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Text Part Number: 78EE117C99-206073040
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1.1 BOOST C++ Library 1.65.1
1.1.1 Available under license:
This package was debianized by Vladimir Prus <ghost@cs.msu.su> on Wed, 17 July 2002, 19:27:00 +0400.

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--- end ---

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<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE article PUBLIC "-//Boost//DTD BoostBook XML V1.0//EN"
"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">
<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $" xmlns:xi="http://www.w3.org/2001/XInclude">
<title>Copyright Test</title>
<articleinfo>
<copyright>
<year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
</copyright>
<copyright>
<year>2018</year> <holder>Joe Blow, John Coe</holder>
</copyright>
<copyright>
<year>1977</year> <year>1985</year> <holder>Someone else</holder>
</copyright>
</articleinfo>
</article>
[article Copyright Test
[quickbook 1.5]
[copyright 1977,1985 Someone else]
]
[article Invalid copyright
[quickbook 1.5]
[copyright No year]
]

Maybe this should pass?
[article Invalid copyright years
[quickbook 1.5]
[copyright 2010-2001 Timequake man]
]
*/
*
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* LICENSE_1_0.txt or copy at http://www.boost.org/LICENSE_1_0.txt)
#include "licence_info.hpp"
#include "bcp_imp.hpp"
#include "fileview.hpp"
#include <fstream>
#include <iomanip>
#include <cstring>
#include <stdexcept>
#include <boost/lexical_cast.hpp>
#include <boost/filesystem/operations.hpp>
#include <boost/throw_exception.hpp>

// split_path is a small helper for outputting a path name,
// complete with a link to that path:

struct split_path
{
    const fs::path& root;
    const fs::path& file;
    split_path(const fs::path& r, const fs::path& f)
        : root(r), file(f){ }

    private:
    split_path& operator=(const split_path&);
};

std::ostream& operator << (std::ostream& os, const split_path& p)
{
    os << "<a href="""" << (p.root / p.file).string() << ");" << p.file.string() << ">";
    return os;
}

std::string make_link_target(const std::string& s)
{
    // convert an arbitrary string into something suitable
    // for an <a> name:
    std::string result;
    for(unsigned i = 0; i < s.size(); ++i)
    {
        result.append(1, static_cast<std::string::value_type>(std::isalnum(s[i]) ? s[i] : '_'));
    }
    return result;
}

void bcp_implementation::output_license_info()
{
std::pair<const license_info*, int> licenses = get_licenses();

std::map<int, license_data>::const_iterator i, j;
i = m_license_data.begin();
j = m_license_data.end();

std::ofstream os(m_dest_path.string().c_str());
if(!os)
{
    std::string msg("Error opening ");
    msg += m_dest_path.string();
    msg += " for output."
    std::runtime_error e(msg);
    boost::throw_exception(e);
}

os <<
"<!DOCTYPE HTML PUBLIC "/-//W3C//DTD HTML 4.0 Transitional//EN"">\n"
"<html>\n" "<head>\n" "<title>Boost Licence Dependency Information";
if(m_module_list.size() == 1)
{
    os << " for " << *(m_module_list.begin());
}

os <<
"</title>\n" "</head>\n" "<body>\n"
"<H1>Boost Licence Dependency Information";
if(m_module_list.size() == 1)
{
    os << " for " << *(m_module_list.begin());
}

os <<
"</H1>\n" "<H2>Contents</h2>\n" "<pre><a href="#input">Input Information</a>\n" if(!m_bsl_summary_mode)
    os << " <a href="#summary">Licence Summary</a>\n"; os << " <a href="#details">Licence Details</a>\n";

while(i != j)
{
    // title:
    os << " <A href="" "+ make_link_target(licenses.first[i->first].license_name)
        ""/"">" << licenses.first[i->first].license_name << "><a">

    ++i;
}
Files with no recognised license

Files with no recognised copyright holder

if(!m_bsl_summary_mode)
{
    os << "<a href="#files">Files with no recognised license</a>
";
    if(!m_bsl_summary_mode)
    {
        os << "Moving to the Boost Software License...
";
        os << "<a href="#bsl-converted">Files that can be automatically converted to the Boost Software License</a>
";
        os << "<a href="#to-bsl">Files that can be manually converted to the Boost Software License</a>
";
        os << "<a href="#not-to-bsl">Files that cannot be moved to the Boost Software License</a>
";
        os << "<a href="#need-bsl-authors">Authors we need to move to the Boost Software License</a>
";
    }
    os << "<a href="#copyright">Copyright Holder Information</a>
";
    os << "</pre>
";

// input Information:
//
if(m_scan_mode)
    os << "The following files were scanned for boost dependencies:<BR>"
else
    os << "The following Boost modules were checked:<BR>"

std::list<std::string>::const_iterator si = m_module_list.begin();
std::list<std::string>::const_iterator sj = m_module_list.end();
while(si != sj)
{
    os << *si << "<BR>"
    ++si;
}

os << "The Boost path was: <code>" << m_boost_path.string() << "</code>";

//
// extract the boost version number from the boost directory tree,
// not from this app (which may have been built from a previous
// version):

fileview version_file(m_boost_path / "boost/version.hpp");
static const boost::regex version_regex("\d+\d+\d+\d+\d+)
boost::cmatch what;
if(boost::regex_search(version_file.begin(), version_file.end(), what, version_regex))
{
    int version = boost::lexical_cast<int>(what.str(1));
    os << "The Boost version is: " << version / 100000 << "." << version / 100 % 1000 << "." << version % 100 << "<P>\n";
// output each license:
//
i = m_license_data.begin();
j = m_license_data.end();
if(!m_bsl_summary_mode)
{
    //
    // start with the summary:
    //
    os << "<a name="summary">

while(i != j)
{
    // title:
    os <<
        "<H3>" << licenses.first[i->first].license_name << "</H3>
    // license text:
    os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>";
    // Copyright holders:
    os << "<P>This license is used by " << i->second.authors.size() << " authors and " << i->second.files.size() << " files <a href="#" make_link_target(licenses.first[i->first].license_name)>(see details)</a>";
    os << "</P>";
    ++i;
}

//
// and now the details:
//
i = m_license_data.begin();
j = m_license_data.end();
int license_index = 0;
os << "<a name="details">

while(i != j)
{
    // title:
    os <<
        "<H3>A name="" make_link_target(licenses.first[i->first].license_name)"
        "</H3>" << licenses.first[i->first].license_name << "</H3>
    // license text:
    os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>";
    if(!m_bsl_summary_mode || (license_index >= 3))
    {
        // Copyright holders:
        os << "<P>This license is used by the following " << i->second.authors.size() << " copyright holders:</P>";
    }
}}
std::set<std::string>::const_iterator x, y;
x = i->second.authors.begin();
y = i->second.authors.end();
while(x != y)
{
    os << *x << "<BR>\n";
    ++x;
}
os << "</P></BLOCKQUOTE>\n";
// Files using this license:
os << "<P>This license applies to the following " << i->second.files.size() << " files:</P>
<BLOCKQUOTE><P>";
std::set<fs::path, path_less>::const_iterator m, n;
m = i->second.files.begin();
n = i->second.files.end();
while(m != n)
{
    os << split_path(m_boost_path, *m) << "<br>\n";
    ++m;
}
os << "</P></BLOCKQUOTE>\n";
}
else
{
    os << "<P>This license is used by " << i->second.authors.size() << " authors (list omitted for brevity).</P>\n";
os << "<P>This license applies to " << i->second.files.size() << " files (list omitted for brevity).</P>\n";
}
++license_index;
++i;
}

// Output list of files not found to be under license control:
//
os << "<h2><a name="files"></a>Files With No Recognisable Licence</h2>\n"
"<P>The following " << m_unknown_licenses.size() << " files had no recognisable license information:</P>\n";
std::set<fs::path, path_less>::const_iterator i2, j2;
i2 = m_unknown_licenses.begin();
j2 = m_unknown_licenses.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "<br>\n";
    ++i2;
}
os << "</p></BLOCKQUOTE>";
//
// Output list of files with no found copyright holder:
Files With No Recognisable Copyright Holder:

The following " files had no recognisable copyright holder:

Files that can be automatically converted to the Boost Software License:

Files that could be converted to the Boost Software License, but have not yet been:

Files that have been moved over to the Boost Software License, along with enough information for human verification.

Files that could be converted to the Boost Software License, but require manual verification before they can be committed to CVS:
Files that can NOT be converted to the Boost Software License

The following \( &lt; \) files cannot be converted to the Boost Software License because we need the permission of more authors:

\[
\begin{array}{l}
\text{i2 = m\_cannot\_migrate\_to\_bsl.begin();} \\
\text{j2 = m\_cannot\_migrate\_to\_bsl.end();} \\
\text{while(i2 != j2)} \\
\text{os << split\_path(m\_boost\_path, *i2) << "<br\>";} \\
\text{++i2;} \\
\text{os << "</p></BLOCKQUOTE>";}
\end{array}
\]

Authors we need for the BSL

Permission of the following authors is needed before we can convert to the Boost Software License. The list of authors that have given their permission is contained in <code>more/blanket-permission.txt</code>.

\[
\begin{array}{l}
\text{std::copy(m\_authors\_for\_bsl\_migration.begin(), m\_authors\_for\_bsl\_migration.end(),} \\
\text{std::ostream\_iterator<std::string>(os, "<br\>"));} \\
\text{os << "</p></BLOCKQUOTE>";}
\end{array}
\]

Copyright Holder Information

\[
\begin{array}{l}
\text{std::map\<std::string, std::set<fs::path, path\_less\> \> const\_iterator ad, ead;} \\
\text{ad = m\_author\_data.begin();} \\
\text{ead = m\_author\_data.end();} \\
\text{while(ad != ead)} \\
\text{os << "<tr><td>" << ad\->first << "</td><td>";} \\
\text{std::set<fs::path, path\_less\> const\_iterator fi, efi;} \\
\text{fi = ad\->second.begin();} \\
\text{efi = ad\->second.end();} \\
\text{while(fi != efi)} \\
\text{os << split\_path(m\_boost\_path, *fi) << " ";} \\
\text{++fi;} \\
\end{array}
\]
os << "</td></tr><\n";
    ++ad;
}    
}    
os << "</table><\n";

// output file dependency information:

//
// output file dependency information:

std::map<fs::path, fs::path, path_less>::const_iterator dep, last_dep;
std::set<fs::path, path_less>::const_iterator fi, efi;
fi = m_copy_paths.begin();
efi = m_copy_paths.end();
// if in summary mode, just figure out the "bad" files and print those only:
std::set<fs::path, path_less> bad_paths;
if(m_bsl_summary_mode)
{
    bad_paths.insert(m_unknown_licenses.begin(), m_unknown_licenses.end());
    bad_paths.insert(m_unknown_authors.begin(), m_unknown_authors.end());
    bad_paths.insert(m_can_migrate_to_bsl.begin(), m_can_migrate_to_bsl.end());
    bad_paths.insert(m_cannot_migrate_to_bsl.begin(), m_cannot_migrate_to_bsl.end());
    typedef std::map<fs::path, std::pair<std::string, std::string>, path_less>
    ::const_iterator conv_iterator;
    conv_iterator i = m_converted_to_bsl.begin(),
ie = m_converted_to_bsl.end();
    while(i != ie)
    {
        bad_paths.insert(i->first);
        ++i;
    }
    fi = bad_paths.begin();
    efi = bad_paths.end();
    os << "<P>For brevity, only files not under the BSL are shown</P><\n";
}
while(fi != efi)
{
    os << split_path(m_boost_path, *fi);
    dep = m_dependencies.find(*fi);
    last_dep = m_dependencies.end();
    std::set<fs::path, path_less> seen_deps;
    if (dep != last_dep)
        while(true)
        {
            os << " - > ";
            if(fs::exists(m_boost_path / dep->second))
                os << split_path(m_boost_path, dep->second);
            else if(fs::exists(dep->second))
os << split_path(fs::path(), dep->second);
else
    os << dep->second.string();
if(seen_deps.find(dep->second) != seen_deps.end())
{
    os << " <I>(Circular dependency!)</I>";
    break; // circular dependency!!!
}
seen_deps.insert(dep->second);
last_dep = dep;
dep = m_dependencies.find(dep->second);
if((dep == m_dependencies.end()) || (0 == compare_paths(dep->second, last_dep->second)))
    break;
}

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This package was debianized by Vladimir Prus <ghost@cs.msu.su> on Wed, 17 July 2002, 19:27:00 +0400.

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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM. Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood. Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson (jep@mitami.mitia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?)) and Brian D. Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports. Douglas Steel (doug@wg.ic1.co.uk) provided ICL DRS6000 code. Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied Linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs (detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks (agc@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC. Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn’t made it into the released version of the collector, yet.)

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#include <boost/mpl/push_back.hpp>
#include <boost/mpl/quote.hpp>
#include <boost/mpl/transform.hpp>
#include <boost/mpl/vector.hpp>

//template <typename X>
//struct f { using type = X; };

//template <int i>
//struct t { };

using vector = <%= mpl_vector((1..input_size).to_a.map { |n| "t<#{n}>" }) %>;

using result = boost::mpl::transform<vector, boost::mpl::quote1<f>>::type;

int main() { }
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#include <boost/mpl/push_back.hpp>
#include <boost/mpl/vector.hpp>

template <int i>
struct t { };

using vector = {{mpl_vector((1..input_size).to_a.map { [n] "t<#{n}>" }) %}};

int main() { }

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#include <boost/mpl/fold.hpp>
#include <boost/mpl/push_back.hpp>
#include <boost/mpl/quote.hpp>
#include <boost/mpl/vector.hpp>

template <typename State, typename X>
struct f { using type = X; };

struct state { }

template <int i>
struct t { };

using vector = {{mpl_vector((1..input_size).to_a.map { [n] "t<#{n}>" }) %}};

using result = boost::mpl::fold<vector, state, boost::mpl::quote2<f>>::type;

int main() { }
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-->
Adapters for Boost.MPL containers.

### Description

Adapters for Boost.MPL containers.

#### Classes

- **boost::mpl::integral_c< T, v >**
  - Adapter for IntegralConstants from the Boost.MPL. More...

- **boost::mpl::list< T >**
  - Adapter for Boost.MPL lists.

- **boost::mpl::vector< T >**
  - Adapter for Boost.MPL vectors.

---

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#!/usr/bin/env python
from subprocess import check_output as run
from datetime import datetime
from itertools import groupby
from operator import itemgetter
import re
import magic

def authors(filename):
    log = run(['git', 'log', '--follow',
               '--date=short', '--format=%aN%x09%ad', filename],
               universal_newlines=True)
    for line in log.splitlines():
        author, date = line.split('	')
        if author != 'fix-copyright.py':
            yield author, datetime.strptime(date, '%Y-%m-%d')

def new_copyright(filename, previous):
    def f():
        au = list(authors(filename))
        alldates = map(itemgetter(1), au)
        aup = sorted(au + map(lambda a: (a, None), previous), key=itemgetter(0))
        for author, records in groupby(aup, itemgetter(0)):
            dates = filter(None, map(itemgetter(1), records))
            if not dates: dates = alldates
            start = min(dates)
            end = max(dates)
            fmt = '{0}' if start.year == end.year else '{0}-{1}'
            line = 'Copyright ' + fmt.format(start.year, end.year) + ' ' + author
            key = (start, author)
            yield key, line
    return map(itemgetter(1), sorted(f()))

def fix_copyright(filename):
    # Find copyright block in original file
    prefix = set()
    names = []
    lines = []
    with open(filename, 'r') as f:
        content = list(f)
        for i, line in enumerate(content[:15]):
            m = re.match(r'^\W*(?P<prefix>\W*)\((c)\)?\s*\*\*copyright\*\*\((c)\)?\s*\*\d\4\(\s*\-\s*\d\4\)?\s*\P\P<name>\.+\)?\s*\$\s*$', line, re.IGNORECASE)
            if m:
                d = m.groupdict()
                prefix.add(d['prefix'])
                lines.append(i)
names.append(d['name'].strip())
if len(prefix) != 1:
    print 'Not found:', filename
    return
prefix = list(prefix)[0]

print filename
new = iter(new_copyright(filename, names))
with open(filename, 'w') as f:
    for i, line in enumerate(content):
        if i in lines:
            for repl in new:
                print >>f, prefix + repl
        else:
            print >>f, line,
pass

def all_files():
    ls = run(['git', 'ls-files'], universal_newlines=True)
    for filename in ls.splitlines():
        if magic.from_file(filename, mime=True).split('/')[0] == 'text':
            yield filename

for f in all_files():
    fix_copyright(f)

============================================================================
Boost.Geometry (aka GGL, Generic Geometry Library)

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All the value based traits in this library conform to MPL's requirements for an [Integral Constant type](../../../../libs/mpl/doc/refmanual/integral-constant.html).

Please note that these types no longer inherit from `mpl::true_` or `mpl::false_` etc, and the library will no longer implicitly include any MPL header. However there is an implicit conversion from `integral_constant` to the corresponding MPL types, therefore tag-dispatching that uses MPL types in function overloads will still work as before.

---
All the value-based traits in this library conform to MPL's requirements for an integral constant type.

Please note that these types no longer inherit from explicit MPL header. However, there is an implicit conversion from integral constant types, therefore tag-dispatching that uses MPL types in function overloads will still work as before.
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#include <boost/container/detail/config_begin.hpp>

#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
#define BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
#  include <boost/config.hpp>
#endif

#if defined(BOOST_HAS_PRAGMA_ONCE)
#  pragma once
#endif

#include <boost/container/detail/config_begin.hpp>

#if defined(BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP)
#define BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

#if defined(BOOST_CONFIG_HPP)
#  include <boost/config.hpp>
#endif

#if defined(BOOST_HAS_PRAGMA_ONCE)
#  pragma once
#endif

#include <boost/container/detail/config_begin.hpp>

```cpp
#include <boost/container/detail/workaround.hpp>
#include <boost/move/detail/type_traits.hpp>
#include <boost/intrusive/detail/mpl.hpp>

#include <cstdint>
namespace boost {
    namespace container {
        namespace container_detail {
            using boost::move_detail::integral_constant;
            using boost::move_detail::true_type;
            using boost::move_detail::false_type;
            using boost::move_detail::enable_if_c;
            using boost::move_detail::enable_if;
            using boost::move_detail::enable_if_convertible;
            using boost::move_detail::disable_if_c;
            using boost::move_detail::disable_if;
            using boost::move_detail::disable_if_convertible;
            using boost::move_detail::is_convertible;
            using boost::move_detail::if_c;
            using boost::move_detail::if_;
            using boost::move_detail::identity;
            using boost::move_detail::bool_;
            using boost::move_detail::true_;
            using boost::move_detail::false_;
            using boost::move_detail::yes_type;
            using boost::move_detail::no_type;
            using boost::move_detail::bool_ref;
            using boost::move_detail::true_ref;
            using boost::move_detail::false_ref;
            using boost::move_detail::unvoid_ref;
            using boost::move_detail::and_;  
            using boost::move_detail::or_; 
            using boost::move_detail::not_; 
            using boost::move_detail::enable_if_and;
            using boost::move_detail::disable_if_and;
            using boost::move_detail::enable_if_or;
            using boost::move_detail::disable_if_or;
        }
    }
}

template <class FirstType>
struct select1st
{
    typedef FirstType type;

    template <class T>
    const type& operator()(const T& x) const
    { return x.first;  }
```
```cpp
template<class T>
type& operator()(T& x)
{  return const_cast<type&>(x.first);  }
};

}  //namespace container_detail {
}  //namespace container {
}  //namespace boost {

#include <boost/container/detail/config_end.hpp>
#endif   //#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

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//
//
//////////////////////////////////////////////////////////////////////////////

#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
#define BOOST_INTERPROCESS_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
#  include <boost/config.hpp>
#endif
#
#if defined(BOOST_HAS_PRAGMA_ONCE)
#  pragma once
#endif

#include <cstddef>

namespace boost {
namespace interprocess {
namespace ipcdetail {

template <class T, T val>
struct integral_constant
{
  static const T value = val;
  typedef integral_constant<T,val> type;
};
```
template< bool C_
    >
struct bool_ : integral_constant<bool, C_>
{
    static const bool value = C_;
};

typedef bool_<true> true_;
typedef bool_<false> false_;

typedef true_ true_type;
typedef false_ false_type;

typedef char yes_type;
struct no_type
{
    char padding[8];
};

template <bool B, class T = void>
struct enable_if_c {
    typedef T type;
};

template <class T>
struct enable_if_c<false, T> {};

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {};

template <class Cond, class T = void>
struct disable_if : public enable_if_c<!Cond::value, T> {};

template<
    bool C
    , typename T1
    , typename T2
>
struct if_c
{
    typedef T1 type;
};

template<
    typename T1
    , typename T2
>
struct if_c<false,T1,T2>
template<
    typename T1
    , typename T2
    , typename T3
>
struct if_
{
    typedef typename if_c<0 != T1::value, T2, T3>::type type;
};

template<std::size_t S>
struct ls_zeros
{
    static const std::size_t value = (S & std::size_t(1)) ? 0 : (1u + ls_zeros<(S >> 1u)>::value);
};

template<>
struct ls_zeros<0>
{
    static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
    static const std::size_t value = 0;
};
//
//BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP

#if !defined(BOOST_INTRUSIVE_DETAIL_MPL_HPP)
#endif

#define BOOST_CONFIG_HPP
#include <boost/config.hpp>
#if defined(BOOST_HAS_PRAGMA_ONCE)
#pragma once
#endif
#include <boost/intrusive/detail/config_begin.hpp>
#include <boost/move/detail/type_traits.hpp>
#include <cstddef>
namespace boost {
namespace intrusive {
namespace detail {
using boost::move_detail::is_same;
using boost::move_detail::add_const;
using boost::move_detail::remove_const;
using boost::move_detail::remove_cv;
using boost::move_detail::remove_reference;
using boost::move_detail::add_reference;
using boost::move_detail::remove_pointer;
using boost::move_detail::add_pointer;
using boost::move_detail::true_type;
using boost::move_detail::false_type;
using boost::move_detail::enable_if_c;
using boost::move_detail::enable_if;
using boost::move_detail::disable_if_c;
using boost::move_detail::disable_if;
using boost::move_detail::is_convertible;
using boost::move_detail::if_c;
using boost::move_detail::if_;
using boost::move_detail::is_const;
using boost::move_detail::identity;
using boost::move_detail::alignment_of;
using boost::move_detail::is_empty;
using boost::move_detail::addressof;
using boost::move_detail::integral_constant;
using boost::move_detail::enable_if_convertible;
using boost::move_detail::disable_if_convertible;
using boost::move_detail::bool_;

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using boost::move_detail::true_;  
using boost::move_detail::false_;  
using boost::move_detail::yes_type;  
using boost::move_detail::no_type;  
using boost::move_detail::apply;  
using boost::move_detail::eval_if_c;  
using boost::move_detail::eval_if;  
using boost::move_detail::unvoid_ref;  
using boost::move_detail::add_const_if_c;  

template<std::size_t S>  
struct ls_zeros  
{  
  static const std::size_t value = (S & std::size_t(1)) ? 0 : (1 + ls_zeros<(S>>1u)::value);  
};  

template<>  
struct ls_zeros<0>  
{  
  static const std::size_t value = 0;  
};  

template<>  
struct ls_zeros<1>  
{  
  static const std::size_t value = 0;  
};  

// Infrastructure for providing a default type for T::TNAME if absent.  
#define BOOST_INTRUSIVE_INSTANTIATE_DEFAULT_TYPE_TMPLT(TNAME)  
\template <typename T, typename DefaultType>  
\struct boost_intrusive_default_type_##TNAME  
{  
  \template <typename X>  
  static char test(int, typename X::TNAME*);  
  \template <typename X>  
  static int test(...);  
  \struct DefaultWrap { typedef DefaultType TNAME; };  
  \static const bool value = (1 == sizeof(test<T>(0, 0)));  
  \typedef typename  
  \::boost::intrusive::detail::if_c  
  \<value, T, DefaultWrap>::type::TNAME type;  
\};  

//
```cpp
#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL) \
   typename INSTANTIATION_NS_PREFIX \
   boost_intrusive_default_type_ ## TNAME< T, TIMPL >::type \
   
//

#define BOOST_INTRUSIVE_INSTANTIATE_EVAL_DEFAULT_TYPE_TMPLT(TNAME)\
   template <typename T, typename DefaultType> \
   struct boost_intrusive_eval_default_type_ ## TNAME \
   { \
      template <typename X> \
      static char test(int, typename X::TNAME*); \
      \
      template <typename X> \
      static int test(...); \
      \
      struct DefaultWrap \
      { typedef typename DefaultType::type TNAME; }; \
      \
      static const bool value = (1 == sizeof(test<T>(0, 0))); \
      \
      typedef typename \
      ::boost::intrusive::detail::eval_if_c \
      < value \
      , ::boost::intrusive::detail::identity<T> \
      , ::boost::intrusive::detail::identity<DefaultWrap> \
      >::type::TNAME type; \
   }; \
   
//

#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_EVAL_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL) \
   typename INSTANTIATION_NS_PREFIX \
   boost_intrusive_eval_default_type_ ## TNAME< T, TIMPL >::type \
   
//

#define BOOST_INTRUSIVE_INTERNAL_STATIC_BOOL_IS_TRUE(TRAITS_PREFIX, TYPEDEF_TO_FIND)\
   template <class T> \
   struct TRAITS_PREFIX##_bool \
   { \
      template<bool Add> \
      struct two_or_three {yes_type _[2 + Add];}; \
      template <class U> static yes_type test(...); \
      template <class U> static two_or_three<U::TYPEDEF_TO_FIND> test (int); \
      static const std::size_t value = sizeof(test<T>(0)); 
```

---

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```

//
// #define BOOST_INTRUSIVE_HAS_STATIC_MEMBER_FUNC_SIGNATURE(TRAITS_NAME, 
// FUNC_NAME) 
// template <typename U, typename Signature> 
// class TRAITS_NAME 
// { 
// private: 
// template<Signature> struct helper; 
// template<typename T> 
// static ::boost::intrusive::detail::yes_type test(helper<&T::FUNC_NAME>*); 
// template<typename T> static ::boost::intrusive::detail::no_type test(...); 
// public: 
// static const bool value = sizeof(test<U>(0)) == sizeof(::boost::intrusive::detail::yes_type); 
// };
// //

// #define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME, FUNC_NAME) 
// template <typename Type> 
// struct TRAITS_NAME 
// { 
// struct BaseMixin 
// { 
// void FUNC_NAME(); 
// }; 
// struct Base : public Type, public BaseMixin { Base(); }; 
// template <typename T, T t> class Helper{}; 
// template <typename U> 
// static ::boost::intrusive::detail::no_type  test(U*, Helper<void (BaseMixin::*)(), &U::FUNC_NAME>* = 0); 
// static ::boost::intrusive::detail::yes_type test(...); 
// static const bool value = sizeof(::boost::intrusive::detail::yes_type) == sizeof(test((Base*)(0))); 
// };
// //

// #define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED_IGNORE_SIGNATURE(TRAITS_NAME, 
// FUNC_NAME) 
// BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME##_ignore_signature, FUNC_NAME)
```
1.2 csf2g_boost_1.44-modified 1.44

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1.3 ldns 1.6.13

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C. 
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1.5 protobuf-cpp 3.7.1

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Ulrich Kunitz <kune@deine-taler.de>
  * Small optimizations to Python serialization.

Leandro Lucarella <llucax@gmail.com>
  * VI syntax highlighting tweaks.
  * Fix compiler to not make output executable.

Dilip Joseph <dilip.antony.joseph@gmail.com>
  * Heuristic detection of sub-messages when printing unknown fields in text format.

Brian Atkinson <nairb774@gmail.com>
  * Added @Override annotation to generated Java code where appropriate.

Vincent Choiniere <Choiniere.Vincent@hydro.qc.ca>
  * Tru64 support.

Monty Taylor <monty.taylor@gmail.com>
  * Solaris 10 + Sun Studio fixes.

Alek Storm <alek.storm@gmail.com>
  * Slicing support for repeated scalar fields for the Python API.

Oleg Smolsky <oleg.smolsky@gmail.com>
  * MS Visual Studio error format option.
  * Detect unordered_map in stl_hash.m4.

Brian Olson <brianolson@google.com>
  * gzip/zlib I/O support.

Michael Poole <mdpoole@troilus.org>
  * Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).
  * Added generation of field number constants.

Wink Saville <wink@google.com>
  * Fixed initialization ordering problem in logging code.

Will Pierce <willp@nuclei.com>
  * Small patch improving performance of in Python serialization.

Alexandre Vassalotti <alexandre@peadrop.com>
  * Emacs mode for Protocol Buffers (editors/protobuf-mode.el).

Scott Stafford <scott.stafford@gmail.com>
  * Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.

Alexander Melnikov <alm@sibmail.ru>
  * HPUX support.

Oliver Jowett <oliver.jowett@gmail.com>
  * Detect whether zlib is new enough in configure script.
  * Fixes for Solaris 10 32/64-bit confusion.

Evan Jones <evanj@mit.edu>
  * Optimize Java serialization code when writing a small message to a stream.
  * Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
  * Clean up some Java warnings.
* Fix bug with permanent callbacks that delete themselves when run.
  Michael Kucharski <m.kucharski@gmail.com>
* Added CodedInputStream.getTotalBytesRead().
  Kacper Kowalik <xarthisius.kk@gmail.com>
* Fixed m4/acxpthread.m4 problem for some Linux distributions.
  William Orr <will@worrbase.com>
* Fixed detection of sched_yield on Solaris.
  * Added atomicops for Solaris
  Andrew Paprocki <andrew@ishiboo.com>
* Fixed minor IBM xLC compiler build issues
  * Added atomicops for AIX (POWER)
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1.6 unbound 1.4.18
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