriptions#RdsSalSettings",
               "traits": {
                "smithy.api#documentation": "<p>The <code>RdsSalSettings</code> resource contains settings to
configure \n\t\t\ta specific Remote Desktop Services (RDS) license server.</p>"
              }
            }
          },
          "traits": {
            "smithy.api#documentation": "<p>Contains settings for a specific server.</p>"
          }
        },
        "com.amazonaws.licensemanagerusersubscriptions#ServerType": {
          "type": "string",
          "traits": {
            "smithy.api#enum": [
              {
                "name": "RDS_SAL",
                "value": "RDS_SAL",
                "documentation": ""
              }
            ]
          }
```

```
    },
    "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException": {
      "type": "structure",
      "members": {
        "message": {

  "target": "smithy.api#String"
        }
      },
      "traits": {
        "smithy.api#documentation": "<p>The request failed because a service quota is exceeded.</p>",
        "smithy.api#error": "client"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#Settings": {
      "type": "structure",
      "members": {
        "Subnets": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#Subnets",
          "traits": {
            "smithy.api#documentation": "<p>The subnets defined for the registered identity provider.</p>",
            "smithy.api#length": {
              "min": 1
            },
            "smithy.api#required": {}
          }
        },
        "SecurityGroupId": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#SecurityGroup",

          "traits": {
            "smithy.api#documentation": "<p>A security group ID that allows inbound TCP port 1688 communication between resources in\n\t\t\tyour VPC and the VPC endpoint for activation servers.</p>",
            "smithy.api#required": {}
          }
        }
      },
      "traits": {
        "smithy.api#documentation": "<p>The registered identity providers product related configuration settings such as the\n\t\t\tsubnets to provision VPC endpoints, and the security group ID that is associated with the VPC\n\t\t\tendpoints. The security group should permit inbound TCP port 1688 communication from resources\n\t\t\tin the VPC.</p>"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#StartProductSubscription": {
      "type": "operation",
      "input": {
        "target": "com.amazonaws.licensemanagerusersubscriptions#StartProductSubscriptionRequest"
```

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        },
        "output": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#StartProductSubscriptionResponse"
        },
        "errors": [
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"

        },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
          }
        ],
        "traits": {
          "smithy.api#documentation": "<p>Starts a product subscription for a user with the specified identity provider.</p>\n        <note>\n          <p>Your estimated bill for charges on the number of users and related costs will take 48\n\t\t\thours to appear for billing periods that haven't closed (marked as <b>Pending</b> billing status) in Amazon Web Services Billing. For more information, see <a href=\"https://docs.aws.amazon.com/awsaccountbilling/latest/aboutv2/invoice.html\">Viewing your\n\t\t\t\tmonthly charges</a> in the <i>Amazon Web Services Billing User Guide</i>.</p>\n        </note>",
          "smithy.api#http": {
            "code": 200,
            "method": "POST",
            "uri": "/user/StartProductSubscription"
          }

    }
     },
     "com.amazonaws.licensemanagerusersubscriptions#StartProductSubscriptionRequest": {
        "type": "structure",
        "members": {
          "Username": {
            "target": "smithy.api#String",
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            "traits": {
              "smithy.api#documentation": "<p>The user name from the identity provider of the user.</p>",
              "smithy.api#required": {}
            }
          },
          "IdentityProvider": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider",
            "traits": {
              "smithy.api#documentation": "<p>An object that specifies details for the identity provider.</p>",
              "smithy.api#required": {}
            }
          },
          "Product": {
            "target": "smithy.api#String",
            "traits": {

 "smithy.api#documentation": "<p>The name of the user-based subscription product.</p>\n        <p>Valid values:
<code>VISUAL_STUDIO_ENTERPRISE</code> | <code>VISUAL_STUDIO_PROFESSIONAL</code> |
<code>OFFICE_PROFESSIONAL_PLUS</code> | \n<code>REMOTE_DESKTOP_SERVICES</code>\n
</p>",
              "smithy.api#required": {}
            }
          },
          "Domain": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The domain name of the  Active Directory that contains the user
for whom to start the product \n\t\t\tsubscription.</p>"
            }
          },
          "Tags": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Tags",
            "traits": {
              "smithy.api#documentation": "<p>The tags that apply to the product subscription.</p>"
            }

 }
        },
        "traits": {
          "smithy.api#input": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#StartProductSubscriptionResponse": {
        "type": "structure",
        "members": {
          "ProductUserSummary": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ProductUserSummary",
            "traits": {
```

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                "smithy.api#documentation": "<p>Metadata that describes the start product subscription operation.</p>",
                "smithy.api#required": {}
              }
            }
          },
          "traits": {
            "smithy.api#output": {}
          }
        },
        "com.amazonaws.licensemanagerusersubscriptions#StopProductSubscription": {
          "type": "operation",
          "input": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#StopProductSubscriptionRequest"
          },
          "output": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#StopProductSubscriptionResponse"
          },
          "errors": [
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ConflictException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ServiceQuotaExceededException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
            },
            {
              "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
            }
          ],
          "traits": {
            "smithy.api#documentation": "<p>Stops a product subscription for a user with the specified identity provider.</p>",
            "smithy.api#http": {
              "code": 200,
```

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            "method": "POST",
            "uri": "/user/StopProductSubscription"
          }
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#StopProductSubscriptionRequest": {
        "type": "structure",
        "members": {
          "Username": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The user name from the identity provider for the user.</p>"
            }
          },
          "IdentityProvider": {
            "target":
 "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider",
            "traits": {
              "smithy.api#documentation": "<p>An object that specifies details for the identity provider.</p>"
            }
          },
          "Product": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The name of the user-based subscription product.</p>\n
<p>Valid values: <code>VISUAL_STUDIO_ENTERPRISE</code> |
<code>VISUAL_STUDIO_PROFESSIONAL</code> | <code>OFFICE_PROFESSIONAL_PLUS</code> |
\n<code>REMOTE_DESKTOP_SERVICES</code>\n         </p>"
            }
          },
          "ProductUserArn": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
            "traits": {
              "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the product user.</p>"

            }
          },
          "Domain": {
            "target": "smithy.api#String",
            "traits": {
              "smithy.api#documentation": "<p>The domain name of the  Active Directory that contains the user
for whom to stop the product \n\t\t\tsubscription.</p>"
            }
          }
        },
        "traits": {
          "smithy.api#input": {}
        }
```

```
    },
    "com.amazonaws.licensemanagerusersubscriptions#StopProductSubscriptionResponse": {
      "type": "structure",
      "members": {
        "ProductUserSummary": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#ProductUserSummary",
          "traits": {
            "smithy.api#documentation": "<p>Metadata that describes the start product subscription
operation.</p>",
            "smithy.api#required": {}
          }

  }
      },
      "traits": {
        "smithy.api#output": {}
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#StringList": {
      "type": "list",
      "member": {
        "target": "smithy.api#String"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#Subnet": {
      "type": "string",
      "traits": {
        "smithy.api#pattern": "^subnet-[a-z0-9]{8,17}"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#Subnets": {
      "type": "list",
      "member": {
        "target": "com.amazonaws.licensemanagerusersubscriptions#Subnet"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#TagKeyList": {
      "type": "list",
      "member": {
        "target": "smithy.api#String"
      },
      "traits": {
        "smithy.api#length": {

 "min": 0,
          "max": 50
        },
        "smithy.api#sensitive": {}
```

```
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#TagResource": {
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#TagResourceRequest"
        },
        "output": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#TagResourceResponse"
        },
        "errors": [
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
          }
        ],
        "traits": {
          "smithy.api#documentation":
 "<p>Adds tags to a resource.</p>",
          "smithy.api#http": {
            "method": "PUT",
            "uri": "/tags/{ResourceArn}"
          },
          "smithy.api#idempotent": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#TagResourceRequest": {
        "type": "structure",
        "members": {
          "ResourceArn": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceArn",
            "traits": {
              "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the resource that you want
to tag.</p>",
              "smithy.api#httpLabel": {},
              "smithy.api#required": {}
            }
          },
          "Tags": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#Tags",
            "traits": {
              "smithy.api#documentation":
```

```
"<p>The tags to apply to the specified resource.</p>",
                    "smithy.api#required": {}
                }
            }
        },
        "traits": {
            "smithy.api#input": {}
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#TagResourceResponse": {
        "type": "structure",
        "members": {},
        "traits": {
            "smithy.api#output": {}
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#Tags": {
        "type": "map",
        "key": {
            "target": "smithy.api#String"
        },
        "value": {
            "target": "smithy.api#String"
        },
        "traits": {
            "smithy.api#length": {
                "min": 0,
                "max": 50
            },
            "smithy.api#sensitive": {}
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException":
{
        "type": "structure",
        "members": {
            "message": {
                "target": "smithy.api#String"
            }
        },
        "traits": {
            "smithy.api#documentation": "<p>The request was denied because of request throttling. Retry the
request.</p>",
            "smithy.api#error": "client"
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#UntagResource": {
        "type": "operation",
```

```
        "input": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#UntagResourceRequest"
        },
        "output": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#UntagResourceResponse"
        },
        "errors": [
            {
                "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
            },
            {

             "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceNotFoundException"
            }
        ],
        "traits": {
            "smithy.api#documentation": "<p>Removes tags from a resource.</p>",
            "smithy.api#http": {
                "method": "DELETE",
                "uri": "/tags/{ResourceArn}"
            },
            "smithy.api#idempotent": {}
        }
    },
    "com.amazonaws.licensemanagerusersubscriptions#UntagResourceRequest": {
        "type": "structure",
        "members": {
            "ResourceArn": {
                "target": "com.amazonaws.licensemanagerusersubscriptions#ResourceArn",
                "traits": {
                    "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the resource that you want
to remove tags from.</p>",
                    "smithy.api#httpLabel": {},
                    "smithy.api#required": {}

        }
            },
            "TagKeys": {
                "target": "com.amazonaws.licensemanagerusersubscriptions#TagKeyList",
                "traits": {
                    "smithy.api#documentation": "<p>The tag keys to remove from the resource.</p>",
                    "smithy.api#httpQuery": "tagKeys",
                    "smithy.api#required": {}
                }
            }
        },
        "traits": {
            "smithy.api#input": {}
```

```
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#UntagResourceResponse": {
        "type": "structure",
        "members": {},
        "traits": {
          "smithy.api#output": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#UpdateIdentityProviderSettings": {
        "type": "operation",
        "input": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#UpdateIdentityProviderSettingsRequest"
         },
        "output": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#UpdateIdentityProviderSettingsResponse"
        },
        "errors": [
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#AccessDeniedException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#InternalServerException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ThrottlingException"
          },
          {
            "target": "com.amazonaws.licensemanagerusersubscriptions#ValidationException"
          }
        ],
        "traits": {
          "smithy.api#documentation": "<p>Updates additional product configuration settings for the registered
identity\n\t\t\tprovider.</p>",
          "smithy.api#http": {

       "code": 200,
            "method": "POST",
            "uri": "/identity-provider/UpdateIdentityProviderSettings"
          },
          "smithy.api#idempotent": {}
        }
      },
      "com.amazonaws.licensemanagerusersubscriptions#UpdateIdentityProviderSettingsRequest": {
        "type": "structure",
        "members": {
          "IdentityProvider": {
            "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProvider"
```

```
            },
            "Product": {
               "target": "smithy.api#String",
               "traits": {
                  "smithy.api#documentation": "<p>The name of the user-based subscription product.</p>\n
<p>Valid values: <code>VISUAL_STUDIO_ENTERPRISE</code> |
<code>VISUAL_STUDIO_PROFESSIONAL</code> | <code>OFFICE_PROFESSIONAL_PLUS</code> |
\n<code>REMOTE_DESKTOP_SERVICES</code>\n         </p>"
               }
            },

            "IdentityProviderArn": {
               "target": "com.amazonaws.licensemanagerusersubscriptions#Arn",
               "traits": {
                  "smithy.api#documentation": "<p>The Amazon Resource Name (ARN) of the identity provider to
update.</p>"
               }
            },
            "UpdateSettings": {
               "target": "com.amazonaws.licensemanagerusersubscriptions#UpdateSettings",
               "traits": {
                  "smithy.api#documentation": "<p>Updates the registered identity providers product related
configuration settings. You can\n\t\t\tupdate any combination of settings in a single operation such as the:</p>\n
<ul>\n            <li>\n               <p>Subnets which you want to add to provision VPC endpoints.</p>\n            </li>\n
      <li>\n               <p>Subnets which you want to remove the VPC endpoints from.</p>\n            </li>\n
<li>\n               <p>Security
 group ID which permits traffic to the VPC endpoints.</p>\n            </li>\n         </ul>",
                  "smithy.api#required": {}
               }
            }
         },
         "traits": {
            "smithy.api#input": {}
         }
      },
      "com.amazonaws.licensemanagerusersubscriptions#UpdateIdentityProviderSettingsResponse": {
         "type": "structure",
         "members": {
            "IdentityProviderSummary": {
               "target": "com.amazonaws.licensemanagerusersubscriptions#IdentityProviderSummary",
               "traits": {
                  "smithy.api#required": {}
               }
            }
         },
         "traits": {
            "smithy.api#output": {}
         }
```

```
    },
    "com.amazonaws.licensemanagerusersubscriptions#UpdateSettings": {
      "type": "structure",
      "members": {
        "AddSubnets": {

       "target": "com.amazonaws.licensemanagerusersubscriptions#Subnets",
          "traits": {
            "smithy.api#documentation": "<p>The ID of one or more subnets in which License Manager will
create a VPC endpoint for products that\n\t\t\trequire connectivity to activation servers.</p>",
            "smithy.api#required": {}
          }
        },
        "RemoveSubnets": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#Subnets",
          "traits": {
            "smithy.api#documentation": "<p>The ID of one or more subnets to remove.</p>",
            "smithy.api#required": {}
          }
        },
        "SecurityGroupId": {
          "target": "com.amazonaws.licensemanagerusersubscriptions#SecurityGroup",
          "traits": {
            "smithy.api#documentation": "<p>A security group ID that
 allows inbound TCP port 1688 communication between resources in\n\t\t\tyour VPC and the VPC endpoints for
activation servers.</p>"
          }
        }
      },
      "traits": {
        "smithy.api#documentation": "<p>Updates the registered identity providers product related configuration
settings such as\n\t\t\tthe subnets to provision VPC endpoints.</p>"
      }
    },
    "com.amazonaws.licensemanagerusersubscriptions#ValidationException": {
      "type": "structure",
      "members": {
        "message": {
          "target": "smithy.api#String"
        }
      },
      "traits": {
        "smithy.api#documentation": "<p>A parameter is not valid.</p>",
        "smithy.api#error": "client"
      }
    }
  }
}
```

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limitations under the License.
ListReceivedLicenses
Initialize stack step
spanInitializeStart
RegisterServiceMetadata
legacyEndpointContextSetter
SetLogger
spanInitializeEnd
Serialize stack step
spanBuildRequestStart
setOperationInput
ResolveEndpoint
OperationSerializer
Build stack step
ClientRequestID
ComputeContentLength
SetCredentialSourceMiddleware
UserAgent
AddTimeOffsetMiddleware
RecursionDetection
spanBuildRequestEnd
Finalize stack step
spanRetryLoop
Retry
RetryMetricsHeader
ResolveAuthScheme
GetIdentity
ResolveEndpointV2
disableHTTPS
ComputePayloadHash
setLegacyContextSigningOptions

```
 Signing
Deserialize stack step
 AddRawResponseToMetadata
 ErrorCloseResponseBody
 CloseResponseBody
 ResponseErrorWrapper
 RequestIDRetriever
 OperationDeserializer
 AddTimeOffsetMiddleware
 RecordResponseTiming
 RequestResponseLogger
// Code generated by smithy-go-codegen DO NOT EDIT.

package licensemanager

import (
 "context"
 "fmt"
 awsmiddleware "github.com/aws/aws-sdk-go-v2/aws/middleware"
 "github.com/aws/smithy-go/middleware"
 smithyhttp "github.com/aws/smithy-go/transport/http"
)

// Checks in the specified license. Check in a license when it is no longer in use.
func (c *Client) CheckInLicense(ctx context.Context, params *CheckInLicenseInput, optFns ...func(*Options))
(*CheckInLicenseOutput, error) {
 if params == nil {
  params = &CheckInLicenseInput{}
 }

 result, metadata, err := c.invokeOperation(ctx, "CheckInLicense", params, optFns,
c.addOperationCheckInLicenseMiddlewares)
 if err != nil {
  return nil, err
 }

 out := result.(*CheckInLicenseOutput)
 out.ResultMetadata = metadata
 return out, nil
}

type CheckInLicenseInput struct {

 // License consumption token.
 //
 // This member is required.
 LicenseConsumptionToken *string
```

```
// License beneficiary.
Beneficiary *string

noSmithyDocumentSerde
}

type
CheckInLicenseOutput struct {
// Metadata pertaining to the operation's result.
ResultMetadata middleware.Metadata

noSmithyDocumentSerde
}

func (c *Client) addOperationCheckInLicenseMiddlewares(stack *middleware.Stack, options Options) (err error) {
if err := stack.Serialize.Add(&setOperationInputMiddleware{}, middleware.After); err != nil {
return err
}
err = stack.Serialize.Add(&awsAwsjson11_serializeOpCheckInLicense{}, middleware.After)
if err != nil {
return err
}
err = stack.Deserialize.Add(&awsAwsjson11_deserializeOpCheckInLicense{}, middleware.After)
if err != nil {
return err
}
if err := addProtocolFinalizerMiddlewares(stack, options, "CheckInLicense"); err != nil {
return fmt.Errorf("add protocol finalizers: %v", err)
}

if err = addlegacyEndpointContextSetter(stack, options); err != nil {
return err
}
if err = addSetLoggerMiddleware(stack, options); err != nil {
return err
}
if err = addClientRequestID(stack); err != nil {
return err
}
if
err = addComputeContentLength(stack); err != nil {
return err
}
if err = addResolveEndpointMiddleware(stack, options); err != nil {
return err
}
if err = addComputePayloadSHA256(stack); err != nil {
return err
```

```
 }
 if err = addRetry(stack, options); err != nil {
  return err
 }
 if err = addRawResponseToMetadata(stack); err != nil {
  return err
 }
 if err = addRecordResponseTiming(stack); err != nil {
  return err
 }
 if err = addSpanRetryLoop(stack, options); err != nil {
  return err
 }
 if err = addClientUserAgent(stack, options); err != nil {
  return err
 }
 if err = smithyhttp.AddErrorCloseResponseBodyMiddleware(stack); err != nil {
  return err
 }
 if err = smithyhttp.AddCloseResponseBodyMiddleware(stack); err != nil {
  return err
 }
 if err = addSetLegacyContextSigningOptionsMiddleware(stack); err != nil {
  return err
 }
 if err = addTimeOffsetBuild(stack, c); err != nil {
  return err
 }
 if err = addUserAgentRetryMode(stack, options); err != nil {
  return err
 }
 if
 err = addCredentialSource(stack, options); err != nil {
  return err
 }
 if err = addOpCheckInLicenseValidationMiddleware(stack); err != nil {
  return err
 }
 if err = stack.Initialize.Add(newServiceMetadataMiddleware_opCheckInLicense(options.Region),
middleware.Before); err != nil {
  return err
 }
 if err = addRecursionDetection(stack); err != nil {
  return err
 }
 if err = addRequestIDRetrieverMiddleware(stack); err != nil {
  return err
 }
```

```
 if err = addResponseErrorMiddleware(stack); err != nil {
  return err
 }
 if err = addRequestResponseLogging(stack, options); err != nil {
  return err
 }
 if err = addDisableHTTPSMiddleware(stack, options); err != nil {
  return err
 }
 if err = addSpanInitializeStart(stack); err != nil {
  return err
 }
 if err = addSpanInitializeEnd(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestStart(stack); err != nil {
  return err
 }
 if err = addSpanBuildRequestEnd(stack); err != nil {
  return err
 }
 return nil
}

func newServiceMetadataMiddleware_opCheckInLicense(region
 string) *awsmiddleware.RegisterServiceMetadata {
 return &awsmiddleware.RegisterServiceMetadata{
  Region:       region,
  ServiceID:    ServiceID,
  OperationName: "CheckInLicense",
 }
}
CheckoutLicense
 Initialize stack step
  spanInitializeStart
  RegisterServiceMetadata
  legacyEndpointContextSetter
  SetLogger
  OperationInputValidation
  spanInitializeEnd
 Serialize stack step
  spanBuildRequestStart
  setOperationInput
  ResolveEndpoint
  OperationSerializer
 Build stack step
  ClientRequestID
  ComputeContentLength
```

SetCredentialSourceMiddleware
UserAgent
AddTimeOffsetMiddleware
RecursionDetection
spanBuildRequestEnd
Finalize stack step
spanRetryLoop
Retry
RetryMetricsHeader
ResolveAuthScheme
GetIdentity
ResolveEndpointV2
disableHTTPS
ComputePayloadHash
setLegacyContextSigningOptions
Signing
Deserialize stack step
AddRawResponseToMetadata
ErrorCloseResponseBody
CloseResponseBody
ResponseErrorWrapper
RequestIDRetriever
OperationDeserializer
AddTimeOffsetMiddleware
RecordResponseTiming
RequestResponseLogger

# 1.870 tre 0.4.0

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