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Upstream-Name: liblz4

Upstream-Contact: Yann Collet <Cyan4973@github.com>

Source: <https://github.com/lz4/lz4>

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1.7 [qri-io-jsonschema 0.2.1](#)

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1.8 [github.com/qri-io/jsonpointer 0.1.1](#)

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man/sha1.3

man/sha2.3

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src/md4.c

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src/sha1.c

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1.11 zlib 1.3.1

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include/bsd/stdlib.h

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/queue.h

include/bsd/sys/time.h

include/bsd/timeconv.h

include/bsd/vis.h

man/bitstring.3bsd

man/errc.3bsd

man/explicit_bzero.3bsd

man/fgetln.3bsd

man/fgetwln.3bsd

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man/reallocf.3bsd
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man/strtoi.3bsd
man/strtou.3bsd
man/unvis.3bsd
man/vis.3bsd
man/wcslcpy.3bsd
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src/merge.c
src/nlist.c
src/pwcache.c
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include/bsd/stringlist.h

man/arc4random.3bsd

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man/humanize_number.3bsd

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src/arc4random_unix.h
src/arc4random_win.h
src/closefrom.c
src/freezero.c
src/getentropy_aix.c
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src/getentropy_win.c
src/readpassphrase.c

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```
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* /groovy-yaml-3-0-1-sources-jar/groovy/yaml/YamlBuilder.java
*
* /groovy-yaml-3-0-1-sources-jar/groovy/yaml/YamlSlurper.java
* /groovy-yaml-3-0-1-sources-jar/groovy/yaml/YamlRuntimeException.java
```

1.16 github.com/wojtekwanczyk/average 0.0.0-20240221125520-eb722bafaeb3

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```
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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
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under certain conditions; type `show c' for details.
```

The hypothetical commands ``show w'` and
``show c'` should show the appropriate
parts of the General Public License. Of course, the commands you use may
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necessary. Here is a sample; alter the names:

```
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`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

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

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1.19 alpine-keys 2.5-r0

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=alpine-keys

pkgver=2.5

pkgrel=0

pkgdesc="Public keys for Alpine Linux packages"

url="https://alpinelinux.org"

we install arch specific keys to /etc so we cannot do arch=noarch

arch="all"

license="MIT"

replaces="alpine-base"

1.20 pam 1.6.1-r1

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1.21 zlib 1.3.1-r2

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1.22 bash 5.2.37-r0

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Version 3, 29 June 2007

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1.23 pax-utils 1.3.8-r1

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1.24 skalibs 2.14.3.0-r0

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1.25 utmps 0.1.2.3-r2

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1.26 ncurses 6.5_p20241006-r3

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Calling this script `install-sh` is preferred over `install.sh`, to prevent `'make'` implicit rules from creating a file called `install` from it when there is no `Makefile`.

This script is compatible with the BSD `install` script, but was written from scratch. It can only install one file at a time, a restriction shared with many OS's `install` programs.

On Debian systems, the complete text of the GNU General Public License can be found in `'/usr/share/common-licenses/GPL-2'`

-- vile: txtmode file-encoding=utf-8

1.27 shadow 4.16.0-r1

1.27.1 Available under license :

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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
"

# 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"
buildid="$srcdir/${_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: 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}-${pkgver}.tar.gz"
buildid="$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
"

# License

```

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****Note**:** old code may be made available under another license, check the license tag for each file to get additional information.

Contributor: Dhruvin Gandhi <contact@dhruvin>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

_pkgname=license_expression

pkgver=30.4.0

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="

cc7cd6b5bd8ea4c99b66f074871ffd7cc78b3e8b1b0d3afd9b95efdb7147c8293db2fac977d684fc34d3d60bd79066a06
dc2bff0a38b130d9d83c63538502db1

license_expression-30.4.0.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
"

# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.24.0
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 rdft 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="
6eb81424e1b3173dbd8e17859b2e15dfe1c2af8f4da59b7dad0729c038a4cbdba95c34c2c546285fcdbbd41562e39575e
6a6ebb9463b70121e0a12b99d1307e7  license-list-data-3.24.0.tar.gz
"

mini_sendmail - accept email on behalf of real sendmail

```

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1.28 libncursesw 6.5_p20241006-r3

1.28.1 Available under license :

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

```
# ncurses 6.5 - patch 20241006 - Thomas E. Dickey
#
# -----
#
# Ncurses 6.5 is at
# https://invisible-island.net/archives/ncurses/
# https://invisible-mirror.net/archives/ncurses/
# https://ftp.gnu.org/gnu/ncurses/
#
# Patches for ncurses 6.5 can be found at
# https://invisible-island.net/archives/ncurses/6.5
# https://invisible-mirror.net/archives/ncurses/6.5
#
# -----
# https://invisible-island.net/archives/ncurses/6.5/ncurses-6.5-20241006.patch.gz
# patch by Thomas E. Dickey <dickey@invisible-island.net>
# created Sun Oct 6 23:44:01 UTC 2024
# -----
# NEWS | 6 +++
# VERSION | 2 -
# c++/cursesf.cc | 6 +--
# c++/cursesf.h
# | 6 +--
# c++/cursesm.cc | 6 +--
# c++/cursesm.h | 6 +--
# c++/cursesw.cc | 6 +--
```

```

# c++/cursespad.cc      | 6 +--
# c++/cursslk.cc        | 12 +++----
# c++/cursslk.h         | 6 +--
# dist.mk               | 4 +-
# misc/terminfo.src     | 23 ++++++++---
# ncurses/base/lib_screen.c | 4 +-
# ncurses/base/new_pair.c | 4 +-
# ncurses/curses.priv.h | 4 +-
# ncurses/new_pair.h     | 4 +-
# ncurses/tinfo/trim_sgr0.c | 7 ++--
# ncurses/tty/lib_twait.c | 6 +--
# package/debian-mingw/changelog | 4 +-
# package/debian-mingw64/changelog | 4 +-
# package/debian/changelog | 4 +-
# package/mingw-ncurses.nsi | 4 +-
# package/mingw-ncurses.spec | 2 -
# package/ncurses.spec | 2 -
# package/ncursetest.spec |
2 -
# test/blue.c          | 10 +++---
# test/bs.c            | 8 ++--
# test/cardfile.c      | 12 +++----
# test/chgat.c         | 6 +--
# test/clip_printw.c   | 8 ++--
# test/color_name.h    | 6 +--
# test/demo_defkey.c   | 4 +-
# test/demo_forms.c    | 22 ++++++-----
# test/demo_menus.c    | 32 ++++++++-----
# test/demo_new_pair.c | 4 +-
# test/demo_panels.c   | 16 ++++-----
# test/demo_termcap.c  | 18 ++++-----
# test/demo_terminfo.c | 18 ++++-----
# test/dots.c          | 6 +--
# test/dots_mvcur.c    | 6 +--
# test/dots_termcap.c  | 8 ++--
# test/dup_field.c     | 14 ++++----
# test/filter.c        | 6 +--
# test/form_driver_w.c | 6 +--
# test/gdc.c           | 10 +++---
# test/inch_wide.c     | 6 +--
# test/inchs.c         | 6 +--
# test/ins_wide.c      | 6 +--
# test/insdelln.c      | 8 ++--
# test/inserts.c       | 6 +--
# test/knight.c        | 7 ++--
# test/list_keys.c     | 8 ++--
# test/move_field.c    | 18 ++++-----

```



```

# test/movewindow.c      | 16 ++++-----
# test/ncurses.c         | 61 ++++++-----
# test/padview.c         | 12 +++----
# test/parse_rgb.h       | 6 +--
# test/picsmap.c         | 14 ++++----
# test/popup_msg.c       | 8 ++--
# test/popup_msg.h       | 6 +--
# test/railroad.c        | 6 +--
# test/rain.c            | 20 ++++++-----
# test/redraw.c          | 6 +--
# test/savescreen.c      | 14 ++++----
# test/tclock.c          | 4 +-
# test/test.priv.h
| 10 +++---
# test/test_add_wchstr.c  | 6 +--
# test/test_addchstr.c   | 6 +--
# test/test_addstr.c     | 6 +--
# test/test_addwstr.c    | 6 +--
# test/test_endwin.c     | 6 +--
# test/test_get_wstr.c   | 8 ++--
# test/test_getstr.c     | 8 ++--
# test/test_instr.c      | 8 ++--
# test/test_inwstr.c     | 8 ++--
# test/test_mouse.c      | 4 +-
# test/test_opaque.c     | 8 ++--
# test/test_sgr.c        | 26 ++++++-----
# test/test_tparm.c      | 12 +++----
# test/test_vidputs.c    | 6 +--
# test/testcurs.c        | 8 ++--
# test/testscanw.c       | 6 +--
# test/view.c           | 21 ++++++-----
# 83 files changed, 392 insertions(+), 369 deletions(-)
# -----

```

Index: NEWS

Prereq:

1.4185

--- ncurses-6.5-20240928+/NEWS 2024-09-28 20:27:44.000000000 +0000

+++ ncurses-6.5-20241006/NEWS 2024-10-06 08:53:45.000000000 +0000

@@ -26,7 +26,7 @@

-- sale, use or other dealings in this Software without prior written --

-- authorization. --

--- \$Id: NEWS,v 1.4185 2024/09/28 20:27:44 tom Exp \$

++- \$Id: NEWS,v 1.4188 2024/10/06 08:53:45 tom Exp \$

This is a log of changes that ncurses has gone through since Zeyd started

@@ -46,6 +46,10 @@

Changes through 1.9.9e did not credit all contributions;
it is not possible to add this information.

+20241006

+ + fixes for compiler warnings/cppcheck.

+ + use xterm+alt+title in wezterm -TD

+

20240928

+ improve error-message from infocmp when a terminal entry cannot be
opened (patch by Branden Robinson).

Index:

VERSION

--- ncurses-6.5-20240928+/VERSION 2024-09-28 09:53:21.000000000 +0000

+++ ncurses-6.5-20241006/VERSION 2024-10-06 08:53:45.000000000 +0000

@@ -1 +1 @@

-5:0:10 6.5 20240928

+5:0:10 6.5 20241006

Index: c++/cursesf.cc

Prereq: 1.26

--- ncurses-6.5-20240928+/c++/cursesf.cc 2021-04-17 18:11:08.000000000 +0000

+++ ncurses-6.5-20241006/c++/cursesf.cc 2024-10-05 22:47:12.000000000 +0000

@@ -1,6 +1,6 @@

// * this is for making emacs happy: -*-Mode: C++;-*-

/*****

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+ * Copyright 2019-2021,2024 Thomas E. Dickey *

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*

*

* Permission is hereby granted, free of charge, to any person obtaining a *

@@ -36,7 +36,7 @@

#include "cursesf.h"

#include "cursesapp.h"

-MODULE_ID("\$Id: cursesf.cc,v 1.26 2021/04/17 18:11:08 tom Exp \$")

+MODULE_ID("\$Id: cursesf.cc,v 1.27 2024/10/05 22:47:12 tom Exp \$")

NCursesFormField::~NCursesFormField () THROWS(NCursesException)

{

@@ -76,7 +76,7 @@

void NCursesForm::setDefaultAttributes()

{

- NCursesApplication* S = NCursesApplication::getApplication();

+ const NCursesApplication* S = NCursesApplication::getApplication();

int n = count();

if (n > 0) {

Index: c++/cursesf.h

```

Prereq: 1.39
--- ncurses-6.5-20240928+/c++/cursesf.h 2022-08-20 20:52:15.000000000 +0000
+++ ncurses-6.5-20241006/c++/cursesf.h 2024-10-05 22:47:12.000000000 +0000
@@ -1,7 +1,7 @@
// * This makes emacs happy -*-Mode: C++;-*-
// vile:cppmode
/*****

- * Copyright 1919-2021,2022 Thomas E. Dickey                *
+ * Copyright 1919-2022,2024 Thomas E. Dickey                *
* Copyright 1998-2012,2014 Free Software
Foundation, Inc.                *
*
* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -33,7 +33,7 @@
*   Author: Juergen Pfeifer, 1997                *
*****/

-// $Id: cursesf.h,v 1.39 2022/08/20 20:52:15 tom Exp $
+// $Id: cursesf.h,v 1.40 2024/10/05 22:47:12 tom Exp $

#ifndef NCURSES_CURSESF_H_incl
#define NCURSES_CURSESF_H_incl 1
@@ -384,7 +384,7 @@
}

inline void *get_user() {
-   UserHook* uptr = reinterpret_cast<UserHook*> (::form_userptr (form));
+   const UserHook* uptr = reinterpret_cast<UserHook*> (::form_userptr (form));
   assert (uptr != 0 && uptr->m_back==this && uptr->m_owner==form);
   return uptr->m_user;
}
Index: c++/cursesm.cc
Prereq: 1.27
--- ncurses-6.5-20240928+/c++/cursesm.cc 2021-04-17 18:11:08.000000000 +0000
+++ ncurses-6.5-20241006/c++/cursesm.cc 2024-10-05
22:47:12.000000000 +0000
@@ -1,6 +1,6 @@
// * this is for making emacs happy: -*-Mode: C++;-*-
/*****

- * Copyright 2019-2020,2021 Thomas E. Dickey                *
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*
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@@ -36,7 +36,7 @@
#include "cursesm.h"
#include "cursesapp.h"

```

-MODULE_ID("\$Id: cursesm.cc,v 1.27 2021/04/17 18:11:08 tom Exp \$")
+MODULE_ID("\$Id: cursesm.cc,v 1.28 2024/10/05 22:47:12 tom Exp \$")

NCursesMenuItem::~NCursesMenuItem() THROWS(NCursesException)
{

@@ -168,7 +168,7 @@

void

NCursesMenu::setDefaultAttributes()

{

- NCursesApplication* S = NCursesApplication::getApplication();

+

const NCursesApplication* S = NCursesApplication::getApplication();

if (S) {

 ::set_menu_fore(menu, S->foregrounds());

 ::set_menu_back(menu, S->backgrounds());

Index: c++/cursesm.h

Prereq: 1.35

--- ncurses-6.5-20240928+/c++/cursesm.h 2022-08-20 20:52:15.000000000 +0000

+++ ncurses-6.5-20241006/c++/cursesm.h 2024-10-05 22:47:12.000000000 +0000

@@ -1,6 +1,6 @@

// * This makes emacs happy -*-Mode: C++;-*-

/*****

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@@ -32,7 +32,7 @@

* Author: Juergen Pfeifer, 1997 *

*****/

-// \$Id: cursesm.h,v 1.35 2022/08/20 20:52:15 tom Exp \$

+// \$Id: cursesm.h,v 1.36 2024/10/05 22:47:12 tom Exp \$

#ifndef NCURSES_CURSESM_H_incl

#define NCURSES_CURSESM_H_incl 1

@@ -245,7 +245,7 @@

}

inline void *get_user() {

- UserHook* uptr = STATIC_CAST(UserHook*)(::menu_userptr (menu));

+ const UserHook* uptr = STATIC_CAST(UserHook*)(::menu_userptr (menu));

assert (uptr != 0 && uptr->m_back==this && uptr->m_owner==menu);

return uptr->m_user;

}

Index: c++/cursesp.cc

Prereq: 1.27

--- ncurses-6.5-20240928+/c++/cursesp.cc 2020-02-02 23:34:34.000000000 +0000

```

+++ ncurses-6.5-20241006/c++/cursespad.cc 2024-10-05 22:47:12.000000000 +0000
@@ -1,6 +1,6 @@
// * this is for making emacs happy: -*-Mode: C++;-*-
/*****

- * Copyright 2019,2020 Thomas E. Dickey                                *
+ * Copyright 2019-2020,2024
Thomas E. Dickey                                *
* Copyright 1998-2003,2005 Free Software Foundation, Inc.            *
*                                                                    *

* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -35,7 +35,7 @@
#include "internal.h"
#include "cursespad.h"

-MODULE_ID("$Id: cursespad.cc,v 1.27 2020/02/02 23:34:34 tom Exp $")
+MODULE_ID("$Id: cursespad.cc,v 1.28 2024/10/05 22:47:12 tom Exp $")

NCursesPanel* NCursesPanel::dummy = static_cast<NCursesPanel*>(0);

@@ -64,7 +64,7 @@
void
NCursesPanel::redraw()
{
- PANEL *pan;
+ const PANEL *pan;

    pan = ::panel_above(NULL);
    while (pan) {
Index: c++/cursespad.cc
Prereq: 1.18
--- ncurses-6.5-20240928/c++/cursespad.cc 2020-02-02 23:34:34.000000000 +0000
+++ ncurses-6.5-20241006/c++/cursespad.cc 2024-10-05 22:47:12.000000000 +0000
@@ -1,6 +1,6 @@
// * this is for making emacs happy: -*-Mode: C++;-*-
/*****

-
* Copyright 2020 Thomas E. Dickey                                *
+ * Copyright 2020,2024 Thomas E. Dickey                                *
* Copyright 1999-2012,2013 Free Software Foundation, Inc.            *
*                                                                    *

* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -36,7 +36,7 @@

#include <cursesw.h>

-MODULE_ID("$Id: cursespad.cc,v 1.18 2020/02/02 23:34:34 tom Exp $")
+MODULE_ID("$Id: cursespad.cc,v 1.19 2024/10/05 22:47:12 tom Exp $")

```

```

NCursesPad::NCursesPad(int nlines, int ncols)
    : NCursesWindow(),
    @@ -221,7 +221,7 @@
void NCursesFramedPad::OnOperation(int pad_req)
{
    (void) pad_req;
-   NCursesWindow* W = Win();
+   const NCursesWindow* W = Win();
    NCursesWindow* W2 = getWindow();

    if ((static_cast<NCursesWindow*>(0) != W) && (static_cast<NCursesWindow*>(0) != W2)) {

```

Index: c++/cursslk.cc

Prereq:

1.22

--- ncurses-6.5-20240928+/c++/cursslk.cc 2024-06-15 21:07:30.000000000 +0000

+++ ncurses-6.5-20241006/c++/cursslk.cc 2024-10-05 19:36:22.000000000 +0000

@@ -35,10 +35,10 @@

#include "internal.h"

#include "cursesapp.h"

-MODULE_ID("\$Id: cursslk.cc,v 1.22 2024/06/15 21:07:30 tom Exp \$")

+MODULE_ID("\$Id: cursslk.cc,v 1.23 2024/10/05 19:36:22 tom Exp \$")

Soft_Label_Key_Set::Soft_Label_Key&

- Soft_Label_Key_Set::Soft_Label_Key::operator=(char *text)

+ Soft_Label_Key_Set::Soft_Label_Key::operator=(const char *text)

```

{
    delete[] label;
    size_t need = 1 + ::strlen(text);

```

@@ -111,11 +111,11 @@

void Soft_Label_Key_Set::activate_label(int i, bool bf) {

if (!b_attrInit) {

- NCursesApplication* A = NCursesApplication::getApplication();

+ const NCursesApplication* A = NCursesApplication::getApplication();

if (A) attrset(A->labels());

b_attrInit = TRUE;

}

- Soft_Label_Key& K = (*this)[i];

+ const Soft_Label_Key& K = (*this)[i];

if (ERR==::slk_set(K.num,bf?K.label:"",K.format))

Error("slk_set");

noutrefresh();

@@ -124,12 +124,12 @@

void Soft_Label_Key_Set::activate_labels(bool bf)

{

if (!b_attrInit) {

- NCursesApplication* A = NCursesApplication::getApplication();

```

+   const NCursesApplication* A = NCursesApplication::getApplication();
    if (A) attrset(A->labels());
    b_attrInit = TRUE;
}
for(int i=1; i <= num_labels; i++) {
-   Soft_Label_Key& K = (*this)[i];
+   const Soft_Label_Key& K = (*this)[i];
    if (ERR==::slk_set(K.num,bf?K.label:"",K.format))
        Error("slk_set");
}
Index: c++/cursslk.h
Prereq: 1.19
--- ncurses-6.5-20240928+/c++/cursslk.h 2021-04-17 18:11:08.000000000 +0000
+++ ncurses-6.5-20241006/c++/cursslk.h 2024-10-05 22:47:12.000000000 +0000
@@ -1,7 @@
// * this is for making emacs happy: -*-Mode: C++;-*-
// vile:cppmode
/*****
- * Copyright 2019-2020,2021 Thomas E. Dickey
    *
+ * Copyright 2019-2021,2024 Thomas E. Dickey
    *
* Copyright 1998-2003,2005 Free Software Foundation, Inc.
    *
* Permission is hereby granted, free of charge, to any person obtaining a
@@ -33,7 @@
*   Author: Juergen Pfeifer, 1997
*****/

-// $Id: cursslk.h,v 1.19 2021/04/17 18:11:08 tom Exp $
+// $Id: cursslk.h,v 1.20 2024/10/05 22:47:12 tom Exp $

#ifndef NCURSES_CURSSLK_H_incl
#define NCURSES_CURSSLK_H_incl
@@ -62,7 @@

public:
    // Set the text of the Label
-   Soft_Label_Key& operator=(char *text);
+   Soft_Label_Key& operator=(const char *text);

    // Set the Justification of the Label
    Soft_Label_Key& operator=(Justification just) {
Index: dist.mk
Prereq: 1.1634
--- ncurses-6.5-20240928+/dist.mk 2024-09-28
09:53:21.000000000 +0000
+++ ncurses-6.5-20241006/dist.mk 2024-10-06 08:53:45.000000000 +0000
@@ -26,7 @@

```

```

# use or other dealings in this Software without prior written      #
# authorization.                                                    #
#####
-# $Id: dist.mk,v 1.1634 2024/09/28 09:53:21 tom Exp $
+# $Id: dist.mk,v 1.1636 2024/10/06 08:53:45 tom Exp $
# Makefile for creating ncurses distributions.
#
# This only needs to be used directly as a makefile by developers, but
@@ -38,7 +38,7 @@
# These define the major/minor/patch versions of ncurses.
NCURSES_MAJOR = 6
NCURSES_MINOR = 5
-NCURSES_PATCH = 20240928
+NCURSES_PATCH = 20241006

# We don't append the patch to the version, since this only applies to releases
VERSION = $(NCURSES_MAJOR).$(NCURSES_MINOR)
Index: misc/terminfo.src
--- ncurses-6.5-20240928+/misc/terminfo.src 2024-09-07 16:23:31.000000000
+0000
+++ ncurses-6.5-20241006/misc/terminfo.src 2024-10-05 16:04:17.000000000 +0000
@@ -6,8 +6,8 @@
# Report bugs and new terminal descriptions to
# bug-ncurses@gnu.org
#
-# $Revision: 1.1150 $
-# $Date: 2024/09/07 16:23:31 $
+# $Revision: 1.1153 $
+# $Date: 2024/10/05 16:04:17 $
#
# The original header is preserved below for reference. It is noted that there
# is a "newer" version which differs in some cosmetic details (but actually
@@ -8060,6 +8060,17 @@
# "wezterm is a terminal emulator with support for modern features
# such as fonts with ligatures, hyperlinks, tabs and multiple windows."
#
+# The documentation bears mention. It refers to the "ANSI" standard and
+# https://wezfurlong.org/wezterm/what-is-a-terminal.html#ansi-and-ecma-48
+# X3.64 (withdrawn long ago). A related website
+# https://github.com/wez/ecma48
+# states that ECMA-48 was issued in 1979 and not revised since. Actually that
+# was the second revision; the fifth revision in 1991 is current. The source
+#
code refers to the second revision in a half-dozen places. Further, there
+# are three times as many references to Wikipedia as to xterm's documentation.
+# The git commit comments in several instances hint at an incomplete reading
+# of the relevant standards.
+#

```



```

# wezterm-20240203-110809-5046fc22 tested with MacOS
# General:
# + initial screensize is now 80x24
@@ -8094,7 +8105,7 @@
# + poor (doesn't copy anyone, most of the results are wrong)
# vttest:
# + DA is VT5xx with sixel, selective erase, user windows, color
-# + DA2 is VT220 version 277
+# + DA2 is VT220 version 277, perhaps a reference to xterm #277
# + only the VT100 character set works, contrary to DA/DA2.
# + no NRCS, either
# + double-sized character work, with some debris
@@ -8136,7 +8147,7 @@
use=ansi+rep, use=ansi+sgrdim, use=bracketed+paste,
use=ecma+index, use=ecma+italics, use=ecma+strikeout,
use=report+version, use=vt220+cvis,
- use=xterm+256color2, use=xterm+alt1049,
+ use=xterm+256color2,
use=xterm+alt+title,
use=xterm+focus, use=xterm+pcc2, use=xterm+pce2,
use=xterm+pcf2, use=xterm+sl-alt, use=xterm+sm+1006,
use=xterm+tmux,
@@ -27644,4 +27655,8 @@
# 2024-09-07
# + update comments -TD
#
+# 2024-10-05
+# + use xterm+alt+title in wezterm -TD
+# + update comments -TD
+#
##### SHANTIH! SHANTIH! SHANTIH!
Index: ncurses/base/lib_screen.c
Prereq: 1.108
--- ncurses-6.5-20240928+/ncurses/base/lib_screen.c 2024-09-22 20:20:36.000000000 +0000
+++ ncurses-6.5-20241006/ncurses/base/lib_screen.c 2024-10-05 20:47:44.000000000 +0000
@@ -42,7 +42,7 @@
#define CUR_SP_TERMTYPE
#endif

-MODULE_ID("$Id: lib_screen.c,v 1.108 2024/09/22 20:20:36 tom Exp $")
+MODULE_ID("$Id: lib_screen.c,v 1.109 2024/10/05 20:47:44 tom Exp $")

#define MAX_SIZE 0x3fff /* 16k is big enough for a window or pad */

@@ -943,7 +943,7 @@
* Replace a window covering the whole screen, i.e., newsr or curscr.
*/
static WINDOW *

```

```

-replace_window(WINDOW *target, FILE *source)
+replace_window(const
WINDOW *target, FILE *source)
{
    WINDOW *result = getwin(source);
#if NCURSES_EXT_FUNCS
Index: ncurses/base/new_pair.c
Prereq: 1.24
--- ncurses-6.5-20240928+/ncurses/base/new_pair.c 2024-07-27 19:22:23.000000000 +0000
+++ ncurses-6.5-20241006/ncurses/base/new_pair.c 2024-10-05 20:51:29.000000000 +0000
@@ -61,7 +61,7 @@

#endif

-MODULE_ID("$Id: new_pair.c,v 1.24 2024/07/27 19:22:23 tom Exp $")
+MODULE_ID("$Id: new_pair.c,v 1.25 2024/10/05 20:51:29 tom Exp $")

#if NCURSES_EXT_COLORS

@@ -193,7 +193,7 @@
 * pair table.
 */
NCURSES_EXPORT(void)
-_nc_reset_color_pair(SCREEN *sp, int pair, colorpair_t * next)
+_nc_reset_color_pair(SCREEN *sp, int pair, const colorpair_t * next)
{
    colorpair_t *last;

Index: ncurses/curses.priv.h
Prereq: 1.691
--- ncurses-6.5-20240928+/ncurses/curses.priv.h 2024-09-28 15:35:01.000000000 +0000
+++ ncurses-6.5-20241006/ncurses/curses.priv.h 2024-10-05 21:01:50.000000000 +0000
@@ -35,7 +35,7 @@
*****/

/*
- * $Id: curses.priv.h,v 1.691 2024/09/28 15:35:01 tom Exp $
+ * $Id: curses.priv.h,v 1.692 2024/10/05 21:01:50 tom Exp $
 *
 * curses.priv.h
 *
@@ -2170,7 +2170,7 @@
extern NCURSES_EXPORT(int) _nc_read_termcap_entry (const char *const, TERMTYPE2 *const);
extern NCURSES_EXPORT(int) _nc_setup_tinfo(const char *, TERMTYPE2 *);
extern NCURSES_EXPORT(int) _nc_setupscreen (int, int, FILE *, int, int);
-extern NCURSES_EXPORT(int) _nc_timed_wait (SCREEN *, int, int, int * EVENTLIST_2nd(_nc_eventlist *));
+extern NCURSES_EXPORT(int) _nc_timed_wait (const SCREEN *, int, int, int *
EVENTLIST_2nd(_nc_eventlist *));

```

```

extern NCURSES_EXPORT(int) _nc_trans_string (char *, const char *);
extern NCURSES_EXPORT(void) _nc_init_termtype (TERMTYPE2 *const);
extern NCURSES_EXPORT(void) _nc_do_color (int, int, int, NCURSES_OUTC);
Index: ncurses/new_pair.h
Prereq: 1.14
--- ncurses-6.5-20240928+/ncurses/new_pair.h 2024-05-25 23:10:33.000000000 +0000
+++
ncurses-6.5-20241006/ncurses/new_pair.h 2024-10-05 20:57:47.000000000 +0000
@@ -34,7 +34,7 @@
/*
 * Common type definitions and macros for new_pair.c, lib_color.c
 *
- * $Id: new_pair.h,v 1.14 2024/05/25 23:10:33 tom Exp $
+ * $Id: new_pair.h,v 1.15 2024/10/05 20:57:47 tom Exp $
 */

#ifndef NEW_PAIR_H
@@ -116,7 +116,7 @@
#if NCURSES_EXT_FUNCS && NCURSES_EXT_COLORS
extern NCURSES_EXPORT(void) _nc_copy_pairs(SCREEN*, colorpair_t*, colorpair_t*, int);
extern NCURSES_EXPORT(void) _nc_free_ordered_pairs(SCREEN*);
-extern NCURSES_EXPORT(void) _nc_reset_color_pair(SCREEN*, int, colorpair_t*);
+extern NCURSES_EXPORT(void) _nc_reset_color_pair(SCREEN*, int, const colorpair_t*);
extern NCURSES_EXPORT(void) _nc_set_color_pair(SCREEN*, int, int);
#else
#define _nc_free_ordered_pairs(sp) /* nothing */
Index: ncurses/tinfo/trim_sgr0.c
Prereq: 1.23
--- ncurses-6.5-20240928+/ncurses/tinfo/trim_sgr0.c 2024-07-27 19:22:23.000000000 +0000
+++ ncurses-6.5-20241006/ncurses/tinfo/trim_sgr0.c 2024-10-05
20:53:48.000000000 +0000
@@ -37,7 +37,7 @@

#include <tic.h>

-MODULE_ID("$Id: trim_sgr0.c,v 1.23 2024/07/27 19:22:23 tom Exp $")
+MODULE_ID("$Id: trim_sgr0.c,v 1.24 2024/10/05 20:53:48 tom Exp $")

#undef CUR
#define CUR tp->
@@ -237,12 +237,10 @@

    if (PRESENT(exit_attribute_mode)
        && PRESENT(set_attributes)) {
- bool found = FALSE;
    char *on = set_attribute_9(tp, 1);
    char *off = set_attribute_9(tp, 0);
    char *end = strdup(exit_attribute_mode);

```

```

char *tmp;
- size_t i, j, k;

TR(TRACE_DATABASE, ("checking if we can trim sgr0 based on sgr"));
TR(TRACE_DATABASE, ("sgr0    %s", _nc_visbuf(end)));
@@ -255,6 +253,9 @@
    FreeIfNeeded(off);
} else if (similar_sgr(off, end)
    && !similar_sgr(off, on)) {
+   bool found = FALSE;
+   size_t i, j, k;
+
    TR(TRACE_DATABASE, ("adjusting sgr(9:off) : %s", _nc_visbuf(off)));
    result = off;
    /*
Index: ncurses/tty/lib_twait.c
Prereq: 1.81
--- ncurses-6.5-20240928+/ncurses/tty/lib_twait.c 2023-09-16
16:30:40.000000000 +0000
+++ ncurses-6.5-20241006/ncurses/tty/lib_twait.c 2024-10-05 22:47:12.000000000 +0000
@@ -1,5 +1,5 @@
/*****
- * Copyright 2018-2020,2023 Thomas E. Dickey          *
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 * Copyright 1998-2015,2016 Free Software Foundation, Inc. *
 *
 * Permission is hereby granted, free of charge, to any person obtaining a *
@@ -76,7 +76,7 @@
#endif
#undef CUR

-MODULE_ID("$Id: lib_twait.c,v 1.81 2023/09/16 16:30:40 tom Exp $")
+MODULE_ID("$Id: lib_twait.c,v 1.82 2024/10/05 22:47:12 tom Exp $")

/*
 * Returns an elapsed time, in milliseconds (if possible).
@@ -168,7 +168,7 @@
 * descriptors.
 */
NCURSES_EXPORT(int)
- _nc_timed_wait(SCREEN *sp MAYBE_UNUSED,
+ _nc_timed_wait(const
    SCREEN *sp MAYBE_UNUSED,
        int mode MAYBE_UNUSED,
        int milliseconds,
        int *timeleft
Index: package/debian-mingw/changelog
--- ncurses-6.5-20240928+/package/debian-mingw/changelog 2024-09-28 09:53:21.000000000 +0000

```

+++ ncurses-6.5-20241006/package/debian-mingw/changelog 2024-10-06 08:53:45.000000000 +0000
@@ -1,8 +1,8 @@
-ncurses6td (6.5+20240928) unstable; urgency=low
+ncurses6td (6.5+20241006) unstable; urgency=low

* latest weekly patch

- -- Thomas E. Dickey <dickey@invisible-island.net> Sat, 28 Sep 2024 05:53:21 -0400
+ -- Thomas E. Dickey <dickey@invisible-island.net> Sun, 06 Oct 2024 04:53:45 -0400

ncurses6 (5.9+20131005) unstable; urgency=low

Index: package/debian-mingw64/changelog

--- ncurses-6.5-20240928+/package/debian-mingw64/changelog 2024-09-28 09:53:21.000000000 +0000
+++ ncurses-6.5-20241006/package/debian-mingw64/changelog 2024-10-06 08:53:45.000000000 +0000
@@ -1,8 +1,8 @@
-ncurses6td (6.5+20240928) unstable; urgency=low
+ncurses6td
(6.5+20241006) unstable; urgency=low

* latest weekly patch

- -- Thomas E. Dickey <dickey@invisible-island.net> Sat, 28 Sep 2024 05:53:21 -0400
+ -- Thomas E. Dickey <dickey@invisible-island.net> Sun, 06 Oct 2024 04:53:45 -0400

ncurses6 (5.9+20131005) unstable; urgency=low

Index: package/debian/changelog

--- ncurses-6.5-20240928+/package/debian/changelog 2024-09-28 09:53:21.000000000 +0000
+++ ncurses-6.5-20241006/package/debian/changelog 2024-10-06 08:53:45.000000000 +0000
@@ -1,8 +1,8 @@
-ncurses6td (6.5+20240928) unstable; urgency=low
+ncurses6td (6.5+20241006) unstable; urgency=low

* latest weekly patch

- -- Thomas E. Dickey <dickey@invisible-island.net> Sat, 28 Sep 2024 05:53:21 -0400
+ -- Thomas E. Dickey <dickey@invisible-island.net> Sun, 06 Oct 2024 04:53:45 -0400

ncurses6 (5.9+20120608) unstable; urgency=low

Index: package/mingw-ncurses.nsi

Prereq: 1.669

--- ncurses-6.5-20240928+/package/mingw-ncurses.nsi 2024-09-28 09:53:21.000000000 +0000
+++
ncurses-6.5-20241006/package/mingw-ncurses.nsi 2024-10-06 08:53:45.000000000 +0000
@@ -1,4 +1,4 @@
-; \$Id: mingw-ncurses.nsi,v 1.669 2024/09/28 09:53:21 tom Exp \$

+, \$Id: mingw-ncurses.nsi,v 1.671 2024/10/06 08:53:45 tom Exp \$

; TODO add examples

; TODO bump ABI to 6

@@ -10,7 +10,7 @@

!define VERSION_MAJOR "6"

!define VERSION_MINOR "5"

!define VERSION_YYYY "2024"

!define VERSION_MMDD "0928"

+!define VERSION_MMDD "1006"

!define VERSION_PATCH \${VERSION_YYYY}\${VERSION_MMDD}

!define MY_ABI "5"

Index: package/mingw-ncurses.spec

--- ncurses-6.5-20240928+/package/mingw-ncurses.spec 2024-09-28 09:53:21.000000000 +0000

+++ ncurses-6.5-20241006/package/mingw-ncurses.spec 2024-10-06 08:53:45.000000000 +0000

@@ -3,7 +3,7 @@

Summary: shared libraries for terminal handling

Name: mingw32-ncurses6

Version: 6.5

-Release: 20240928

+Release: 20241006

License: X11

Group: Development/Libraries

URL: <https://invisible-island.net/ncurses/>

Index: package/ncurses.spec

--- ncurses-6.5-20240928+/package/ncurses.spec 2024-09-28

09:53:21.000000000 +0000

+++ ncurses-6.5-20241006/package/ncurses.spec 2024-10-06 08:53:45.000000000 +0000

@@ -1,7 +1,7 @@

Summary: shared libraries for terminal handling

Name: ncurses6

Version: 6.5

-Release: 20240928

+Release: 20241006

License: X11

Group: Development/Libraries

URL: <https://invisible-island.net/ncurses/>

Index: package/ncurset.spec

--- ncurses-6.5-20240928+/package/ncurset.spec 2024-09-28 09:53:21.000000000 +0000

+++ ncurses-6.5-20241006/package/ncurset.spec 2024-10-06 08:53:45.000000000 +0000

@@ -1,7 +1,7 @@

Summary: Curses library with POSIX thread support.

Name: ncurset6

Version: 6.5

-Release: 20240928

+Release: 20241006

License: X11

Group: Development/Libraries

Source: ncurses-%{version}-%{release}.tgz

Index: test/blue.c

Prereq: 1.55

--- ncurses-6.5-20240928+/test/blue.c 2022-12-10 23:31:31.000000000 +0000

+++ ncurses-6.5-20241006/test/blue.c 2024-10-05 19:26:24.000000000 +0000

@@ -1,5 +1,5 @@

/*****

-

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+ * Copyright 2019-2022,2024 Thomas E. Dickey *

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* *

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@@ -37,7 +37,7 @@

*****/

/*

- * \$Id: blue.c,v 1.55 2022/12/10 23:31:31 tom Exp \$

+ * \$Id: blue.c,v 1.56 2024/10/05 19:26:24 tom Exp \$

*/

#include <test.priv.h>

@@ -437,7 +437,7 @@

static void

use_pc_display(void)

{

- char *check = nl_langinfo(CODESET);

+ const char *check = nl_langinfo(CODESET);

if (!strcmp(check, "UTF-8")) {

#if USE_WIDECHAR_SUPPORT

suits = uglyphs;

@@ -448,8 +448,8 @@

!strcmp(check, "CP437") ||

!strcmp(check,

"IBM850") ||

!strcmp(check, "CP850")) {

- char *smacs = tigetstr("smacs");

- char *smpch = tigetstr("smpch");

+ const char *smacs = tigetstr("smacs");

+ const char *smpch = tigetstr("smpch");

/*

* The ncurses library makes this check to decide whether to allow

* the alternate character set for the (normally) nonprinting codes.

Index: test/bs.c

Prereq: 1.79

--- ncurses-6.5-20240928+/test/bs.c 2023-05-27 20:13:10.000000000 +0000

+++ ncurses-6.5-20241006/test/bs.c 2024-10-05 19:26:24.000000000 +0000

```

@@ -1,5 +1,5 @@
/*****

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@@ -35,7 +35,7 @@
* v2.0 featuring strict ANSI/POSIX conformance, November 1993.
* v2.1 with ncurses mouse support, September 1995
*
- * $Id: bs.c,v 1.79 2023/05/27 20:13:10 tom Exp $
+ * $Id: bs.c,v 1.80 2024/10/05 19:26:24 tom Exp $
*/

#include <test.priv.h>
@@ -147,7 +147,7 @@
    bool placed; /* has it been placed on the board? */
} ship_t;

-static bool checkplace(int b, ship_t * ss, int vis);
+static bool checkplace(int b, const ship_t * ss, int vis);

#define SHIPIT(name, symbol, length) { name, 0, symbol, length, 0,0, 0, FALSE }

@@ -686,7 +686,7 @@
}

static bool
-checkplace(int b, ship_t * ss, int vis)
+checkplace(int b, const ship_t * ss, int vis)
{
    int l, xend, yend;

Index: test/cardfile.c
Prereq: 1.51
--- ncurses-6.5-20240928+/test/cardfile.c 2022-12-04 00:40:11.000000000 +0000
+++ ncurses-6.5-20241006/test/cardfile.c 2024-10-05 19:26:24.000000000 +0000
@@ -1,5 +1,5 @@
/*****

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@@ -30,7 +30,7 @@

```



```

/*
 * Author: Thomas E. Dickey
 *
- * $Id: cardfile.c,v 1.51 2022/12/04 00:40:11 tom Exp $
+ * $Id: cardfile.c,v 1.52 2024/10/05 19:26:24 tom Exp $
 *
 * File format: text beginning in column 1 is a title; other text is content.
 */
@@ -161,7 +161,7 @@
}

static CARD *
-find_card(char *title)
+find_card(const char *title)
{
    CARD *card;

@@ -173,7 +173,7 @@
}

static void
-read_data(char *fname)
+read_data(const char *fname)
{
    FILE *fp;

@@ -341,7 +341,7 @@
}

static FIELD **
-make_fields(CARD * p, int form_high,
    int form_wide)
+make_fields(const CARD * p, int form_high, int form_wide)
{
    FIELD **f = typeCalloc(FIELD *, (size_t) 3);

@@ -385,7 +385,7 @@
/*****
static void
-cardfile(char *fname)
+cardfile(const char *fname)
{
    WINDOW *win;
    CARD *p;
Index: test/chgat.c
Prereq: 1.21
--- ncurses-6.5-20240928+/test/chgat.c 2024-06-29 17:45:32.000000000 +0000

```

```

+++ ncurses-6.5-20241006/test/chgat.c 2024-10-06 22:35:55.000000000 +0000
@@ -27,7 +27,7 @@
* authorization.
*
*****/
/*
- * $Id: chgat.c,v 1.21 2024/06/29 17:45:32 tom Exp $
+ * $Id: chgat.c,v 1.23 2024/10/06 22:35:55 tom Exp $
*
* test-driver for chgat/wchgat/mvchgat/mvwchgat
*/
@@ -160,7 +160,7 @@
}

static void
-do_subwindow(WINDOW *win, STATUS *sp, void func(WINDOW *))
+do_subwindow(WINDOW *win, const STATUS
* sp, void func(WINDOW *))
{
    WINDOW *win1 = newwin(sp->y_max - 2, sp->x_max - 2,
        sp->y_beg + 1, sp->x_beg + 1);
@@ -204,7 +204,7 @@
static void
show_help(WINDOW *win)
{
-   static const char *msgs[] =
+   static NCURSES_CONST char *msgs[] =
    {
        "Basic commands:"
        ,"Use h/j/k/l or arrow keys to move the cursor."
Index: test/clip_printw.c
Prereq: 1.23
--- ncurses-6.5-20240928+/test/clip_printw.c 2023-09-30 19:57:44.000000000 +0000
+++ ncurses-6.5-20241006/test/clip_printw.c 2024-10-06 22:36:25.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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*
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*
*
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*
@@ -27,7 +27,7 @@
* authorization.
*
*****/
/*
- * $Id: clip_printw.c,v 1.23 2023/09/30 19:57:44 tom Exp $
+ * $Id: clip_printw.c,v 1.25 2024/10/06 22:36:25 tom Exp $
*

```

```

* demonstrate how to use printw with/without wrapping.
*/
@@ -212,7 +212,7 @@
}

static void
-do_subwindow(WINDOW *win, STATUS *sp, void func(WINDOW *))
+do_subwindow(WINDOW *win, const STATUS *sp, void func(WINDOW *))
{
    WINDOW *win1 = newwin(sp->y_max - (2 * MARGIN),
        sp->x_max - (2 * MARGIN),
@@ -268,7 +268,7 @@
static void
show_help(WINDOW *win)
{
- static const char *msgs[] =
+ static NCURSES_CONST char *msgs[] =
    {
        "Basic commands:"
        ,"Use h/j/k/l or arrow keys to move the cursor."
Index: test/color_name.h
Prereq: 1.9
--- ncurses-6.5-20240928+/test/color_name.h 2021-04-24 23:25:29.000000000 +0000
+++ ncurses-6.5-20241006/test/color_name.h 2024-10-05
19:26:24.000000000 +0000
@@@ -1,5 +1,5 @@@
/*
*****
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* Copyright 2011-2012,2016 Free Software Foundation, Inc.
*
* Permission is hereby granted, free of charge, to any person obtaining a
@@@ -27,7 +27,7 @@@
* authorization.
*****
/*
- * $Id: color_name.h,v 1.9 2021/04/24 23:25:29 tom Exp $
+ * $Id: color_name.h,v 1.10 2024/10/05 19:26:24 tom Exp $
*/

#ifdef __COLORNAME_H
@@@ -63,7 +63,6 @@@
{
    int result = 0;
    char *endp = 0;
- size_t n;

    if ((result = (int) strtol(color,

```

```

&endp, 0)) >= 0
&& (endp == 0 || *endp == 0)) {
@@ -71,6 +70,7 @@
    } else if (!strcmp(color, "default")) {
result = -1;
    } else {
+ size_t n;
for (n = 0; n < sizeof(the_color_names); ++n) {
    if (!strcmp(the_color_names[n], color)) {
result = (int) n;
Index: test/demo_defkey.c
Prereq: 1.35
--- ncurses-6.5-20240928+/test/demo_defkey.c 2024-01-20 20:46:12.000000000 +0000
+++ ncurses-6.5-20241006/test/demo_defkey.c 2024-10-05 18:20:04.000000000 +0000
@@ -27,7 +27,7 @@
* authorization.
*
*****/
/*
- * $Id: demo_defkey.c,v 1.35 2024/01/20 20:46:12 tom Exp $
+ * $Id: demo_defkey.c,v 1.36 2024/10/05 18:20:04 tom Exp $
*
* Demonstrate the define_key() function.
* Thomas Dickey - 2002/11/23
@@ -199,7 +199,7 @@
}

static void
-redefine(WINDOW *win, char *string, int code)
+redefine(WINDOW *win, const char *string, int code)
{

    really_define_key(win, string, code);
}
Index: test/demo_forms.c
Prereq: 1.63
--- ncurses-6.5-20240928+/test/demo_forms.c 2023-11-11 00:29:53.000000000 +0000
+++ ncurses-6.5-20241006/test/demo_forms.c 2024-10-06 21:15:12.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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*
*
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@@ -27,7 +27,7 @@
* authorization.
*
*****/
/*

```

```

- * $Id: demo_forms.c,v 1.63 2023/11/11 00:29:53 tom Exp $
+ * $Id: demo_forms.c,v 1.67
2024/10/06 21:15:12 tom Exp $
*
* Demonstrate a variety of functions from the form library.
* Thomas Dickey - 2003/4/26
@@ -148,7 +148,7 @@
}

```

```

static FIELD *
-make_label(const char *label, int frow, int fcol)
+make_label(NCURSES_CONST char *label, int frow, int fcol)
{
    FIELD *f = new_field(1, (int) strlen(label), frow, fcol, 0, 0);

```

```

@@ -242,7 +242,7 @@
#define O_SELECTABLE (O_ACTIVE | O_VISIBLE)

```

```

static FIELD *
-another_field(FORM *form, const FIELD *const field)
+another_field(NCURSES_CONST FORM *form, NCURSES_CONST FIELD *const field)
{
    FIELD **f = form_fields(form);
    FIELD *result = 0;
@@ -306,9 +306,9 @@
}

```

```

static void
-show_current_field(WINDOW *win, FORM *form)
+show_current_field(WINDOW *win, NCURSES_CONST FORM *form)
{
-    FIELD *field;
+    NCURSES_CONST FIELD *field;
    int field_rows, field_cols, field_max;
    int currow, curcol;

```

```

@@ -325,7 +325,7 @@
    waddch(win, '\n');

    if ((field = current_field(form)) != 0) {
-    FIELDTYPE *type;
+    NCURSES_CONST
    FIELDTYPE *type;
    int nbuf;

```

```

wprintw(win, "Page %d%s, Field %d/%d%s:",
@@ -383,7 +383,7 @@

```

```

waddstr(win, "\n");
for (nbuf = 0; nbuf <= 2; ++nbuf) {
-   char *buffer;
+   NCURSES_CONST char *buffer;
    if ((buffer = field_buffer(field, nbuf)) != 0) {
        wprintw(win, "buffer %d:", nbuf);
        (void) wattrset(win, A_REVERSE);
@@ -408,8 +408,8 @@
        int c;
        unsigned n = 0;
        int pg;
-   const char *fname;
-   static const char *my_enum[] =
+   NCURSES_CONST char *fname;
+   static NCURSES_CONST char *my_enum[] =
        {"first", "second", "third", 0};

#ifdef NCURSES_MOUSE_VERSION
@@ -515,7 +515,7 @@
        f[n] = (FIELD *) 0;

        if ((form = new_form(f)) != 0) {
- WINDOW *w;
+ NCURSES_CONST WINDOW *w;
        WINDOW *also;
        int finished = 0;

Index: test/demo_menus.c
Prereq: 1.80
--- ncurses-6.5-20240928+/test/demo_menus.c 2023-05-27 20:13:10.000000000 +0000
+++ ncurses-6.5-20241006/test/demo_menus.c 2024-10-06 19:58:28.000000000 +0000
@@ -1,5
+1,5 @@
/*****
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*                                                              *
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@@ -27,7 +27,7 @@
* authorization.                                           *
*****/
/*
- * $Id: demo_menus.c,v 1.80 2023/05/27 20:13:10 tom Exp $
+ * $Id: demo_menus.c,v 1.82 2024/10/06 19:58:28 tom Exp $
*
* Demonstrate a variety of functions from the menu library.
* Thomas Dickey - 2005/4/9

```

```

@@ -185,7 +185,7 @@
}

static int
-menu_getc(MENU * m)
+menu_getc(NCURSES_CONST MENU * m)
{
    return wGetchar(menu_win(m));
}
@@ -214,7 +214,7 @@
my_menu_init(MENU * menu)
{
    Trace(("called MenuHook my_menu_init"));
-   mvwprintw(status, 2, 0, "menu_init %p", (void *) menu);
+   mvwprintw(status, 2, 0, "menu_init %p", (const void *) menu);
    wclrtoeol(status);
    wrefresh(status);
}
@@ -223,7 +223,7 @@
my_menu_term(MENU * menu)
{
    Trace(("called MenuHook my_menu_term"));
-   mvwprintw(status, 2, 0, "menu_term %p", (void *) menu);
+   mvwprintw(status, 2, 0, "menu_term %p", (const void *) menu);
    wclrtoeol(status);
    wrefresh(status);
}
@@ -231,7 +231,7 @@
static void
my_item_init(MENU * menu)
{
-   ITEM *item = current_item(menu);
+   NCURSES_CONST ITEM *item = current_item(menu);
    const char *name = item_name(item);

    Trace(("called MenuHook my_item_init (%s)", name));
@@ -243,7 +243,7 @@
static void
my_item_term(MENU * menu)
{
-   ITEM *item = current_item(menu);
+   NCURSES_CONST ITEM *item = current_item(menu);
    const char *name = item_name(item);

    Trace(("called MenuHook my_item_term (%s)", name));
@@ -348,7 +348,7 @@
/* force the given menu to appear */

```

```

static void
-menu_display(MENU * m)
+menu_display(NCURSES_CONST MENU * m)
{
    touchwin(menu_win(m));
    wrefresh(menu_win(m));
@@ -584,10 +584,10 @@
* the others
*/

static bool
-update_trace_menu(MENU * m)
+update_trace_menu(NCURSES_CONST MENU * m)
{
    ITEM **items;
-   ITEM *i;
+   NCURSES_CONST ITEM *i;
    bool changed = FALSE;

    items = menu_items(m);
@@ -613,7 +613,7 @@
    int result;

    for (ip = menu_items(mpTrace); *ip; ip++) {
-   MENU_DATA *td = (MENU_DATA *) item_userptr(*ip);
+   NCURSES_CONST MENU_DATA *td = (MENU_DATA *) item_userptr(*ip);
    unsigned mask = td->mask;
    if (mask == 0)
        set_item_value(*ip, _nc_tracing == 0);
@@ -628,7 +628,7 @@
    unsigned newtrace = 0;
    for (ip = menu_items(mpTrace); *ip; ip++) {
        if (item_value(*ip)) {
-       MENU_DATA *td = (MENU_DATA *) item_userptr(*ip);
+       NCURSES_CONST
MENU_DATA *td = (MENU_DATA *) item_userptr(*ip);
            newtrace |= td->mask;
        }
    }
@@ -718,7 +718,9 @@
}

static int
-move_menu(MENU * menu, MENU * current, int by_y, int by_x)
+move_menu(NCURSES_CONST MENU * menu,
+   NCURSES_CONST MENU * current,
+   int by_y, int by_x)
{
    WINDOW *top_win = menu_win(menu);

```



```

WINDOW *sub_win = menu_sub(menu);
@@ -798,7 +800,7 @@
#endif /* defined(KEY_RESIZE) && NCURSES_EXT_FUNCS */

static void
-show_status(int ch, MENU * menu)
+show_status(int ch, NCURSES_CONST MENU * menu)
{
    wmove(status, 0, 0);
    wprintw(status, "key %s, menu %d, mark %s, match %s",
@@ -919,7 +921,7 @@
wrefresh(menu_win(last_menu));
if (code == E_UNKNOWN_COMMAND
    || code == E_NOT_POSTED) {
-    ITEM *item = current_item(last_menu);
+    NCURSES_CONST ITEM *item = current_item(last_menu);
    MENU_DATA *td = (MENU_DATA *) item_userptr(item);
    td->func((int) td->mask);
}
Index: test/demo_new_pair.c
Prereq: 1.28
--- ncurses-6.5-20240928+/test/demo_new_pair.c 2024-06-29
19:30:26.000000000 +0000
+++ ncurses-6.5-20241006/test/demo_new_pair.c 2024-10-05 18:21:44.000000000 +0000
@@ -27,7 +27,7 @@
* authorization.
*
*****/
/*
- * $Id: demo_new_pair.c,v 1.28 2024/06/29 19:30:26 tom Exp $
+ * $Id: demo_new_pair.c,v 1.29 2024/10/05 18:21:44 tom Exp $
*
* Demonstrate the alloc_pair() function.
*/
@@ -49,7 +49,7 @@
static bool
valid_cap(NCURSES_CONST char *name)
{
-    char *value = tigetstr(name);
+    const char *value = tigetstr(name);
    return (value != 0 && value != (char *) -1) ? TRUE : FALSE;
}

Index: test/demo_panels.c
Prereq: 1.48
--- ncurses-6.5-20240928+/test/demo_panels.c 2022-12-04 00:40:11.000000000 +0000
+++ ncurses-6.5-20241006/test/demo_panels.c 2024-10-06 20:01:21.000000000 +0000
@@ -1,5 +1,5 @@
/*****

```

```

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*
*
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@@ -27,7 +27,7 @@
* authorization. *
*****/

/*
- * $Id: demo_panels.c,v 1.48 2022/12/04 00:40:11 tom Exp $
+ * $Id: demo_panels.c,v 1.50 2024/10/06 20:01:21 tom Exp $
*
* Demonstrate a variety of functions from the panel library.
*/
@@ -42,7 +42,7 @@
#define TEMP_POS '>'

typedef void (*InitPanel) (void);
-typedef void (*FillPanel) (PANEL *);
+typedef void (*FillPanel) (NCURSES_CONST PANEL *);

static bool use_colors = FALSE;
static bool
unboxed = FALSE;
@@ -301,7 +301,7 @@
int code;
int y0, x0;
int y1, x1;
- WINDOW *win = panel_window(pans[which]);
+ NCURSES_CONST WINDOW *win = panel_window(pans[which]);
char also[80];

getbegyx(win, y0, x0);
@@ -368,7 +368,7 @@
}

static void
-fill_panel(PANEL *pan)
+fill_panel(NCURSES_CONST PANEL *pan)
{
WINDOW *win = panel_window(pan);
const char *userptr = (const char *) panel_userptr(pan);
@@ -388,7 +388,7 @@
}

static void
-fill_unboxed(PANEL *pan)

```

```

+fill_unboxed(NCURSES_CONST PANEL *pan)
{
    WINDOW *win = panel_window(pan);
    const char *userptr = (const char *) panel_userptr(pan);
@@ -431,7 +431,7 @@
}

static void
-fill_wide_panel(PANEL *pan)
+fill_wide_panel(NCURSES_CONST PANEL *pan)
{
    WINDOW *win = panel_window(pan);
    int num = ((const char *) panel_userptr(pan))[1];
@@ -453,7 +453,7 @@
#define MAX_PANELS 5

static int
-which_panel(PANEL *px[MAX_PANELS + 1], PANEL *pan)
+which_panel(PANEL *px[MAX_PANELS + 1], NCURSES_CONST
PANEL *pan)
{
    int result = 0;
    int j;
Index: test/demo_termcap.c
Prereq: 1.65
--- ncurses-6.5-20240928+/test/demo_termcap.c 2023-05-27 20:13:10.000000000 +0000
+++ ncurses-6.5-20241006/test/demo_termcap.c 2024-10-06 20:05:09.000000000 +0000
@@ -1,5 +1,5 @@
/*****
- * Copyright 2019-2022,2023 Thomas E. Dickey                *
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 *                                                            *
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@@ -30,7 +30,7 @@
/*
 * Author: Thomas E. Dickey
 *
- * $Id: demo_termcap.c,v 1.65 2023/05/27 20:13:10 tom Exp $
+ * $Id: demo_termcap.c,v 1.70 2024/10/06 20:05:09 tom Exp $
 *
 * A simple demo of the termcap interface.
 */
@@ -256,7 +256,7 @@

 * to hold all of the strings extracted from the terminal entry.
 */
char area[1024], *ap = area;

```

```

- char *str;
+ NCURSES_CONST char *str;
    int num;

    if ((str = tgetstr(cap, &ap)) != 0) {
@@ -289,7 +289,7 @@
    }

static void
-brute_force(const char *name)
+brute_force(NCURSES_CONST char *name)
{
    char buffer[1024];

@@@ -369,7 +369,7 @@@
#ifdef NCURSES_VERSION
    if (x_opt && (my_blob == 0) && y_opt) {
    #if NCURSES_XNAMES
-    TERMTYPE *term = (TERMTYPE *) cur_term;
+    NCURSES_CONST TERMTYPE *term = (TERMTYPE *) cur_term;
        if (term != 0
            && ((NUM_BOOLEANS(term) != BOOLCOUNT)
                || (NUM_NUMBERS(term) != NUMCOUNT))
@@@ -781,12 +781,12 @@@
    {
        int ch;
        int n;
-    char *name;
+    NCURSES_CONST char *name;
        bool a_opt = FALSE;
    #if defined(NCURSES_VERSION) || defined(HAVE_CURSES_DATA_OSPEED)
        bool v_opt = FALSE;
    #endif
-    char *input_name = 0;
+    NCURSES_CONST char *input_name = 0;

        int repeat;
        int r_opt = 1;
@@@ -867,7 +867,7 @@@
+867,7 @@@
        } else if ((name = getenv("TERM")) != 0) {
            brute_force(name);
        } else {
-    static char dumb[] = "dumb";
+    static NCURSES_CONST char dumb[] = "dumb";
            brute_force(dumb);
        }
    }
}

```

```

@@ -894,7 +894,7 @@
    } else if ((name = getenv("TERM")) != 0) {
demo_termcap(name);
    } else {
- static char dumb[] = "dumb";
+ static NCURSES_CONST char dumb[] = "dumb";
demo_termcap(dumb);
    }
}
Index: test/demo_terminfo.c
Prereq: 1.57
--- ncurses-6.5-20240928+/test/demo_terminfo.c 2023-05-27 20:13:10.000000000 +0000
+++ ncurses-6.5-20241006/test/demo_terminfo.c 2024-10-06 21:16:43.000000000 +0000
@@@ -1,5 +1,5 @@@
/*****
- * Copyright 2019-2022,2023 Thomas E. Dickey                *
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* Copyright 2009-2016,2017 Free Software Foundation, Inc.    *
*
*
*
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@@@ -30,7 +30,7 @@@
/*
* Author: Thomas E. Dickey
*
- * $Id: demo_terminfo.c,v 1.57 2023/05/27 20:13:10 tom Exp $
+ * $Id: demo_terminfo.c,v 1.59 2024/10/06 21:16:43 tom Exp $
*
* A simple demo of the terminfo interface.
*/
@@@ -253,7 +253,7 @@@
#define LegalItem(c,n) (n)

static void
-brute_force(const char *name)
+brute_force(NCURSES_CONST char *name)
{
#define MAX_FORCE 5 /* omit "colors", since CPU-time is a problem */
static const char legal[] = "\
@@@ -324,7 +324,7 @@@
#endif

static void
-demo_terminfo(char *name)
+demo_terminfo(NCURSES_CONST char *name)
{
unsigned n;
NCURSES_CONST char *cap;

```

```

@@ -366,7 +366,7 @@
    if (x_opt && (my_blob == 0)) {
    if (y_opt) {
#if NCURSES_XNAMES
-   TERMTYPE *term = (TERMTYPE *) cur_term;
+   const TERMTYPE *term = (TERMTYPE *) cur_term;
    if (term != 0
        && ((NUM_BOOLEANS(term)
            != BOOLCOUNT)
            || (NUM_NUMBERS(term) != NUMCOUNT)
@@ -813,9 +813,9 @@
    int ch;
    int n;
    int repeat;
-   char *name;
+   NCURSES_CONST char *name;
    int r_opt = 1;
-   char *input_name = 0;
+   const char *input_name = 0;

    while ((ch = getopt(argc, argv, OPTS_COMMON "abd:e:fi:nqr:sxy")) != -1) {
    switch (ch) {
@@ -891,7 +891,7 @@
        } else if ((name = getenv("TERM")) != 0) {
        brute_force(name);
        } else {
-   static char dumb[] = "dumb";
+   static NCURSES_CONST char dumb[] = "dumb";
        brute_force(dumb);
        }
    }
@@ -918,7 +918,7 @@
        } else if ((name = getenv("TERM")) != 0) {
        demo_terminfo(name);
        } else {
-   static char dumb[] = "dumb";
+   static NCURSES_CONST char dumb[] = "dumb";
        demo_terminfo(dumb);
        }
    }
}
Index: test/dots.c
Prereq: 1.45
--- ncurses-6.5-20240928+/test/dots.c 2023-01-07 17:21:48.000000000 +0000
+++ ncurses-6.5-20241006/test/dots.c 2024-10-06 21:17:54.000000000 +0000
@@ -1,5 +1,5 @@
/*****
-

```

```

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*
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@@ -30,7 +30,7 @@
/*
* Author: Thomas E. Dickey <dickey@clark.net> 1999
*
- * $Id: dots.c,v 1.45 2023/01/07 17:21:48 tom Exp $
+ * $Id: dots.c,v 1.46 2024/10/06 21:17:54 tom Exp $
*
* A simple demo of the terminfo interface.
*/
@@ -61,7 +61,7 @@
}

static bool
-outs(const char *s)
+outs(NCURSES_CONST char *s)
{
    if (VALID_STRING(s)) {
        tputs(s, 1, outc);
Index: test/dots_mvcur.c
Prereq: 1.31
--- ncurses-6.5-20240928+/test/dots_mvcur.c 2023-01-07 17:21:48.000000000 +0000
+++ ncurses-6.5-20241006/test/dots_mvcur.c 2024-10-06
21:17:54.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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*
* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -30,7 +30,7 @@
/*
* Author: Thomas E. Dickey - 2007
*
- * $Id: dots_mvcur.c,v 1.31 2023/01/07 17:21:48 tom Exp $
+ * $Id: dots_mvcur.c,v 1.32 2024/10/06 21:17:54 tom Exp $
*
* A simple demo of the terminfo interface, and mvcur.
*/
@@ -62,7 +62,7 @@
}

static bool

```

```

-outs(const char *s)
+outs(NCURSES_CONST char *s)
{
    if (VALID_STRING(s)) {
        tputs(s, 1, outc);
Index: test/dots_termcap.c
Prereq: 1.33
--- ncurses-6.5-20240928+/test/dots_termcap.c 2024-08-31
15:55:46.000000000 +0000
+++ ncurses-6.5-20241006/test/dots_termcap.c 2024-10-06 21:18:35.000000000 +0000
@@ -30,7 +30,7 @@
/*
 * Author: Thomas E. Dickey
 *
- * $Id: dots_termcap.c,v 1.33 2024/08/31 15:55:46 tom Exp $
+ * $Id: dots_termcap.c,v 1.35 2024/10/06 21:18:35 tom Exp $
 *
 * A simple demo of the termcap interface.
 */
@@ -113,7 +113,7 @@
}

```

```

static bool
-outs(char *s)
+outs(NCURSES_CONST char *s)
{
    if (VALID_STRING(s)) {
        tputs(s, 1, outc);
@@ -178,7 +178,7 @@
get_number(NCURSES_CONST char *cap, const char *env)
{
    int result = tgetnum(cap);
-   char *value = env ? getenv(env) : 0;
+   const char *value = env ? getenv(env) : 0;
    if (value != 0 && *value != 0) {
        char *next = 0;
        long check = strtol(value, &next, 10);
@@ -229,7 +229,7 @@
        double c;
        char buffer[1024];
        char area[1024];
-       char *name;
+       NCURSES_CONST char *name;
        size_t need;
        char *my_env;

```

Index: test/dup_field.c

Prereq: 1.9


```

--- ncurses-6.5-20240928+/test/dup_field.c 2024-06-29
17:45:32.000000000 +0000
+++ ncurses-6.5-20241006/test/dup_field.c 2024-10-06 20:07:19.000000000 +0000
@@ -26,7 +26,7 @@
* authorization.
*
*****/
/*
- * $Id: dup_field.c,v 1.9 2024/06/29 17:45:32 tom Exp $
+ * $Id: dup_field.c,v 1.11 2024/10/06 20:07:19 tom Exp $
*
* Demonstrate dup_field().
*/
@@ -146,27 +146,27 @@
}

static FieldAttrs *
-my_field_attrs(FIELD *f)
+my_field_attrs(NCURSES_CONST FIELD *f)
{
    return (FieldAttrs *) field_userptr(f);
}

static int
-buffer_length(FIELD *f)
+buffer_length(NCURSES_CONST FIELD *f)
{
    return my_field_attrs(f)->row_lengths[0];
}

static void
-set_buffer_length(FIELD *f, int length)
+set_buffer_length(NCURSES_CONST FIELD *f, int length)
{
    my_field_attrs(f)->row_lengths[0] = length;
}

static int
-offset_in_field(FORM *form)
+offset_in_field(NCURSES_CONST
FORM *form)
{
-    FIELD *field = current_field(form);
+    NCURSES_CONST FIELD *field = current_field(form);
    int currow, curcol;

    form_getyx(form, currow, curcol);
@@ -245,7 +245,7 @@

```



```

* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -32,7 +32,7 @@
*****/

/*
- * $Id: form_driver_w.c,v 1.17 2022/12/10 23:31:31 tom Exp $
+ * $Id: form_driver_w.c,v 1.18 2024/10/06 23:13:40 tom Exp $
*
* Test form_driver_w (int, int, wchar_t), a wide char aware
* replacement of form_driver.
@@ -68,7 +68,7 @@
int
main(int argc, char *argv[])
{
- static const char *help[] =
+ static NCURSES_CONST char *help[] =
{
"Commands:",
" ^D,^Q,ESC      - quit program",
Index: test/gdc.c
Prereq: 1.60
--- ncurses-6.5-20240928+/test/gdc.c 2024-06-29 19:59:06.000000000 +0000
+++ ncurses-6.5-20241006/test/gdc.c 2024-10-06 20:08:59.000000000 +0000
@@ -34,7 +34,7 @@
* modified 10-18-89
for curses (jrl)
* 10-18-89 added signal handling
*
- * $Id: gdc.c,v 1.60 2024/06/29 19:59:06 tom Exp $
+ * $Id: gdc.c,v 1.62 2024/10/06 20:08:59 tom Exp $
*/

#include <test.priv.h>
@@ -181,7 +181,7 @@
    int check;
    time_t result;
    char c = 0;
- struct tm *tm;
+ NCURSES_CONST struct tm *tm;

    switch (sscanf(value, "%d:%d:%d%c", &hh, &mm, &ss, &c)) {
    default:
@@ -243,7 +243,7 @@
main(int argc, char *argv[])
{
    time_t now;
- struct tm *tm;
+ NCURSES_CONST struct tm *tm;

```

```

    long t, a;
    int i, j, s, k, ch;
    int count = 0;
@@ -293,7 +293,7 @@

    InitAndCatch({
if (redirected) {
-   char *name = getenv("TERM");
+   NCURSES_CONST char *name = getenv("TERM");
    if (name == 0
        || newterm(name, ofp, ifp) == 0) {
        fprintf(stderr, "cannot open terminal\n");
@@ -431,7 +431,7 @@
        _nc_STRNCPY(buf, ctime(&now), (size_t) 30);
        {
            char *d2 = buf + 10;
-   char *s2 = buf + 19;
+   NCURSES_CONST char *s2 = buf + 19;
            while ((*d2++ = *s2++) != '\0') ;
        }
        MvAddStr(16, 30, buf);
Index: test/inch_wide.c
Prereq: 1.13
--- ncurses-6.5-20240928+/test/inch_wide.c 2022-12-10 23:55:34.000000000 +0000
+++ ncurses-6.5-20241006/test/inch_wide.c 2024-10-06 23:14:31.000000000 +0000
@@ -1,5 +1,5 @@
/*
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*
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@@ -27,7 +27,7 @@
* authorization.
*****
/*
- * $Id: inch_wide.c,v 1.13 2022/12/10 23:55:34 tom Exp $
+
+ * $Id: inch_wide.c,v 1.14 2024/10/06 23:14:31 tom Exp $
*/
/*
    int in_wch(cchar_t *wcval);
@@ -61,7 +61,7 @@
static int
test_inchs(int level, char **argv, WINDOW *chrwin, WINDOW *strwin)
{
-   static const char *help[] =
+   static NCURSES_CONST char *help[] =

```

```

{
"Test input from screen using inch(), etc., in a moveable viewport.",
""
,
Index: test/inchs.c
Prereq: 1.19
--- ncurses-6.5-20240928+/test/inchs.c 2022-12-11 00:01:39.000000000 +0000
+++ ncurses-6.5-20241006/test/inchs.c 2024-10-06 21:17:54.000000000 +0000
@@ -1,5 +1,5 @@
/*****
- * Copyright 2019-2020,2022 Thomas E. Dickey                *
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*                                                              *
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charge, to any person obtaining a *
@@ -27,7 +27,7 @@
* authorization.                                           *
*****/
/*
- * $Id: inchs.c,v 1.19 2022/12/11 00:01:39 tom Exp $
+ * $Id: inchs.c,v 1.20 2024/10/06 21:17:54 tom Exp $
*
* Author: Thomas E Dickey
*/
@@ -71,7 +71,7 @@
static int
test_inchs(int level, char **argv, WINDOW *chrwin, WINDOW *strwin)
{
- static const char *help[] =
+ static NCURSES_CONST char *help[] =
{
"Test input from screen using inch(), etc., in a moveable viewport.",
""
,
Index: test/ins_wide.c
Prereq: 1.30
--- ncurses-6.5-20240928+/test/ins_wide.c 2022-12-10 22:28:50.000000000 +0000
+++ ncurses-6.5-20241006/test/ins_wide.c 2024-10-05 19:26:24.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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*                                                              *
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@@ -27,7 +27,7 @@
* authorization.                                           *
*****/

```

```

/*
- * $Id: ins_wide.c,v 1.30 2022/12/10 22:28:50 tom Exp $
+ * $Id: ins_wide.c,v 1.31 2024/10/05 19:26:24 tom Exp $
*
* Demonstrate the wins_wstr() and wins_wch functions.
* Thomas Dickey - 2002/11/23
@@ -73,7 +73,7 @@
static int n_opt = -1;

static void
-legend(WINDOW *win, int level, Options state, wchar_t *buffer, int length)
+legend(WINDOW *win, int level, Options state, const wchar_t *buffer, int length)
{
    const char *showstate;

Index: test/insdelln.c
Prereq: 1.15
--- ncurses-6.5-20240928+/test/insdelln.c 2022-12-10
23:31:31.000000000 +0000
+++ ncurses-6.5-20241006/test/insdelln.c 2024-10-06 21:08:52.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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*
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@@ -27,7 +27,7 @@
* authorization. *
*****/
/*
- * $Id: insdelln.c,v 1.15 2022/12/10 23:31:31 tom Exp $
+ * $Id: insdelln.c,v 1.17 2024/10/06 21:08:52 tom Exp $
*
* test-driver for deleteln, wdeleteln, insdelln, winsdelln, insertln, winsertln
*/
@@ -160,7 +160,7 @@
}

static void
-do_subwindow(WINDOW *win, STATUS *sp, void func(WINDOW *))
+do_subwindow(WINDOW *win, const STATUS *sp, void func(WINDOW *))
{
    WINDOW *win1 = newwin(sp->y_max - 2, sp->x_max - 2,
        sp->y_beg + 1, sp->x_beg + 1);
@@ -204,7 +204,7 @@
static void
show_help(WINDOW *win)

```

```

{
- static const char *table[] =
+ static NCURSES_CONST char *table[] =
{
"Basic commands:"
,"Use h/j/k/l or arrow keys to move the cursor."
Index: test/inserts.c
Prereq: 1.34
--- ncurses-6.5-20240928+/test/inserts.c 2022-12-10 22:28:50.000000000 +0000
+++ ncurses-6.5-20241006/test/inserts.c 2024-10-05 19:26:24.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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*
*
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@@ -27,7 +27,7 @@
* authorization.
*****/
/*
- * $Id: inserts.c,v 1.34 2022/12/10 22:28:50 tom Exp $
+ * $Id: inserts.c,v 1.35 2024/10/05 19:26:24 tom Exp $
*
* Demonstrate the winsstr() and winsch functions.
* Thomas Dickey - 2002/10/19
@@ -98,7 +98,7 @@
}

```

```

static int
-ColOf(char *buffer, int length, int margin)
+ColOf(const char *buffer, int length, int margin)
{

```

```

    int n;
    int result;

```

Index: test/knight.c

Prereq: 1.52

--- ncurses-6.5-20240928+/test/knight.c 2022-12-04 00:40:11.000000000 +0000

+++ ncurses-6.5-20241006/test/knight.c 2024-10-05 19:38:58.000000000 +0000

@@ -1,5 +1,5 @@

/*****

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* *

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```

@@ -34,7 +34,7 @@
* Eric S. Raymond <esr@snark.thyrsus.com> July 22 1995. Mouse support
* added September 20th 1995.
*
- * $Id: knight.c,v 1.52 2022/12/04 00:40:11 tom Exp $
+ * $Id: knight.c,v 1.53 2024/10/05 19:38:58 tom Exp $
*/

#include <test.priv.h>
@@ -450,7 +450,8 @@
}

static bool
-evaluate_move(SQUARES squares, HISTORY * doneData, int doneSize, int row, int column)
+evaluate_move(SQUARES squares, const HISTORY * doneData, int doneSize,
+ int row, int column)
{
    if (doneSize <= 1)
        return (TRUE);
Index: test/list_keys.c
Prereq: 1.33
--- ncurses-6.5-20240928+/test/list_keys.c 2023-11-11
    00:35:05.000000000 +0000
+++ ncurses-6.5-20241006/test/list_keys.c 2024-10-05 19:26:24.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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*
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@@ -27,7 +27,7 @@
* authorization.
*****/
/*
- * $Id: list_keys.c,v 1.33 2023/11/11 00:35:05 tom Exp $
+ * $Id: list_keys.c,v 1.34 2024/10/05 19:26:24 tom Exp $
*
* Author: Thomas E Dickey
*
@@ -297,7 +297,7 @@
#if NCURSES_XNAMES
    if (x_opt) {
        for (k = 0; k < count; ++k) {
-            TERMTYPE *term;
+            const TERMTYPE *term;
            set_curterm(terms[k]);
            term = (TERMTYPE *) cur_term;

```



```

    total += (size_t) (NUM_STRINGS(term) - STRCOUNT);
@@ -348,7 +348,7 @@
widths1 = (int) strlen(modifier);

    for (k = 0; k < count; ++k) {
- char *value;
+ const char *value;
    set_curterm(terms[k]);
    if ((value = termname()) == NULL)
        failed("termname");
Index: test/move_field.c
Prereq: 1.16
--- ncurses-6.5-20240928+/test/move_field.c 2024-06-29 17:45:02.000000000 +0000
+++ ncurses-6.5-20241006/test/move_field.c 2024-10-06 21:12:35.000000000 +0000
@@ -26,7 +26,7 @@
* authorization.
*
*****/
/*
- * $Id: move_field.c,v 1.16 2024/06/29 17:45:02 tom Exp $
+ * $Id: move_field.c,v 1.19 2024/10/06 21:12:35 tom Exp $
*
* Demonstrate move_field().
*/
@@ -146,27 +146,27 @@
}

static FieldAttrs
*
-my_field_attrs(FIELD *f)
+my_field_attrs(NCURSES_CONST FIELD *f)
{
    return (FieldAttrs *) field_userptr(f);
}

static int
-buffer_length(FIELD *f)
+buffer_length(NCURSES_CONST FIELD *f)
{
    return my_field_attrs(f)->row_lengths[0];
}

static void
-set_buffer_length(FIELD *f, int length)
+set_buffer_length(NCURSES_CONST FIELD *f, int length)
{
    my_field_attrs(f)->row_lengths[0] = length;
}

```

```

static int
-offset_in_field(FORM *form)
+offset_in_field(NCURSES_CONST FORM *form)
{
- FIELD *field = current_field(form);
+ NCURSES_CONST FIELD *field = current_field(form);
    int currow, curcol;

    form_getyx(form, currow, curcol);
@@ -245,7 +245,7 @@

default:
    modified = (ch < MIN_FORM_COMMAND
- && isprint(ch));
+ && isprint(UChar(ch)));
    break;
}

@@@ -275,9 +275,9 @@@

/* display a status message to show what's happening */
static void
-show_status(FORM *form, FIELD *field)
+show_status(NCURSES_CONST FORM *form, NCURSES_CONST FIELD
*field)
{
- WINDOW *sub = form_sub(form);
+ NCURSES_CONST WINDOW *sub = form_sub(form);
    int currow, curcol;

    getyx(stdscr, currow, curcol);
Index: test/movewindow.c
Prereq: 1.54
--- ncurses-6.5-20240928+/test/movewindow.c 2023-05-27 20:13:10.000000000 +0000
+++ ncurses-6.5-20241006/test/movewindow.c 2024-10-06 18:44:26.000000000 +0000
@@@ -1,5 +1,5 @@@
/*****
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* Copyright 2006-2013,2017 Free Software Foundation, Inc.    *
*                                                              *
* Permission is hereby granted, free of charge, to any person obtaining a *
@@@ -27,7 +27,7 @@@
* authorization.                                           *
*****/
/*
- * $Id: movewindow.c,v 1.54 2023/05/27 20:13:10 tom Exp $
+ * $Id: movewindow.c,v 1.56 2024/10/06 18:44:26 tom Exp $

```

```

*
* Demonstrate move functions for windows and derived windows from the curses
* library.
@@ -135,7 +135,7 @@
*/
static PAIR *
selectcell(WINDOW *parent,
- WINDOW *child,
+ NCURSES_CONST WINDOW *child,
    int uli, int ulj,
    int lri, int lrj,
    bool relative,
@@ -252,7 +252,7 @@
    int max_col = (parent == stdscr) ? COL_MAX : getmaxx(parent);
    int min_line = (parent == stdscr) ? LINE_MIN : 0;
    int max_line = (parent == stdscr) ? LINE_MAX : getmaxy(parent);
- PAIR *tmp;
+ NCURSES_CONST PAIR *tmp;
    bool result = FALSE;

    head_line("Use arrows to move cursor, anything else to mark corner 1");
@@ -346,7 +346,7 @@
}

static WINDOW *
-parent_of(WINDOW *win)
+parent_of(NCURSES_CONST WINDOW *win)
{
    WINDOW *result = 0;
    int n = window2num(win);
@@ -435,7 +435,7 @@
    int max_col = top ? COL_MAX
: getmaxx(parent);
    int min_line = top ? LINE_MIN : 0;
    int max_line = top ? LINE_MAX : getmaxy(parent);
- PAIR *tmp;
+ NCURSES_CONST PAIR *tmp;
    bool more;

    head_line("Select new position for %swindow", top ? "" : "sub");
@@ -474,7 +474,7 @@
}

static void
-show_derwin(WINDOW *win)
+show_derwin(NCURSES_CONST WINDOW *win)
{
    int pary, parx, maxy, maxx;

```

```

@@ -500,7 +500,7 @@
int max_col = top ? COL_MAX : getmaxx(parent);
int min_line = top ? LINE_MIN : 0;
int max_line = top ? LINE_MAX : getmaxy(parent);
- PAIR *tmp;
+ NCURSES_CONST PAIR *tmp;
bool more;

show_derwin(win);
Index: test/ncurses.c
Prereq: 1.538
--- ncurses-6.5-20240928+/test/ncurses.c 2023-11-11 01:23:59.000000000 +0000
+++ ncurses-6.5-20241006/test/ncurses.c 2024-10-06 20:18:59.000000000 +0000
@@ -1,5 +1,5 @@
/*****
- * Copyright 2018-2022,2023 Thomas E. Dickey                      *
+ * Copyright 2018-2023,2024
Thomas E. Dickey                      *
* Copyright 1998-2016,2017 Free Software Foundation, Inc.          *
*                                                                    *
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@@ -41,7 +41,7 @@
Author: Eric S. Raymond <esr@snark.thyrsus.com> 1993
Thomas E. Dickey (beginning revision 1.27 in 1996).

-$Id: ncurses.c,v 1.538 2023/11/11 01:23:59 tom Exp $
+$Id: ncurses.c,v 1.541 2024/10/06 20:18:59 tom Exp $

*****/

@@ -273,7 +273,7 @@
++x;
break;
default:
- if (!isprint(ch) || ch >= KEY_MIN) {
+ if (!isprint(UChar(ch)) || ch >= KEY_MIN) {
beep();
} else if ((int) strlen(buffer) < limit) {
int j;
@@ -928,7 +928,7 @@
/* at least Solaris SVR4 curses breaks unctrl(128), etc. */
c2 &= 0x7f;
#endif
- if (isprint(c))
+ if (isprint(UChar(c)))
(void)

```

```

wprintw(win, "%c", UChar(c));
else if (c2 != UChar(c))
    (void) wprintw(win, "M-%s", unctrl(c2));
@@ -1693,7 +1693,7 @@
    chtype extras = (chtype) ac;

    if (UseColors) {
-   NCURSES_PAIRS_T pair = 0;
+   NCURSES_PAIRS_T pair;
    if ((fg != COLOR_BLACK) || (bg != COLOR_BLACK)) {
        pair = 1;
        if (init_pair(pair, fg, bg) == ERR) {
@@ -2345,7 +2345,6 @@
    for (i = (NCURSES_PAIRS_T) (base_row * per_row); i < pairs_max; i++) {
        int row = grid_top + (i / per_row) - base_row;
        int col = (i % per_row + 1) * width;
-   NCURSES_PAIRS_T pair = i;

        if ((i / per_row) > row_limit)
            break;
@@ -2355,6 +2354,7 @@
        if (row >= 0 && move(row, col) != ERR) {
            NCURSES_COLOR_T fg = (NCURSES_COLOR_T) InxToFG(i);
            NCURSES_COLOR_T bg = (NCURSES_COLOR_T) InxToBG(i);
+   NCURSES_PAIRS_T pair = i;

            init_pair(pair, fg, bg);
            attron(COLOR_PAIR(pair));
@@ -2517,7 +2517,7 @@
static int
x_color_test(bool recur GCC_UNUSED)
{
-   long i;
+   int i;

    int top = 0, width;
    int base_row = 0;
    int grid_top = top + 3;
@@ -2613,17 +2613,17 @@
/* show color names/numbers across the top */
for (i = 0; i < per_row; i++) {
    show_color_name(top + 2,
-   ((int) i + 1) * width,
-   (int) i * zoom_size + MinColors,
+   (i + 1) * width,
+   i * zoom_size + MinColors,
    opt_wide,
    opt_zoom);

```

```

}

/* show a grid of colors, with color names/ numbers on the left */
for (i = (base_row * per_row); i < pairs_max; i++) {
-   int row = grid_top + ((int) i / per_row) - base_row;
-   int col = ((int) i % per_row + 1) * width;
-   int pair = (int) i;
+   int row = grid_top + (i / per_row) - base_row;
+   int col = (i % per_row + 1) * width;
+   int pair = i;

    if ((i / per_row) > row_limit)
        break;
@@ -2828,7 +2828,7 @@
#define DecodeRGB(n) (NCURSES_COLOR_T) ((n * 1000) / 0xffff)

static void
-init_all_colors(bool xterm_colors, char *palette_file)
+init_all_colors(bool xterm_colors, NCURSES_CONST
char *palette_file)
{
    NCURSES_PAIRS_T cp;
    all_colors = typeMalloc(RGB_DATA, (unsigned) MaxColors);
@@ -3317,7 +3317,7 @@
{
    int c, fmt = 1;
    char buf[9];
-   char *s;
+   NCURSES_CONST char *s;
    attr_t attr = A_NORMAL;
    unsigned at_code = 0;
#if HAVE_SLK_COLOR
@@ -3938,8 +3938,7 @@

    *dst = *src;
    do {
- int count;
- TEST_CCHAR(src, count, {
+ TEST_CCHAR(src, {
    attr |= (test_attrs & A_ALTCHARSET);
    setcchar(dst, test_wch, attr, pair, NULL);
    }, {
@@ -4810,7 +4809,8 @@
/* Ask user for a window definition */
{
    WINDOW *rwindow;
-   pair ul, lr, *tmp;
+   pair ul, lr;

```

```

+  NCURSES_CONST pair *tmp;

    move(0, 0);
    clrtoeol();
@@ -5014,7 +5014,8 @@
#if HAVE_WRESIZE
case CTRL('X'): /* resize window */
    if (current) {
- pair *tmp, ul, lr;
+ NCURSES_CONST pair *tmp;
+ pair ul, lr;
    int mx, my;

    move(0, 0);
@@ -5249,7 +5250,7 @@
}

static void
-fill_panel(PANEL *pan)
+fill_panel(NCURSES_CONST PANEL
*pan)
{
    WINDOW *win = panel_window(pan);
    const char *userptr = (const char *) panel_userptr(pan);
@@ -5286,7 +5287,7 @@
}

static void
-fill_wide_panel(PANEL *pan)
+fill_wide_panel(NCURSES_CONST PANEL *pan)
{
    WINDOW *win = panel_window(pan);
    const char *userptr = (const char *) panel_userptr(pan);
@@ -5336,7 +5337,7 @@
}

static int
-demo_panels(void (*InitPanel) (WINDOW *), void (*FillPanel) (PANEL *))
+demo_panels(void (*InitPanel) (WINDOW *), void (*FillPanel) (NCURSES_CONST PANEL *))
{
    int count;
    int itmp;
@@ -6246,7 +6247,8 @@
run_trace_menu(MENU * m)
{
    ITEM **items;
- ITEM *i, **p;
+ NCURSES_CONST ITEM *i;

```

```

+   ITEM **p;

    for (;;) {
    bool changed = FALSE;
@@ -6424,7 +6426,7 @@

        if (field_info(me, &rows, &cols, &frow, &fcol, &nrow, &nbuf) == E_OK
        && nbuf > 0) {
-   char *source = field_buffer(me, 1);
+   NCURSES_CONST char *source = field_buffer(me, 1);
    size_t have = (source ? strlen(source) : 0) + 1;
    size_t need
    = 80 + have;
    char *temp = malloc(need);
@@ -6434,7 +6436,7 @@
        _nc_STRNCPY(temp, source ? source : "", have + 1);
        len = (size_t) (char *) field_userptr(me);
        if (c <= KEY_MAX) {
-   if (isgraph(c) && (len + 1) < sizeof(temp)) {
+   if (isgraph(UChar(c)) && (len + 1) < sizeof(temp)) {
            temp[len++] = (char) c;
            temp[len] = 0;
            set_field_buffer(me, 1, temp);
@@ -6484,7 +6486,7 @@
        }

static int
-form_virtualize(FORM *f, WINDOW *w)
+form_virtualize(NCURSES_CONST FORM *f, WINDOW *w)
{
    /* *INDENT-OFF* */
    static const struct {
@@ -6658,7 +6660,7 @@
static
FIELDCHECK_CB(pw_field_check)
{
-   char *s = field_buffer(fld, 0);
+   NCURSES_CONST char *s = field_buffer(fld, 0);
    int n;

    for (n = 0; s[n] != '\0'; ++n) {
@@ -6680,7 +6682,8 @@
form_test(bool recur GCC_UNUSED)
{
    FORM *form;
-   FIELD *f[12], *secure;
+   FIELD *f[12];
+   NCURSES_CONST FIELD *secure;

```



```

    FIELDTYPE *fty_middle = new_fieldtype(mi_field_check, mi_char_check);
    FIELDTYPE *fty_passwd = new_fieldtype(pw_field_check, pw_char_check);
    int c;
@@ -7176,7 +7179,7 @@
}

static void
-overlap_test_4(int flavor, WINDOW *a, WINDOW *b)
+overlap_test_4(int flavor, NCURSES_CONST WINDOW *a, WINDOW *b)
{
    switch ((otCOPY) flavor) {
        case otCOPY_overwrite:
@@ -7899,7 +7902,7 @@
        bool monochrome = FALSE;
#ifdef HAVE_COLOR_CONTENT
        bool xterm_colors = FALSE;
-   char *palette_file = 0;
+   NCURSES_CONST char *palette_file = 0;
#endif

    setlocale(LC_ALL, "");
Index: test/padview.c
Prereq: 1.22
--- ncurses-6.5-20240928+/test/padview.c 2022-12-04 00:40:11.000000000 +0000
+++ ncurses-6.5-20241006/test/padview.c 2024-10-06 21:08:25.000000000 +0000
@@@ -1,5 +1,5 @@@
/*****
- * Copyright 2019-2021,2022 Thomas E. Dickey                *
+ * Copyright 2019-2022,2024 Thomas E. Dickey                *
 * Copyright 2017 Free
Software Foundation, Inc.                *
*                                           *
* Permission is hereby granted, free of charge, to any person obtaining a *
@@@ -29,7 +29,7 @@@
/*
 * clone of view.c, using pads
*
- * $Id: padview.c,v 1.22 2022/12/04 00:40:11 tom Exp $
+ * $Id: padview.c,v 1.24 2024/10/06 21:08:25 tom Exp $
*/

#include <test.priv.h>
@@@ -182,7 +182,7 @@@

#ifdef USE_WIDEC_SUPPORT
    if (!memcmp("\357\273\277", my_blob, 3)) {
-   char *s = my_blob + 3;
+   const char *s = my_blob + 3;

```

```

char *d = my_blob;
Trace(("trim BOM"));
do {
@@ -213,7 +213,7 @@
    for (k = 0; my_vec[k]; ++k) {
        char *s;
#ifdef USE_WIDEC_SUPPORT
- char *last = my_vec[k] + (int) strlen(my_vec[k]);
+ const char *last = my_vec[k] + (int) strlen(my_vec[k]);
        wchar_t wch[2];
        size_t rc;
#ifdef state_unused
@@ -279,7 +279,7 @@
int
main(int argc, char *argv[])
{
- static const char *help[] =
+ static NCURSES_CONST char *help[] =

    {
        "Commands:",
        " q,^Q,ESC    - quit this program",
@@ -532,7 +532,7 @@
        beep();
        break;
    }
- if (c >= KEY_MIN || (c > 0 && !isdigit(c))) {
+ if (c >= KEY_MIN || (c > 0 && !isdigit(UChar(c)))) {
    got_number = FALSE;
    value = 0;
}
Index: test/parse_rgb.h
Prereq: 1.5
--- ncurses-6.5-20240928+/test/parse_rgb.h 2020-02-02 23:34:34.000000000 +0000
+++ ncurses-6.5-20241006/test/parse_rgb.h 2024-10-05 19:26:24.000000000 +0000
@@@ -1,5 +1,5 @@@
/*****
- * Copyright 1988, 2018, 2020 Thomas E. Dickey
+ * Copyright 1988, 2018, 2020, 2024 Thomas E. Dickey
*
* Permission is hereby granted, free of charge, to any person obtaining a
* copy of this software and associated documentation files (the
@@@ -26,7 +26,7 @@@
* authorization.
*
*****
/*
- * $Id: parse_rgb.h,v 1.5 2020/02/02 23:34:34 tom Exp $

```

```

+ * $Id: parse_rgb.h,v 1.6 2024/10/05 19:26:24 tom Exp $
*
* Sample implementation of ncurses RGB extension from user_caps(5).
*/
@@ -49,7 +49,7 @@
int bits;
int pwr2;
int r = 0, g = 0, b = 0;
- char *data;
+ const char *data;
char ch;

for (max_bits = 0, pwr2 = 1;
Index: test/picsmap.c
Prereq: 1.149
--- ncurses-6.5-20240928+/test/picsmap.c 2023-04-23 23:20:37.000000000 +0000
+++ ncurses-6.5-20241006/test/picsmap.c 2024-10-05 19:26:24.000000000 +0000
@@@ -1,5 +1,5 @@@
/*****
- * Copyright 2018-2022,2023 Thomas E. Dickey                *
+ * Copyright 2018-2023,2024 Thomas E. Dickey                *
* Copyright 2017,2018 Free Software Foundation, Inc.        *
*
*
* Permission is hereby granted, free of charge, to any person obtaining a *
@@@ -27,7 +27,7 @@@
* authorization.
*****/
/*
- * $Id: picsmap.c,v 1.149 2023/04/23 23:20:37 tom Exp $
+ * $Id: picsmap.c,v 1.150 2024/10/05 19:26:24 tom Exp $
*
* Author: Thomas E. Dickey
*
@@@ -574,7 +574,7 @@@
    _nc_STRCAT(full_name, filename, need);
    if (tries & 4) {
        char *t = s;
- char *tc;
+ const char *tc;
        int num;
        char chr;
        int found = 0;
@@@ -1374,8 +1374,8 @@@
        int r, g, b, nocolor;
        float rf, gf, bf;
        unsigned check;
- char *t;

```

```

- char *s = t = strchr(buffer, '#');
+ char *s = strchr(buffer, '#');
+ const char *t = s;
  bool matched = FALSE;

  if (s != 0) {
@@ -1492,7 +1492,7 @@
#define fg_color(pics,n) (pics->fgcol[n].fgcol)

static void
-dump_picture(PICS_HEAD
* pics)
+dump_picture(const PICS_HEAD * pics)
{
  int y, x;

@@ -1767,7 +1767,7 @@
#if USE_EXTENDED_COLORS
case 'x':
  {
- char *s = optarg;
+ const char *s = optarg;
  while (*s) {
    switch (*s++) {
      case 'p':
Index: test/popup_msg.c
Prereq: 1.12
--- ncurses-6.5-20240928+/test/popup_msg.c 2024-06-29 18:34:58.000000000 +0000
+++ ncurses-6.5-20241006/test/popup_msg.c 2024-10-06 21:07:01.000000000 +0000
@@@ -27,7 +27,7 @@@
* authorization.
*
*****/
/*
- * $Id: popup_msg.c,v 1.12 2024/06/29 18:34:58 tom Exp $
+ * $Id: popup_msg.c,v 1.13 2024/10/06 21:07:01 tom Exp $
*
* Show a multi-line message in a window which may extend beyond the screen.
*
@@@ -62,7 +62,7 @@@
* Display a temporary window, e.g., to display a help-message.
*/
void
-popup_msg(WINDOW *parent, const char *const *msg)
+popup_msg(WINDOW *parent, NCURSES_CONST
char *const *msg)
{
  int x0 = 4;
  int y0 = 2;

```

```

@@ -171,12 +171,12 @@
void
popup_msg2(WINDOW *parent, char **msg)
{
- popup_msg(parent, (const char *const *) msg);
+ popup_msg(parent, (NCURSES_CONST char *const *) msg);
}

#else
void
-popup_msg(WINDOW *parent, const char *const *msg)
+popup_msg(WINDOW *parent, NCURSES_CONST char *const *msg)
{
    (void) parent;
    (void) msg;
Index: test/popup_msg.h
Prereq: 1.5
--- ncurses-6.5-20240928+/test/popup_msg.h 2020-02-02 23:34:34.000000000 +0000
+++ ncurses-6.5-20241006/test/popup_msg.h 2024-10-06 21:17:54.000000000 +0000
@@ -1,5 +1,5 @@
/*****
- * Copyright 2018,2020 Thomas E. Dickey                      *
+ * Copyright 2018-2020,2024 Thomas E. Dickey                *
 * Copyright 2017 Free Software Foundation, Inc.              *
 *
 *
 * Permission is hereby granted, free of charge, to any person obtaining a *
@@ -27,7 +27,7 @@
 * authorization.                                             *
 *****/
/*
- * $Id: popup_msg.h,v 1.5 2020/02/02 23:34:34 tom Exp $
+ * $Id: popup_msg.h,v 1.6 2024/10/06 21:17:54 tom Exp $
 *
 * Utility functions for a popup-message or help-screen.
 */
@@ -37,7 +37,7 @@

#include <test.priv.h>

-extern void popup_msg(WINDOW *parent, const char *const *msg);
+extern void popup_msg(WINDOW *parent, NCURSES_CONST char *const *msg);
extern void popup_msg2(WINDOW *parent, char **msg);

#endif /* POPUP_MSG_H_incl */
Index: test/railroad.c
Prereq: 1.26
--- ncurses-6.5-20240928+/test/railroad.c 2022-12-11 00:12:13.000000000 +0000

```

```

+++ ncurses-6.5-20241006/test/railroad.c 2024-10-05 19:26:24.000000000 +0000
@@ -1,5 +1,5 @@
/*****
-
* Copyright 1919-2020,2022 Thomas E. Dickey                      *
+ * Copyright 1919-2022,2024 Thomas E. Dickey                      *
* Copyright 2000-2013,2017 Free Software Foundation, Inc.        *
*                                                                    *
* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -30,7 +30,7 @@
/*
* Author: Thomas E. Dickey - 2000
*
- * $Id: railroad.c,v 1.26 2022/12/11 00:12:13 tom Exp $
+ * $Id: railroad.c,v 1.27 2024/10/05 19:26:24 tom Exp $
*
* A simple demo of the termcap interface.
*/
@@ -113,7 +113,7 @@
static void
ShowSign(char *string)
{
-   char *base = string;
+   const char *base = string;
    int first, last;

    if (moveit != 0) {
Index: test/rain.c
Prereq: 1.58
--- ncurses-6.5-20240928+/test/rain.c 2024-08-31 15:56:10.000000000 +0000
+++ ncurses-6.5-20241006/test/rain.c 2024-10-06 21:09:00.000000000 +0000
@@ -27,7 +27,7
@@
* authorization.
*****/
/*
- * $Id: rain.c,v 1.58 2024/08/31 15:56:10 tom Exp $
+ * $Id: rain.c,v 1.62 2024/10/06 21:09:00 tom Exp $
*/
#include <test.priv.h>
#include <popup_msg.h>
@@ -45,7 +45,7 @@

struct DATA;

-typedef void (*DrawPart) (struct DATA *);
+typedef void (*DrawPart) (const struct DATA *);

```

```

typedef struct DATA {
    int y, x;
@@ -118,25 +118,25 @@
}

static void
-part1(DATA * drop)
+part1(const DATA * drop)
{
    MvAddCh(drop->y, drop->x, '.');
}

static void
-part2(DATA * drop)
+part2(const DATA * drop)
{
    MvAddCh(drop->y, drop->x, 'o');
}

static void
-part3(DATA * drop)
+part3(const DATA * drop)
{
    MvAddCh(drop->y, drop->x, 'O');
}

static void
-part4(DATA * drop)
+part4(const DATA * drop)
{
    MvAddCh(drop->y - 1, drop->x, '-');
    MvAddStr(drop->y, drop->x - 1, "|.|");
@@ -144,7 +144,7 @@
}

static void
-part5(DATA * drop)
+part5(const DATA * drop)
{
    MvAddCh(drop->y - 2, drop->x, '-');
    MvAddStr(drop->y - 1, drop->x - 1, "/\\");
@@ -154,7 +154,7 @@
}

static void
-part6(DATA * drop)
+part6(const DATA * drop)
{

```

```

    MvAddCh(drop->y - 2, drop->x, ' ');
    MvAddStr(drop->y - 1, drop->x - 1, "  ");
@@ -186,7 +186,7 @@
}

static void
-draw_part(void (*func) (DATA *), int state, DATA * data)
+draw_part(void (*func) (const DATA *), int state, DATA * data)
{
    data->func = func;
    data->state = state;
@@ -328,7 +328,7 @@
int
main(int argc, char *argv[])
{
-   static const char *help[] =
+   static NCURSES_CONST char *help[] =
    {
        "Commands:",
        " q/Q      exit the program",
Index: test/redraw.c
Prereq: 1.17
--- ncurses-6.5-20240928+/test/redraw.c 2022-12-10 22:28:50.000000000 +0000
+++ ncurses-6.5-20241006/test/redraw.c 2024-10-06 21:17:54.000000000 +0000
@@ -1,5 +1,5 @@
/*****
-
-   * Copyright 2020-2021,2022 Thomas E. Dickey                *
+ * Copyright 2020-2022,2024 Thomas E. Dickey                *
-   * Copyright 2006-2012,2017 Free Software Foundation, Inc. *
+ * Copyright 2006-2012,2017 Free Software Foundation, Inc. *
-   *
+   *
-   * Permission is hereby granted, free of charge, to any person obtaining a *
+   *
@@ -27,7 +27,7 @@
-   * authorization.
+   *
-   *****/
+   *****/
/*
- * $Id: redraw.c,v 1.17 2022/12/10 22:28:50 tom Exp $
+ * $Id: redraw.c,v 1.18 2024/10/06 21:17:54 tom Exp $
- *
+ *
- * Demonstrate the redrawwin() and wredrawln() functions.
+ * Demonstrate the redrawwin() and wredrawln() functions.
- * Thomas Dickey - 2006/11/4
+ * Thomas Dickey - 2006/11/4
@@ -61,7 +61,7 @@
static void
test_redraw(WINDOW *win)
{
-   static const char *help[] =
+   static NCURSES_CONST char *help[] =
    {

```



```

"Commands:",
" ^Q/ESC/q - quit",
Index: test/savescreen.c
Prereq:
1.62
--- ncurses-6.5-20240928+/test/savescreen.c 2022-12-10 23:23:27.000000000 +0000
+++ ncurses-6.5-20241006/test/savescreen.c 2024-10-06 21:10:09.000000000 +0000
@@ -1,5 +1,5 @@
/*****
- * Copyright 2018-2021,2022 Thomas E. Dickey                *
+ * Copyright 2018-2022,2024 Thomas E. Dickey                *
 * Copyright 2006-2017,2018 Free Software Foundation, Inc.    *
 *                                                            *
 * Permission is hereby granted, free of charge, to any person obtaining a *
@@ -27,7 +27,7 @@
 * authorization.                                           *
*****/
/*
- * $Id: savescreen.c,v 1.62 2022/12/10 23:23:27 tom Exp $
+ * $Id: savescreen.c,v 1.65 2024/10/06 21:10:09 tom Exp $
 *
 * Demonstrate save/restore functions
from the curses library.
 * Thomas Dickey - 2007/7/14
@@ -96,7 +96,7 @@
}

static int
-load_screen(char *filename)
+load_screen(NCURSES_CONST char *filename)
{
    int result;

@@ -170,7 +170,7 @@
#if USE_WIDEC_SUPPORT
    cchar_t mycc;
#endif
-    char *filename = files[which];
+    NCURSES_CONST char *filename = files[which];
    bool dumped = FALSE;

    if (filename != 0) {
@@ -216,7 +216,7 @@
static void
editor_help(void)
{
-    static const char *msgs[] =
+    static NCURSES_CONST char *msgs[] =

```

```

{
    "You are now in the screen-editor, which allows you to make some",
    "lines on the screen, as well as save copies of the screen to a",
@@ -238,7 +238,7 @@
static void
replay_help(void)
{
-   static const char *msgs[] =
+   static NCURSES_CONST char *msgs[] =
    {
        "You are now in the screen-loader, which allows you to view",
        "the dumped/restored screens.",
@@ -286,7 +286,7 @@
        bool replaying = FALSE;
        bool done = FALSE;
        char **files;
-
        char *fill_by = 0;
+   NCURSES_CONST char *fill_by = 0;
#ifdef USE_WIDEC_SUPPORT
        cchar_t mycc;
        static const wchar_t mywc[2] =
Index: test/tclock.c
Prereq: 1.48
--- ncurses-6.5-20240928+/test/tclock.c 2023-02-25 16:42:22.000000000 +0000
+++ ncurses-6.5-20241006/test/tclock.c 2024-10-05 18:47:56.000000000 +0000
@@@ -1,4 +1,4 @@@
-/* $Id: tclock.c,v 1.48 2023/02/25 16:42:22 tom Exp $ */
+/* $Id: tclock.c,v 1.49 2024/10/05 18:47:56 tom Exp $ */

#define NEED_TIME_H
#include <test.priv.h>
@@ -145,7 +145,7 @@
    int lastbeep = -1;
    bool odd = FALSE;
    time_t tim;
-   struct tm *t;
+   const struct tm *t;
    char szChar[20];
    char *text;
    short my_bg = COLOR_BLACK;
Index: test/test.priv.h
Prereq: 1.219
--- ncurses-6.5-20240928+/test/test.priv.h 2024-08-31 10:46:01.000000000 +0000
+++ ncurses-6.5-20241006/test/test.priv.h 2024-10-05 19:01:00.000000000 +0000
@@@ -30,7 +30,7 @@@
/*****

```

```

* Author: Thomas E. Dickey                1996-on                *
*****/

-/* $Id: test.priv.h,v 1.219 2024/08/31 10:46:01 Rafael.Kitover Exp $ */
+/* $Id: test.priv.h,v 1.220 2024/10/05 19:01:00 tom Exp $ */

#ifndef __TEST_PRIV_H
#define __TEST_PRIV_H 1
@@ -765,8 +765,8 @@

#define VERSION_COMMON() \
static char *version_common(char **argv) { \
- char *base = argv[0]; \
- char *part = strrchr(base, '/'); \
+ const char *base = argv[0]; \
+ const char *part = strrchr(base, '/'); \
size_t need = strlen(base) + 80; \
char *result = malloc(need); \
if (result != NULL) { \
@@ -916,8 +916,8 @@
* Workaround in case getcchar() returns a positive value when the source
* string produces only a L'\0'.
*/
-#define TEST_CCHAR(s, count, then_stmt, else_stmt) \
- if ((count = getcchar(s, NULL, NULL, NULL, NULL)) > 0) { \
+#define TEST_CCHAR(s, then_stmt, else_stmt) \
+ if (getcchar(s, NULL, NULL,
NULL, NULL) > 0) { \
    wchar_t test_wch[CCHARW_MAX + 2]; \
    attr_t test_attrs; \
    NCURSES_PAIRS_T test_pair; \
Index: test/test_add_wchstr.c
Prereq: 1.34
--- ncurses-6.5-20240928+/test/test_add_wchstr.c 2022-12-10 22:28:50.000000000 +0000
+++ ncurses-6.5-20241006/test/test_add_wchstr.c 2024-10-05 19:26:24.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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*
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@@ -27,7 +27,7 @@
* authorization.
*****/

/*
- * $Id: test_add_wchstr.c,v 1.34 2022/12/10 22:28:50 tom Exp $
+ * $Id: test_add_wchstr.c,v 1.35 2024/10/05 19:26:24 tom Exp $
*

```

* Demonstrate the waddwchstr() and wadd_wch functions.

* Thomas Dickey - 2009/9/12

@@ -158,7 +158,7 @@

}

static void

-legend(WINDOW *win, int level, Options state, wchar_t *buffer, int length)

+legend(WINDOW *win, int level, Options state, const wchar_t *buffer, int length)

{

const char *showstate;

Index: test/test_addchstr.c

Prereq: 1.29

--- ncurses-6.5-20240928+/test/test_addchstr.c 2022-12-10 22:28:50.000000000 +0000

+++ ncurses-6.5-20241006/test/test_addchstr.c 2024-10-05 19:26:24.000000000 +0000

@@ -1,5 +1,5 @@

/******

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@@ -27,7 +27,7 @@

* authorization. *

*****/

/*

- * \$Id: test_addchstr.c,v 1.29 2022/12/10 22:28:50 tom Exp \$

+ * \$Id: test_addchstr.c,v 1.30 2024/10/05 19:26:24 tom Exp \$

*

* Demonstrate the waddchstr() and waddch functions.

* Thomas Dickey - 2009/9/12

@@ -169,7 +169,7 @@

}

static int

-ColOf(char *buffer, int length, int margin)

+ColOf(const char *buffer, int length, int margin)

{

int n;

int result;

Index: test/test_addstr.c

Prereq: 1.20

--- ncurses-6.5-20240928+/test/test_addstr.c 2022-12-10 22:28:50.000000000 +0000

+++ ncurses-6.5-20241006/test/test_addstr.c 2024-10-05 19:27:33.000000000 +0000

@@ -1,5 +1,5 @@

-

```

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*                                                                    *
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@@ -27,7 +27,7 @@
* authorization.                                                    *
*****/
/*
- * $Id: test_addstr.c,v 1.20 2022/12/10 22:28:50 tom Exp $
+ * $Id: test_addstr.c,v 1.21 2024/10/05 19:27:33 tom Exp $
*
* Demonstrate the waddstr() and waddch functions.
* Thomas Dickey - 2009/9/12
@@ -91,7 +91,7 @@
}

static int
-ColOf(char *buffer, int length, int margin)
+ColOf(const char *buffer, int length, int margin)
{
    int n;
    int result;
Index: test/test_addwstr.c
Prereq: 1.22
---
ncurses-6.5-20240928+/test/test_addwstr.c 2023-05-27 20:13:10.000000000 +0000
+++ ncurses-6.5-20241006/test/test_addwstr.c 2024-10-05 19:27:33.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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*                                                                    *
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@@ -27,7 +27,7 @@
* authorization.                                                    *
*****/
/*
- * $Id: test_addwstr.c,v 1.22 2023/05/27 20:13:10 tom Exp $
+ * $Id: test_addwstr.c,v 1.23 2024/10/05 19:27:33 tom Exp $
*
* Demonstrate the waddwstr() and wadd_wch
functions.
* Thomas Dickey - 2009/9/12
@@ -82,7 +82,7 @@
static int n_opt = -1;

```

```

static void
-legend(WINDOW *win, int level, Options state, wchar_t *buffer, int length)
+legend(WINDOW *win, int level, Options state, const wchar_t *buffer, int length)
{
    const char *showstate;

Index: test/test_endwin.c
Prereq: 1.2
--- ncurses-6.5-20240928+/test/test_endwin.c 2023-11-10 15:17:19.000000000 +0000
+++ ncurses-6.5-20241006/test/test_endwin.c 2024-10-05 19:27:33.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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 *
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 * copy of this software and associated documentation files (the      *
@@ -26,7 +26,7 @@
 * authorization.                                                    *
*****/
/*
- * $Id: test_endwin.c,v 1.2 2023/11/10 15:17:19 tom Exp $
+ * $Id: test_endwin.c,v 1.3 2024/10/05 19:27:33 tom Exp $
 */
#include <test.priv.h>

@@ -67,7 +67,7 @@
    int rc_e1 = OK;
    int rc_e2 = OK;
    int rc_e3 = OK;
-   SCREEN *sp = NULL;
+   const SCREEN *sp = NULL;
    bool opt_e = FALSE;
    bool opt_i = FALSE;
    bool opt_n = FALSE;
Index: test/test_get_wstr.c
Prereq: 1.14
--- ncurses-6.5-20240928+/test/test_get_wstr.c 2022-12-10 23:59:13.000000000 +0000
+++ ncurses-6.5-20241006/test/test_get_wstr.c 2024-10-06 23:15:10.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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@@ -27,7 +27,7 @@

```

```

* authorization.
*****/

/*
- * $Id: test_get_wstr.c,v 1.14 2022/12/10 23:59:13 tom Exp $
+ * $Id: test_get_wstr.c,v 1.16 2024/10/06 23:15:10 tom Exp $
*
* Author: Thomas E Dickey
*
@@ -69,7 +69,7 @@
}

static int
-Remainder(WINDOW *txtwin)
+Remainder(const WINDOW *txtwin)
{
    int result = getmaxx(txtwin) - getcurx(txtwin);
    return (result > 0) ? result : 0;
@@ -138,7 +138,7 @@
static int
recursive_test(int level, char **argv, WINDOW *strwin)
{
-    static const char *help[] =
+    static NCURSES_CONST char *help[] =
    {
        "Commands:",
        " q,^Q,ESC      - quit this program",
Index: test/test_getstr.c
Prereq:
    1.16
--- ncurses-6.5-20240928+/test/test_getstr.c 2022-12-10 23:58:37.000000000 +0000
+++ ncurses-6.5-20241006/test/test_getstr.c 2024-10-06 22:36:46.000000000 +0000
@@ -1,5 +1,5 @@
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@@ -27,7 +27,7 @@
* authorization.
*****/

/*
- * $Id: test_getstr.c,v 1.16 2022/12/10 23:58:37 tom Exp $
+ * $Id: test_getstr.c,v 1.19 2024/10/06 22:36:46 tom Exp $
*
* Author: Thomas E Dickey
*
@@ -76,7 +76,7 @@

```

```

}

static int
-Remainder(WINDOW *txtwin)
+Remainder(NCURSES_CONST WINDOW *txtwin)
{
    int result = getmaxx(txtwin) - getcurx(txtwin);
    return (result > 0) ? result : 0;
@@ -145,7 +145,7 @@
static int
recursive_test(int level, char **argv, WINDOW *strwin)
{
-    static const char *help[] =
+    static NCURSES_CONST char *help[] =
    {
        "Commands:",
        " q,^Q,ESC      - quit this program",
Index: test/test_instr.c
Prereq: 1.13
--- ncurses-6.5-20240928+/test/test_instr.c 2024-06-29 18:42:53.000000000 +0000
+++ ncurses-6.5-20241006/test/test_instr.c 2024-10-06 21:11:54.000000000 +0000
@@@ -27,7 +27,7 @@@
* authorization.
*
*****/
/*
- * $Id: test_instr.c,v 1.13 2024/06/29 18:42:53 tom Exp $
+ * $Id: test_instr.c,v 1.15 2024/10/06 21:11:54 tom Exp $
*
* Author: Thomas E Dickey
*
@@@ -56,13 +56,13 @@@
}

static
void
-show_1st(WINDOW *win, int line, char *buffer)
+show_1st(WINDOW *win, int line, NCURSES_CONST char *buffer)
{
    MvWAddStr(win, line, 5, buffer);
}

static void
-showmore(WINDOW *win, int line, char *buffer)
+showmore(WINDOW *win, int line, NCURSES_CONST char *buffer)
{
    wmove(win, line, 0);
    wclrtoeol(win);
@@@ -72,7 +72,7 @@@

```



```

static void
show_help(WINDOW *win)
{
- static const char *msgs[] =
+ static NCURSES_CONST char *msgs[] =
    {
        "Show file contents and a viewport from the variants of winstr."
        , "Use h/j/k/l or arrow keys to move the viewport."
    }
Index: test/test_inwstr.c
Prereq: 1.9
--- ncurses-6.5-20240928+/test/test_inwstr.c 2024-06-29 18:40:02.000000000 +0000
+++ ncurses-6.5-20241006/test/test_inwstr.c 2024-10-06 23:15:38.000000000 +0000
@@ -27,7 +27,7 @@
* authorization.
*****/
/*
- * $Id: test_inwstr.c,v
1.9 2024/06/29 18:40:02 tom Exp $
+ * $Id: test_inwstr.c,v 1.11 2024/10/06 23:15:38 tom Exp $
*
* Author: Thomas E Dickey
*
@@ -59,13 +59,13 @@
}

static void
-show_1st(WINDOW *win, int line, wchar_t *buffer)
+show_1st(WINDOW *win, int line, const wchar_t *buffer)
{
    (void) mvwaddwstr(win, line, 5, buffer);
}

static void
-showmore(WINDOW *win, int line, wchar_t *buffer)
+showmore(WINDOW *win, int line, const wchar_t *buffer)
{
    wmove(win, line, 0);
    wclrtoeol(win);
@@ -75,7 +75,7 @@
static void
show_help(WINDOW *win)
{
- static const char *msgs[] =
+ static NCURSES_CONST char *msgs[] =
    {
        "Show file contents and a viewport from the variants of winwstr."
        , "Use h/j/k/l or arrow keys to move the viewport."
    }
Index: test/test_mouse.c

```

Prereq: 1.32

--- ncurses-6.5-20240928+/test/test_mouse.c 2024-08-31 10:46:01.000000000 +0000

+++ ncurses-6.5-20241006/test/test_mouse.c 2024-10-05 18:47:56.000000000 +0000

@@ -22,7 +22,7 @@

* THE USE OR OTHER DEALINGS

IN THE SOFTWARE.

*

*****/

/*

- * \$Id: test_mouse.c,v 1.32 2024/08/31 10:46:01 Rafael.Kitover Exp \$

+ * \$Id: test_mouse.c,v 1.33 2024/10/05 18:47:56 tom Exp \$

*

* Author: Leonid S Usov

*

@@ -38,7 +38,7 @@

static void

raw_loop(void)

{

- char *xtermcap;

+ const char *xtermcap;

printf("Entering raw mode. Ctrl-c to quit.\n");

Index: test/test_opaque.c

Prereq: 1.15

--- ncurses-6.5-20240928+/test/test_opaque.c 2022-12-11 00:03:10.000000000 +0000

+++ ncurses-6.5-20241006/test/test_opaque.c 2024-10-05 19:27:33.000000000 +0000

@@ -1,5 +1,5 @@

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@@ -27,7 +27,7 @@

* authorization.

*

*****/

/*

- * \$Id: test_opaque.c,v 1.15 2022/12/11 00:03:10 tom Exp \$

+ * \$Id: test_opaque.c,v 1.16 2024/10/05 19:27:33 tom Exp \$

*

* Author: Thomas E Dickey

*

@@ -157,13 +157,13 @@

}

static int

-status_y(WINDOW *stswin, int cell)

```

+status_y(const WINDOW *stswin, int cell)
{
    return (cell % getmaxy(stswin));
}

static int
-status_x(WINDOW *stswin, int cell)
+status_x(const WINDOW *stswin, int cell)
{
    return (15 * (cell / getmaxy(stswin)));
}
Index: test/test_sgr.c
Prereq: 1.22
--- ncurses-6.5-20240928+/test/test_sgr.c 2023-05-27 20:13:10.000000000 +0000
+++ ncurses-6.5-20241006/test/test_sgr.c 2024-10-06 21:05:50.000000000 +0000
@@ -1,5 +1,5 @@
/*****
-
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*
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@@ -30,7 +30,7 @@
/*
* Author: Thomas E. Dickey
*
- * $Id: test_sgr.c,v 1.22 2023/05/27 20:13:10 tom Exp $
+ * $Id: test_sgr.c,v 1.25 2024/10/06 21:05:50 tom Exp $
*
* A simple demo of the sgr/sgr0 terminal capabilities.
*/
@@ -142,10 +142,10 @@
#define MASK_REV (1 << 2)

static void
-dumpit(unsigned bits, unsigned ignore, const char *sgr, const char *sgr0)
+dumpit(unsigned bits, unsigned ignore, NCURSES_CONST char *sgr, NCURSES_CONST char *sgr0)
{
-    static const char sample[] = "abcdefghijklm";
-    static
    char params[] = "SURBDBIPA";
+    static NCURSES_CONST char sample[] = "abcdefghijklm";
+    static NCURSES_CONST char params[] = "SURBDBIPA";
    unsigned n;

    printf("%4u ", bits);
@@ -177,12 +177,11 @@

```

```

static void
brute_force(const char *name)
{
-   unsigned count;
-   char *my_sgr;
-   char *my_sgr0;
-   char *my_bold;
-   char *my_revs;
-   char *my_smso;
+   NCURSES_CONST char *my_sgr;
+   NCURSES_CONST char *my_sgr0;
+   NCURSES_CONST char *my_bold;
+   NCURSES_CONST char *my_revs;
+   NCURSES_CONST char *my_smso;
    char *my_name = strdup(name);

    if (db_list) {
@@ -219,6 +218,7 @@
    unsigned ignore = 0;
    unsigned reason = 0;
    unsigned repeat = 0;
+   unsigned count;
    for (count = 0; count < MAXSGR; ++count) {
        values[count] = tparm(my_sgr,
            BITS2P(1),
@@ -334,7 +334,7 @@
main(int argc, char *argv[])
{
    int ch;
-   char *name;
+   const char *name;

    while ((ch = getopt(argc, argv, OPTS_COMMON "d:e:nq")) != -1) {
switch (ch)
{
@@ -369,7 +369,7 @@
        } else if ((name = getenv("TERM")) != 0) {
brute_force(name);
        } else {
-   static char dumb[] = "dumb";
+   static const char dumb[] = "dumb";
brute_force(dumb);
        }
    }

Index: test/test_tparm.c
Prereq: 1.39
--- ncurses-6.5-20240928+/test/test_tparm.c 2023-11-11 01:00:03.000000000 +0000
+++ ncurses-6.5-20241006/test/test_tparm.c 2024-10-06 20:50:27.000000000 +0000

```

```

@@ -1,5 +1,5 @@
/*****
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*
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* copy of this software and associated documentation files (the
@@ -29,7 +29,7 @@
/*
* Author: Thomas E. Dickey
*
- * $Id: test_tparm.c,v 1.39 2023/11/11 01:00:03
tom Exp $
+ * $Id: test_tparm.c,v 1.42 2024/10/06 20:50:27 tom Exp $
*
* Exercise tparm/tiparm, either for all possible capabilities with fixed
* parameters, or one capability with specific combinations of parameters.
@@ -107,7 +107,7 @@
}

static int
-isNumeric(char *source)
+isNumeric(NCURSES_CONST char *source)
{
    char *next = 0;
    long value = strtol(source, &next, 0);
@@ -245,7 +245,7 @@
#define NS_9(fmt) NS_8(fmt), NumStr(8)

static void
-test_tparm(const char *name, const char *format, long *number, char **string)
+test_tparm(const char *name, NCURSES_CONST char *format, long *number, char **string)
{
    char *use_strings[MAX_PARM];
    char *result = NULL;
@@ -527,7 +527,7 @@
    }
} else {
    char *s = t_opt;
-   char *t;
+   NCURSES_CONST char *t;
    while ((t = strtok(s, ",")) != 0) {
        s = 0;
        if (len_terms + 2 >= max_terms) {
@@ -603,7 +603,7 @@
#if NCURSES_XNAMES
    len_caps = std_caps;
    if (cur_term) {

```

```

- TERMTYPE *term =
  (TERMTYPE *) cur_term;
+ NCURSES_CONST TERMTYPE *term = (TERMTYPE *) cur_term;
  for (n = STRCOUNT; n < NUM_STRINGS(term); ++n) {
    GrowArray(all_caps, max_caps, len_caps);
    GrowArray(cap_name, max_name, len_caps);
Index: test/test_vidputs.c
Prereq: 1.15
--- ncurses-6.5-20240928+/test/test_vidputs.c 2022-12-10 23:23:27.000000000 +0000
+++ ncurses-6.5-20241006/test/test_vidputs.c 2024-10-06 21:17:54.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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* Copyright 2013-2014,2017 Free Software Foundation, Inc.          *
*                                                                    *
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@@ -27,7 +27,7 @@
* authorization.
*
*****
/*
- * $Id: test_vidputs.c,v 1.15 2022/12/10 23:23:27 tom Exp $
+ * $Id: test_vidputs.c,v 1.16 2024/10/06 21:17:54 tom Exp $
*
* Demonstrate the vidputs and vidattr functions.
* Thomas Dickey - 2013/01/12
@@ -51,7 +51,7 @@
}

static bool
-outs(const char *s)
+outs(NCURSES_CONST char *s)
{
    if (VALID_STRING(s)) {
        tputs(s, 1, outc);
Index: test/testcurs.c
Prereq: 1.58
--- ncurses-6.5-20240928+/test/testcurs.c 2023-05-28 14:23:34.000000000 +0000
+++ ncurses-6.5-20241006/test/testcurs.c 2024-10-05 19:17:19.000000000 +0000
@@ -6,7 +6,7 @@
* wrs(5/28/93) -- modified to be consistent (perform identically) with either
*
*
- * $Id: testcurs.c,v 1.58 2023/05/28 14:23:34 tom Exp $
+ * $Id: testcurs.c,v 1.59 2024/10/05 19:17:19 tom Exp $
*/

```

```

#include <test.priv.h>
@@ -245,7 +245,7 @@
    wclrtobot(win);
    if (c >= KEY_MIN)
        wprintw(win, "Key Pressed: %s", keyname(c));
- else if (isprint(c))
+ else if (isprint(UChar(c)))
    wprintw(win, "Key Pressed: %c", c);
else
    wprintw(win, "Key Pressed: %s", unctrl(UChar(c)));
@@ -748,8 +748,8 @@
    keypad(stdscr, TRUE);
    raw();
    key = getch();
- if (key < KEY_MIN && key > 0 && isalpha(key)) {
-     if (islower(key))
+ if (key < KEY_MIN && key > 0 && isalpha(UChar(key))) {
+     if (islower(UChar(key)))
        key = toupper(key);
        for (n = 0; n < MAX_OPTIONS; ++n) {
            if (key == command[n].text[0]) {
Index: test/testscanw.c
Prereq: 1.15
--- ncurses-6.5-20240928+/test/testscanw.c 2022-12-11 00:10:29.000000000 +0000
+++ ncurses-6.5-20241006/test/testscanw.c 2024-10-05 19:27:33.000000000 +0000
@@ -1,5 +1,5 @@
/*****
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 *
Copyright 1998-2002,2006 Free Software Foundation, Inc.      *
*
* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -30,7 +30,7 @@
* Date: 1997/03/17
* From: bayern@morpheus.cis.yale.edu
*
- * $Id: testscanw.c,v 1.15 2022/12/11 00:10:29 tom Exp $
+ * $Id: testscanw.c,v 1.16 2024/10/05 19:27:33 tom Exp $
*/
#include <test.priv.h>

@@ -85,7 +85,7 @@
    curses_trace	TRACE_UPDATE | TRACE_CALLS);
#endif
    while (optind < argc) {
- char *token = argv[optind++];
+ const char *token = argv[optind++];

```

```

if (isdigit(UChar(*token)))
    move(atoi(token), 0);
else if (!strcmp(token, "k+"))
Index: test/view.c
Prereq: 1.145
--- ncurses-6.5-20240928+/test/view.c 2022-12-04 00:40:11.000000000 +0000
+++ ncurses-6.5-20241006/test/view.c 2024-10-06 21:08:05.000000000 +0000
@@ -1,5 +1,5 @@
/*****
-
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*
* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -52,7 +52,7 @@
* scroll operation worked, and the refresh() code only had to do a
* partial repaint.
*
- * $Id: view.c,v 1.145 2022/12/04 00:40:11 tom Exp $
+ * $Id: view.c,v 1.147 2024/10/06 21:08:05 tom Exp $
*/

#include <test.priv.h>
@@ -93,8 +93,7 @@

#if USE_WIDEC_SUPPORT
    for (;;) {
- int count;
- TEST_CCHAR(src, count, {
+ TEST_CCHAR(src, {
    int len = wwidth(test_wch[0]);
    result += (len > 0) ? len : 1;
    ++src;
@@ -186,12 +185,10 @@
    */
    {
    int j;
- int width = 1;
+ int width;

    for (j = actual = 0; j < shift; ++j) {
- int count;
-
-
    TEST_CCHAR(s + j, count, {
+ TEST_CCHAR(s + j, {
    width = wwidth(test_wch[0]);

```



```

    }
    , {
@@ -294,7 +291,7 @@

#if USE_WIDEC_SUPPORT
    if (!memcmp("\357\273\277", my_blob, 3)) {
- char *s = my_blob + 3;
+ const char *s = my_blob + 3;
    char *d = my_blob;
    Trace(("trim BOM"));
    do {
@@ -329,7 +326,7 @@
    char *s;
    int y, x;
#if USE_WIDEC_SUPPORT
- char *last = my_vec[k] + (int) strlen(my_vec[k]);
+ const char *last = my_vec[k] + (int) strlen(my_vec[k]);
    wchar_t wch[2];
    size_t rc;
#ifdef state_unused
@@ -408,7 +405,7 @@
int
main(int argc, char *argv[])
{
- static const char *help[] =
+ static NCURSES_CONST char *help[] =
    {
        "Commands:",
        " q,^Q,ESC    - quit this program",
@@ -659,7 +656,7 @@
        beep();
        break;
    }
- if (c >= KEY_MIN || (c > 0 && !isdigit(c))) {
+ if (c >= KEY_MIN || (c > 0 && !isdigit(UChar(c)))) {
    got_number = FALSE;
    value = 0;
}

Found in path(s):
* /ncurses-6.5-20241006-patch-gz/ncurses-6.5-20241006.patch

```

1.29 scanf 1.3.8-r1

1.29.1 Available under license :

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1.30 utmps-libs 0.1.2.3-r2

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1.31 skalibs-libs 2.14.3.0-r0

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1.32 alpine-baselayout 3.6.8-r1

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1.34 github.com/weppos/publicsuffix-go

0.40.2

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1.38 alpine-baselayout-data 3.6.8-r1

1.38.1 Available under license :

```
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pkgname=perl-software-license
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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"

_buildddir="$srcdir/${_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"

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```

pkgname=py-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.0
pkgrel=0
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="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e2417b586e543bfba12abce256b2023c8c4993eeb90flake8-copyright-0.2.0.tar.gz"
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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="http://ftp.gnome.org/pub/GNOME/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

}

md5sums="08559ff3c67fd95d57b0c5e91a6b4302 libart_lgpl-2.3.21.tar.bz2"

Automatically generated by apkbuild-cpan, template 1

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pkgname=perl-bsd-resource

_pkgreal=BSD-Resource

pkgver=1.2909

pkgrel=1

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"

_buildddir="${srcdir}/${_pkgreal}-${pkgver}"

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

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

package() {
    cd "$_buildddir"
    make DESTDIR="$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="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd85743363750157943c7f7700276cce2bd40a429fa430 BSD-Resource-1.2909.tar.gz"

```

1.39 busybox 1.37.0-r14

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jseward@bzip.org

bzip2/libbzip2 version 1.0.4 of 20 December 2006

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1.40 musl-utils 1.2.5-r9

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1.41 apk-tools 2.14.6-r3

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1.42 protobuf-go 1.36.6

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1.43 protobuf 1.36.6

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1.44 logrus 1.9.3

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1.45 perks 1.0.1

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1.46 clientmodel 0.6.2

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1.47 prometheus-client-model 0.6.2

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1.48 stdlib go1.24.4

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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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1.49 golang 1.24.4

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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\nhttp://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\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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1.54 zgo.at-zcache 2.2.0

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1.56 procfs 0.17.0

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parts of src/rdfnv1a.c: http://www.isthe.com/chongo/src/fnv/hash_32a.c

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src/rdxhash.[ch] src/lz4*.[ch]: git@github.com:lz4/lz4.git 5ff839680134437dbf4678f3d0c7b371d84f4964

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1.58 github.com/confluentinc/confluent-kafka-go/v2 2.11.0

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* Version 1.1 1 Aug 2013 Mark Adler

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```
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```

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<signature of Ty Coon>, 1 April 1989
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1.64 ca-certificates 20250619-r0

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```
#!/usr/bin/env perl
# *****
# *
# *      _ _ _ _ _
# * Project  _||| _\|
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# *      |(_||| _<|_
# *      \_|||_| \_|||
# *
# *
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```

```
# *****
# This Perl script creates a fresh ca-bundle.crt file for use with libcurl.
# It downloads certdata.txt from Mozilla's source tree (see URL below),
# then parses certdata.txt and extracts CA Root Certificates into PEM format.
# These are then processed with the OpenSSL commandline tool to produce the
# final ca-bundle.crt file.
# The script is based on the parse-certs script written by Roland Krikava.
# This Perl script works on almost any platform since its only external
# dependency is the OpenSSL commandline tool for optional text listing.
# Hacked by Guenter Knauf.
#
```

Found in path(s):

```
* /ca-certificates-20250619-tar-bz2/ca-certificates-20250619/mk-ca-bundle.pl
```

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```
/* c_rehash.c - Create hash symlinks for certificates
 * C implementation based on the original Perl and shell versions
 *
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 *
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 */
```

Found in path(s):

```
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```

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Found in path(s):

* /ca-certificates-20250619-tar-bz2/ca-certificates-20250619/certdata.txt

1.65 ca-certificates-bundle 20250619-r0

1.65.1 Available under license :

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```
#!/usr/bin/env perl
# *****
# *
# * Project      _ _ _ _ _
# *              _ _ _ _ _ \
# *              / _ _ _ _ \
# *              | ( _ _ _ _ < | _ _
# *              \ _ _ _ _ / \ _ _
# *
# * Copyright (C) Daniel Stenberg, <daniel@haxx.se>, et al.
# *
# * This software is licensed as described in the file COPYING, which
# * you should have received as part of this distribution. The terms
# * are also available at https://curl.se/docs/copyright.html.
# *
# * You may opt to use, copy, modify, merge, publish, distribute and/or sell
# * copies of the Software, and permit persons to whom the Software is
# * furnished to do so, under the terms of the COPYING file.
# *
# * This software is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY
# *
# * KIND, either express or implied.
# *
# * SPDX-License-Identifier: curl
# *
# *****
# This Perl script creates a fresh ca-bundle.crt file for use with libcurl.
# It downloads certdata.txt from Mozilla's source tree (see URL below),
# then parses certdata.txt and extracts CA Root Certificates into PEM format.
# These are then processed with the OpenSSL commandline tool to produce the
# final ca-bundle.crt file.
# The script is based on the parse-certs script written by Roland Krikava.
# This Perl script works on almost any platform since its only external
# dependency is the OpenSSL commandline tool for optional text listing.
# Hacked by Guenter Knauf.
#

Found in path(s):
* /ca-certificates-20250619-tar-bz2/ca-certificates-20250619/mk-ca-bundle.pl
No license file was found, but licenses were detected in source scan.

/* c_rehash.c - Create hash symlinks for certificates
```

```

* C implementation based on the original Perl and shell versions
*
* Copyright (c) 2013-2014 Timo Teräs <timo.teras@iki.fi>
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*/

```

Found in path(s):

```
* /ca-certificates-20250619-tar-bz2/ca-certificates-20250619/c_rehash.c
```

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```
#
```

```

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```

Found in path(s):

```
* /ca-certificates-20250619-tar-bz2/ca-certificates-20250619/certdata.txt
```

1.66 alpine-release 3.21.4-r0

1.66.1 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"
buildddir="$srcdir/license-list-data-$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
"

# MIT License

```

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Contributor: Maxim Karasev <begs@disroot.org>

Maintainer: mio <miyopan@e.email>

pkgname=bsd-games

```

pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr \
        --sysconfdir=/etc \
        --mandir=/usr/share/man \
        --scoredir=/usr/share/$pkgname
    make
}

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

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

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```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

```

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

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
    update_config_sub
    default_prepare
}

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

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

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312

```


7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

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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

#ifdef 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))))

#ifdef _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 sentinel 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 { \
QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
QUEUEDEBBUG_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 { \
QUEUEDEBBUG_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 { \
QUEUEDEBBUG_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 { \
QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
QUEUEDEBBUG_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) (__launter_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
"

/* $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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* 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  $2 \lg (n+1)$ .
 */

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

```

```

}

#define SPLAY_INITIALIZER(root) \
{ NULL }

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

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

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

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

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

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

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

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \

```

```

    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field);\
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field);\
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field);\
} while (/*CONSTCOND*/ 0)

```

```

/* Generates prototypes and inline functions */

```

```

#define

```

```

    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
\

```

```

/* Finds the node with the same key as elm */ \

```

```

static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
\

```

```

static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
\

```

```

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

```



```

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

```

```

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

```

```

\
while (1) {
    \
    if (__comp < 0) {
        \
        __tmp = SPLAY_LEFT((head)->sph_root, field); \
        if (__tmp == NULL)
            break;
        \
        if (__comp < 0){
            \
            SPLAY_ROTATE_RIGHT(head, __tmp, field); \
            if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                break;
            \
        }
        \
        SPLAY_LINKLEFT(head, __right, field); \
    } else if (__comp > 0) {
        \
        __tmp = SPLAY_RIGHT((head)->sph_root, field); \
        if (__tmp == NULL)
            break;
        \
        if (__comp > 0) {
            \
            SPLAY_ROTATE_LEFT(head, __tmp, field); \
            if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
                break;
            \
        }
        \
        SPLAY_LINKRIGHT(head, __left, field); \
    }
    \
    SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

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

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
    struct name {

```

```

struct type *rbh_root; /* root of the tree */ \
}

#define RB_INITIALIZER(root) \
{
    NULL }

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

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

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

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

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

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

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \

```

```

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

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

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

```

```

attr struct type *name##_RB_FIND(struct name *, struct type *); \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *); \
attr struct type *name##_RB_PREV(struct type *); \
attr struct type *name##_RB_MINMAX(struct name *, int); \
\

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

```

```

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

```

```

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

```



```

{
    \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \
        struct type *left; \
        elm = RB_RIGHT(elm, field); \
        while ((left = RB_LEFT(elm, field)) != NULL) \
            elm = left; \
        child = RB_RIGHT(elm, field); \
        parent = RB_PARENT(elm, field); \
        color = RB_COLOR(elm, field); \
        if (child) \
            RB_PARENT(child, field) = parent; \
        if (parent) { \
            if (RB_LEFT(parent, field) == elm) \
                RB_LEFT(parent, field) = child; \
            else \
                RB_RIGHT(parent, field) = child; \
            RB_AUGMENT(parent); \
        } else \
            RB_ROOT(head)
    = child; \
    if (RB_PARENT(elm, field) == old) \
        parent = elm; \
    (elm)->field = (old)->field; \
    if (RB_PARENT(old, field)) { \
        if (RB_LEFT(RB_PARENT(old, field), field) == old)\
            RB_LEFT(RB_PARENT(old, field), field) = elm;\
        else \
            RB_RIGHT(RB_PARENT(old, field), field) = elm;\
        RB_AUGMENT(RB_PARENT(old, field)); \
    } else \
        RB_ROOT(head) = elm; \
    RB_PARENT(RB_LEFT(old, field), field) = elm; \
    if (RB_RIGHT(old, field)) \
        RB_PARENT(RB_RIGHT(old, field), field) = elm; \
    if (parent) { \
        left = parent; \
        do { \
            RB_AUGMENT(left); \
        } while ((left = RB_PARENT(left, field)) != NULL); \
    } \
    goto color; \
} \

```

```

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

```

```

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

```

```

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

```

```

    if (val < 0)    \
        tmp = RB_LEFT(tmp, field); \
    else          \
        tmp = RB_RIGHT(tmp, field); \
}                \
return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

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

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

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

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

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

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

#define RB_FOREACH_REVERSE_SAFE(x, name,

```

```

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

#endif /* _SYS_TREE_H_ */
MIT
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
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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
9c959e69eace2169c6ed1cffe5277e4
Software-License-0.104007.tar.gz
"

```

1.67 alpine-base 3.21.4-r0

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```
# Contributor: Natanael Copa <ncopa@alpinelinux.org>
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=alpine-base
pkgver=3.21.4
pkgrel=0
pkgdesc="Meta package for minimal alpine base"
url="https://alpinelinux.org"
arch="noarch"
license="MIT"
The MIT License
```

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1.68 librdkafka 2.10.0-r0

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 */
 src/rdxxhash.[ch] src/lz4*.[ch]: git@github.com:lz4/lz4.git 5ff839680134437dbf4678f3d0c7b371d84f4964

LZ4 Library

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parts of src/rdfnv1a.c: http://www.isthe.com/chongo/src/fnv/hash_32a.c

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By:

chongo <Landon Curt Noll> /oo/
<http://www.isthe.com/chongo/>

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regexp.c and regexp.h from <https://github.com/ccxvii/minilibs> sha 875c33568b5a4aa4fb3dd0c52ea98f7f0e5ca684

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/* crc32c.c -- compute CRC-32C using the Intel crc32 instruction

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* Version 1.1 1 Aug 2013 Mark Adler

*/

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*/

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* Version 1.1 1 Aug 2013 Mark Adler

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parts of src/rdfnv1a.c: http://www.isthe.com/chongo/src/fnv/hash_32a.c

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at revision 3a0bb77429bd3a61596f5e8a3172445844342120

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src/rdxxhash.[ch] src/lz4*.ch: git@github.com:lz4/lz4.git 5ff839680134437dbf4678f3d0c7b371d84f4964

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parts of src/rdmurmur2.c: git@github.com:abandoned/murmur2.git

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Source: <https://github.com/confluentinc/librdkafka>

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1.70 openssl 3.0.15

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1.71 prometheus-client 1.23.0

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1.72 ssl-client 1.37.0-r13

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

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

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

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

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
    BSD-Resource-1.2911.tar.gz
"
```


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jseward@bzip.org

bzip2/libbzip2 version 1.0.4 of 20 December 2006

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

```
build() {
# some GNU autoconf options are ignored, but it works
./configure \
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr \
```

```

--sysconfdir=/etc \
--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

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

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

Vintage Dreams Waves v 2.0. for Creative Labs' AWE Soundcards
(EMU Soundfont 2 Format)

```

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vintagedreamworks@hotmail.com

<http://www.geocities.com/SiliconValley/Campus/8645/index.html>

<http://members.nbc.com/silicon39/>

<http://www.mp3.com/silicon39>

<https://analoguesque.x10host.com/>

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Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>

Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>

pkgname=spdx-licenses

pkgver=3.24.0

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="
6eb81424e1b3173dbd8e17859b2e15dfe1c2af8f4da59b7dad0729c038a4cbdba95c34c2c546285fcdbbd41562e39575e
6a6ebb9463b70121e0a12b99d1307e7  license-list-data-3.24.0.tar.gz
"

mini_sendmail - accept email on behalf of real sendmail

```

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

```

"

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
    update_config_sub
    default_prepare
}

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

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

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnll.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnll.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

#ifdef 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))))

#ifdef _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 { \
QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
QUEUEDEBBUG_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 { \
QUEUEDEBBUG_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 { \
QUEUEDEBBUG_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 { \
QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
QUEUEDEBBUG_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) (__launter_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  $2\lg(n+1)$ .
 */

#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: Dhruvin Gandhi <contact@dhruvin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.0
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="
cc7cd6b5bd8ea4c99b66f074871ffd7cc78b3e8b1b0d3afd9b95efdb7147c8293db2fac977d684fc34d3d60bd79066a06
dc2bff0a38b130d9d83c63538502db1
    license_expression-30.4.0.tar.gz
"

```

1.73 cJSON 1.7.18-r1

1.73.1 Notifications :

This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit
(<http://www.openssl.org/>)

This product includes cryptographic software written by Eric Young (eay@cryptsoft.com).

This product includes software written by Tim Hudson (tjh@cryptsoft.com).

1.73.2 Available under license :

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=====

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* [Tony Langhammer](https://github.com/BigBrainAFK)
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* [yuta-oxo](https://github.com/yuta-oxo)
* [Zach Hinds](https://github.com/zhinds)
* [Zhao Zhixu](https://github.com/zhaozhixu)
* [10km](https://github.com/10km)

And probably more people on [SourceForge](https://sourceforge.net/p/cjson/bugs/search/?q=status%3Aclosed-rejected+or+status%3Aclosed-out-of-date+or+status%3Awont-fix+or+status%3Aclosed-fixed+or+status%3Aclosed&page=0)

Also thanks to all the people who reported bugs and suggested new features.

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1.74 curl 8.14.1-r1

1.74.1 Available under license :

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