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1.3 boost 1.65

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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
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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.icl.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(age@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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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.
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Robert Brazile (brazil@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Criddig (Regis.Criddig@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.icl.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(ace@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@grouch.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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]

[section:mpl MPL Interoperability]
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 `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.

[endsect]

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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):

--- end ---
```python
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*(\(c\))? copyright (\(c\))? \d{4}(\-\d{4})? \s+(\P<name>\.+?)\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)
```

(No image provided)
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)

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

#ifndef BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP

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

namespace boost {
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_;
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_TPL(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;

//
#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


//

#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));
};

template<class T>
struct TRAITS_PREFIX##_bool_is_true
{
    static const bool value = TRAITS_PREFIX##_bool<T>::value > sizeof(yes_type)*2;
};
//

#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) \
\ 
//namespace detail
\ //namespace intrusive
\ //namespace boost

#include <boost/intrusive/detail/config_end.hpp>

#ifndef //BOOST_INTRUSIVE_DETAIL_MPL_HPP

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<head>
<meta http-equiv="Content-Type" content="text/html; charset=US-ASCII">
<title>MPL Interoperability</title>
<link rel="stylesheet" href="/./././././doc/src/boostbook.css" type="text/css">
<meta name="generator" content="DocBook XSL Stylesheets V1.79.1"/>
<link rel="home" href="/./index.html" title="Chapter&#160;1.160;1.160;1.160;1.Boost.TypeTraits"/>
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 `integral_constant` to the corresponding MPL types, therefore tag-dispatching that uses MPL types in function overloads will still work as before.
Watanabe

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</p>
</div></td></tr></table>
<hr>
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 *
 */

#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() << "</a>";
    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>
        "<head>
        "<title>Boost Licence Dependency Information";
    if(m_module_list.size() == 1)
    {
        os << " for " << *(m_module_list.begin());
    }
    os <<
        "</title>\n"
        "</head>\n"
"<body>
"<H1>Boost Licence Dependency Information";
if(m_module_list.size() == 1)
{
    os << " for " << *(m_module_list.begin());
}
os << "</H1><\n"
"<H2>Contents</h2>
"<pre><a href="#input">Input Information</a>
if(!m_bsl_summary_mode)
os << "<a href="#summary">Licence Summary</a>
os << "<a href="#details">Licence Details</a>
while(i != j)
{
    // title:
    os << "<A href="#" make_link_target(licenses.first[i->first].license_name)
    "">" << licenses.first[i->first].license_name << "</a>
++i;
}

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

os << "<a href="#depend">File Dependency Information</a>
"</pre>
/

// input Information:
//
os << "<a name="input"></a><h2>Input Information</h2>
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 << "</p>";
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("^[[:blank:]]*#\[[:blank:]\]+define\[[:blank:]\]+BOOST_VERSION\[[:blank:]\]+(\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 << "<p>The Boost version is: " << version / 100000 << "." << version / 100 % 100 << "." << version % 100 << "</p>";
}

// 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"></a><h2>Licence Summary</h2>";
    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>";
        if(licenses.first[i->first].authors.size())
        {
            os << " This license is used by " << licenses.first[i->first].authors.size() << " authors and " << licenses.first[i->first].files.size() << " files <a href="";
            os << make_link_target(licenses.first[i->first].license_name) << "">(see details)</a>";
            os << "<P></BLOCKQUOTE>";
        }
        ++i;
    }
}
// and now the details:
//
i = m_license_data.begin();
j = m_license_data.end();
int license_index = 0;
os << "<a name="details"></a><h2>Licence Details</h2>
while(i != j)
{
    // title:
os << "<H3><A name="" << make_link_target(licenses.first[i->first].license_name) << ""></a>" << 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:
";
        std::set<std::string>::const_iterator x, y;
x = i->second.authors.begin();
y = i->second.authors.end();
while(x != y)
{
os << *x << "<BR>
";
    ++x;
}
os << "</P>";
    }
os << "</BLOCKQUOTE>";
    // Files using this license:
os << "<P>This license applies to the following " << i->second.files.size() << " files:
";
        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>
";
    ++m;
}
os << "</P>";
    }
else
{
os << "<P>This license is used by " << i->second.authors.size() << " authors (list omitted for brevity).";
os << "<P>This license applies to " << i->second.files.size() << " files (list omitted for brevity).";
}
// Output list of files not found to be under license control:

os << "<h2><a name="files"></a>Files With No Recognisable Licence</h2>
";
<P>The following " << m_unknown_licenses.size() << " files had no recognisable license information:</P><BLOCKQUOTE><P>
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>";
    ++i2;
}
os << "</p></BLOCKQUOTE>

// Output list of files with no found copyright holder:

os << "<h2><a name="authors"></a>Files With No Recognisable Copyright Holder</h2>
";
<P>The following " << m_unknown_authors.size() << " files had no recognisable copyright holder:</P><BLOCKQUOTE><P>
i2 = m_unknown_authors.begin();
j2 = m_unknown_authors.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "<br>";
    ++i2;
}
os << "</p></BLOCKQUOTE>

if(!m_bsl_summary_mode)
{
    // Output list of files that have been moved over to the Boost Software License, along with enough information for human verification.
    // os << "<h2><a name="bsl-converted"></a>Files that can be automatically converted to the Boost Software License</h2>
    // Files that can be automatically converted to the Boost Software License, but require manual verification before they can be committed to CVS:
    if (!m_converted_to_bsl.empty())
    {
        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();
int file_num = 1;
while (i != ie)
{
    os << "<P>[" << file_num << "] File: <tt>" << split_path(m_boost_path, i->first) << "<br>
      <table border="1">
      <tr>
        <td><pre>
      " << i->second.first << "</pre></td>
        <td><pre>
      " << i->second.second << "</pre></td>
      </tr>
    </table>
    ;
    ++i;
    ++file_num;
}
//
// Output list of files that could be moved over to the Boost Software License
//
os << "<h2><a name="to-bsl"></a>Files that could be converted to the Boost Software License</h2>
";
    i2 = m_can_migrate_to_bsl.begin();
    j2 = m_can_migrate_to_bsl.end();
    while(i2 != j2)
    {
        os << split_path(m_boost_path, *i2) << "<br>
        ;
        ++i2;
    }
    os << "</p></BLOCKQUOTE>";
//
// Output list of files that can not be moved over to the Boost Software License
//
os << "<h2><a name="not-to-bsl"></a>Files that can NOT be converted to the Boost Software License</h2>
";
    i2 = m_cannot_migrate_to_bsl.begin();
    j2 = m_cannot_migrate_to_bsl.end();
    while(i2 != j2)
    {
        os << split_path(m_boost_path, *i2) << "<br>
        ;
        ++i2;
    }
    os << "</p></BLOCKQUOTE>";
//
// Output list of authors that we need permission for to move to the BSL
//
os << "<h2><a name="need-bsl-authors"></a>Authors we need for the BSL</h2>
";

std::copy(m_authors_for_bsl_migration.begin(), m_authors_for_bsl_migration.end(),
    std::ostream_iterator<std::string>(os, "<br>\n"));
os << "</p></BLOCKQUOTE>
;

// output a table of copyright information:

os << "<H2><a name="copyright"></a>Copyright Holder Information</H2><table border="1">"
std::map<std::string, std::set<fs::path, path_less> >::const_iterator ad, ead;
ad = m_author_data.begin();
ead = m_author_data.end();
while(ad != ead)
{
    os << "\t<tr><td>" << ad->first << "</td><td>"
    std::set<fs::path, path_less>::const_iterator fi, efi;
    fi = ad->second.begin();
    efi = ad->second.end();
    while(fi != efi)
    {
        os << split_path(m_boost_path, *fi) << " ",
        ++fi;
    }
    os << "</td><tr>\n"
    ++ad;
}
os << "</table>\n";

// output file dependency information:

os << "<H2><a name="depend"></a>File Dependency Information</H2><BLOCKQUOTE><pre>"
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>
";
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;
        }
    os << "\n";
    ++fi;
}
os << "</pre><BLOCKQUOTE>\n";

os << "</body></html>";

if(!os)
{
    std::string msg("Error writing to ");
    msg += m_dest_path.string();
    msg += ": ";
    std::runtime_error e(msg);
}
boost::throw_exception(e);
}
}

This package was debianized by Vladimir Prus <ghost@cs.msu.su> on

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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.

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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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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.

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<script type="text/javascript">$(window).load(resizeHeight);</script>
<link href="search/search.css" rel="stylesheet" type="text/css"/>
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  - `boost::mpl::integral_c< T, v >`  
    - Adapter for IntegralConstants from the Boost.MPL.  
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<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $"
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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

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

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

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating 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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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.

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b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.
Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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

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

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

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it
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Section 6 states terms for distribution of such executables.

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

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

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

6. As an exception to the Sections above, you may also combine or 
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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 
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that the user who changes the contents of definitions files in the 
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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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

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

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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.

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

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
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Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
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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,
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d) If distribution of the work is made by offering access to copy
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1.5 gettcp6table-from-msdn 2018-08-05

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// #!/bin/sh

# Wrapper for Microsoft lib.exe

me=ar-lib
scriptversion=2012-03-01.08; # UTC

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1.8 curl 7.64.0

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1.9 tidyhtml 5.7.24

1.9.1 Available under license :

# HTML Tidy

## HTML parser and pretty printer

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1.10 openssl 1.0.2s
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1.11 rsamd5c++ implementation 1.02

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1.12 protobuf 3.5.2

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* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
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* Fixed minor IBM xLC compiler build issues
* Added atomicops for AIX (POWER)

### 1.13 Log4Cxx 0.10.0

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//*
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*
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// sigslot.h: Signal/Slot classes

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 * SpanDSP - a series of DSP components for telephony
 * *
 * g711.h - In line A-law and u-law conversion routines
 */
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*/

/*
* $Id: pa_memorybarrier.h 1240 2007-07-17 13:05:07Z bjornroche $
* Portable Audio I/O Library
* Memory barrier utilities
*
* Author: Bjorn Roche, XO Audio, LLC
*
* This program uses the PortAudio Portable Audio Library.
* For more information see: http://www.portaudio.com
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*/

/*
* $Id: pa_ringbuffer.c 1421 2009-11-18 16:09:05Z bjornroche $
* Portable Audio I/O Library
* Ring Buffer utility.
*
* Author: Phil Burk, http://www.softsynth.com
* modified for SMP safety on Mac OS X by Bjorn Roche
* modified for SMP safety on Linux by Leland Lucius
* also, allowed for const where possible
* modified for multiple-byte-sized data elements by Sven Fischer
*
* Note that this is safe only for a single-thread reader and a
* single-thread writer.
*
* This program uses the PortAudio Portable Audio Library.
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*/

/*
* Written by Wilco Dijkstra, 1996. The following email exchange establishes the
* license.
*
* From: Wilco Dijkstra <Wilco.Dijkstra@ntlworld.com>
* Date: Fri, Jun 24, 2011 at 3:20 AM
* Subject: Re: sqrt routine
* To: Kevin Ma <kma@google.com>
* Hi Kevin,
* Thanks for asking. Those routines are public domain (originally posted to
* comp.sys.arm a long time ago), so you can use them freely for any purpose.
* Cheers,
* Wilco
*
* ----- Original Message -----* From: "Kevin Ma" <kma@google.com>
* To: <Wilco.Dijkstra@ntlworld.com>
* Sent: Thursday, June 23, 2011 11:44 PM
* Subject: Fwd: sqrt routine
* Hi Wilco,
* I saw your sqrt routine from several web sites, including
* http://www.finesse.demon.co.uk/steven/sqrt.html.
Just wonder if there's any copyright information with your Successive approximation routines, or if I can freely use it for any purpose.

Thanks.

Kevin

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Queen's Univ at Kingston (Canada)

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1.19 tufao 0.6

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include $(SRC_PATH)build/arch.mk
SHAREDLIBSUFFIX = so
SHAREDLIBSUFFIXFULLVER=$(SHAREDLIBSUFFIX).$(FULL_VERSION)
SHAREDLIBSUFFIXMAJORVER=$(SHAREDLIBSUFFIX).$(SHAREDLIB_MAJORVERSION)
SHLDFLAGS = -Wl,-soname,$(LIBPREFIX)$(PROJECT_NAME).$(SHAREDLIBSUFFIXMAJORVER)
CFLAGS += -fPIC -fstack-protector-all
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An almost complete rewrite of MySpell for use by the Mozilla project has been developed by David Einstein (Deinst@world.std.com). David and I are now working on parallel development tracks to help our respective projects (Mozilla and OpenOffice.org) and we will maintain full affix file and dictionary file compatibility and work on merging our versions of MySpell back into a single tree. David has been a significant help in improving MySpell.

Special thanks also go to La'szlo' Ne'meth <nemethl@gyorsposta.hu> who is the author of the Hungarian dictionary and who developed and contributed the code to support compound words in MySpell and fixed numerous problems with the encoding case conversion tables.

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base64.cpp and base64.h

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Ren Nyffenegger rene.nyffenegger@adp-gmbh.ch

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1.34 stackwalker 34912.0

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