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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 gri-io-jsonschema 0.2.1

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1.8 github.com/qri-io/jsonpointer 0.1.1

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1.9 github.com/qri-io/jsonschema 0.2.1

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1.10 tre 0.8.0-r2

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1.11 libmd 1.1.0-r0

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src/sha2.c

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man/sha1.3

man/sha2.3

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man/mdX.3

src/helper.c

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include/sha1.h

src/sha1.c

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1.12 zlib 1.3.1

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1.13 libbsd 0.12.2-r0

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man/bitstring.3bsd
man/errc.3bsd
man/explicit_bzero.3bsd
man/fgetln.3bsd
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man/strnstr.3bsd
man/strtoi.3bsd
man/strtou.3bsd
man/unvis.3bsd
man/vis.3bsd

man/wcslcpy.3bsd

src/getbsize.c

src/heapsort.c

src/merge.c

src/nlist.c

src/pwcache.c

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man/fmtcheck.3bsd

man/humanize_number.3bsd

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src/arc4random_uniform.c
src/arc4random_unix.h
src/arc4random_win.h
src/closefrom.c
src/freezero.c
src/getentropy_aix.c
src/getentropy_bsd.c
src/getentropy_hpux.c
src/getentropy_hurd.c
src/getentropy_linux.c
src/getentropy_osx.c
src/getentropy_solaris.c
src/getentropy_win.c
src/readpassphrase.c
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*
/groovy-yaml-3-0-1-sources-jar/groovy/yaml/YamlSlurper.java
* /groovy-yaml-3-0-1-sources-jar/groovy/yaml/YamlRuntimeException.java
```

1.17 github.com/wojtekwanczyk/average

0.0.0-20240221125520-eb722bafaeb3

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@end group

@end smallexample

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@c Local Variables:

@c ispell-local-pdict: "ispell-dict"

@c End:

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Version 3, 29 June 2007

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1.20 alpine-keys 2.5-r0

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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"
```

1.21 pam 1.6.1-r1

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1.22 zlib 1.3.1-r2

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1.23 bash 5.2.37-r0

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Version 3, 29 June 2007

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1.24 pax-utils 1.3.8-r1

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1.25 skalibs 2.14.3.0-r0

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1.26 utmps 0.1.2.3-r2

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1.27 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

1.28 shadow 4.16.0-r1

1.28.1 Available under license :

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- * OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
- # 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
"

# Automatically generated by apkbuidl-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 apkbuidl-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

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

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

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

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

```

```

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

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

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

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

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

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specifies another license at that time. The shadow maintainers reserve the
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goals of the project.

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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 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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1.29 libncursesw 6.5_p20241006-r3

1.29.1 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++/cursesp.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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* *

* 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

/*****

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```

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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++;-*-
/*****
- * Copyright 2019-2020,2022 Thomas E. Dickey                *
+ * Copyright 2019-2022,2024 Thomas E. Dickey                *
* Copyright 1998-2012,2014 Free Software Foundation, Inc.    *
*                                                              *
* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -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++/cursesp.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 "curses.h"

-MODULE_ID("$Id: curses.cc,v 1.27 2020/02/02 23:34:34 tom Exp $")
+MODULE_ID("$Id: curses.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 <curses.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 +1,7 @@
// * this is for making emacs happy: -*-Mode: C++;-*-
// vile:cppmode
/*****
- * Copyright 1919-2020,2021 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 +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 +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 +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://wez.furlong.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)
# vtest:
# + 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., newscr 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                *
+ * Copyright 2018-2023,2024 Thomas E. Dickey                *
* 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/ncursetest.spec
--- ncurses-6.5-20240928+/package/ncursetest.spec 2024-09-28 09:53:21.000000000 +0000
+++ ncurses-6.5-20241006/package/ncursetest.spec 2024-10-06 08:53:45.000000000 +0000
@@ -1,7 +1,7 @@
Summary: Curses library with POSIX thread support.
Name: ncursetest6
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
* Copyright 1998-2016,2017 Free Software Foundation, Inc.
*
* Permission is hereby granted, free of charge, to any person obtaining a
@@ -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_WIDEC_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 @@
/*****
- * Copyright 2018-2022,2023 Thomas E. Dickey
+ * Copyright 2018-2023,2024 Thomas E. Dickey
* Copyright 1998-2016,2017 Free Software Foundation, Inc.
*
* Permission is hereby granted, free of charge,
to any person obtaining a
@@ -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 @@@
/*****
-
* Copyright 2019-2021,2022 Thomas E. Dickey                *
+ * Copyright 2019-2022,2024 Thomas E. Dickey                *
* Copyright 1999-2016,2017 Free Software Foundation, Inc.    *
*                                                              *
* Permission is hereby granted, free of charge, to any person obtaining a *
@@@ -30,7 +30,7 @@@
/*
* Author: Thomas E. Dickey
*
- * $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 @@
/*****
- * Copyright 2019-2022,2023 Thomas E. Dickey                *
+ * Copyright 2019-2023,2024 Thomas E. Dickey                *
* Copyright 2008-2016,2017 Free Software Foundation, Inc.    *
*                                                              *
* Permission is hereby granted, free of charge,
to any person obtaining a *
@@ -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 @@
/*****
- * Copyright 2018-2020,2021 Thomas E. Dickey                *
+ * Copyright 2018-2021,2024 Thomas E. Dickey                *
* 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 @@
/*****
- * Copyright 2018-2022,2023 Thomas E. Dickey
+ * Copyright 2018-2023,2024 Thomas E. Dickey
 * Copyright 2003-2016,2017 Free Software Foundation, Inc.
 *
 * Permission is hereby granted, free of charge, to any person obtaining a
@@ -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 @@
/*****
- * Copyright 2019-2022,2023 Thomas E. Dickey                *
+ * Copyright 2019-2023,2024 Thomas E. Dickey                *
* Copyright 2003-2016,2017 Free Software Foundation, Inc.    *
*                                                              *
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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 @@

/*****

-

* Copyright 2018-2020,2022 Thomas E. Dickey

*

+ * Copyright 2018-2022,2024 Thomas E. Dickey

*

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*

*

*

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

@@ -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                *
+ * Copyright 2019-2023,2024 Thomas E. Dickey                *
 * Copyright 2005-2016,2017 Free Software Foundation, Inc.    *
 *                                                              *
 * Permission is hereby granted, free of charge, to any person obtaining a *
@@ -30,7 +30,7 @@
/*
 * Author: Thomas E. Dickey
 *
- * $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 @@
        } 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 1919-2022,2023 Thomas E. Dickey                *
+ * Copyright 1919-2023,2024 Thomas E. Dickey                *
* Copyright 2009-2016,2017 Free Software Foundation, Inc.    *
*
*
*
* Permission is hereby granted, free of charge, to any person obtaining a *
@@@ -30,7 +30,7 @@@
/*
* Author: Thomas E. Dickey
*
- * $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) {
#ifdef 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 @@
/*****
-
* Copyright 2019-2022,2023 Thomas E. Dickey
+ * Copyright 2019-2023,2024 Thomas E. Dickey
* Copyright 1999-2013,2017 Free Software Foundation, Inc.
*
* Permission is hereby granted, free of charge, to any person obtaining a
@@ -30,7 +30,7 @@
/*
* Author: Thomas E. Dickey <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 @@
/*****
- * Copyright 2019-2022,2023 Thomas E. Dickey                *
+ * Copyright 2019-2023,2024 Thomas E. Dickey                *
* Copyright 2007-2013,2017 Free Software Foundation, Inc.    *
*                                                              *
* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -30,7 +30,7 @@
/*
* Author: Thomas E. Dickey - 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 @@

default:

 modified = (ch < MIN_FORM_COMMAND

- && isprint(ch));

+ && isprint(UChar(ch)));

 break;

}

Index: test/filter.c

Prereq: 1.38

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

+++ ncurses-6.5-20241006/test/filter.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 1998

*

- * \$Id: filter.c,v 1.38 2022/12/04 00:40:11 tom Exp \$

+ * \$Id: filter.c,v 1.39 2024/10/05 19:26:24 tom Exp \$

*

* An example of the 'filter()' function in ncurses, this program prompts

* for commands and executes them (like a command shell). It illustrates

@@ -65,7 +65,7 @@

if (clocked) {

if (limit >= 3) {

time_t now = time((time_t *) 0);

- struct tm *my = localtime(&now);

+ const struct tm *my = localtime(&now);

char buffer[80];

int skip, y, x;

int margin;

Index: test/form_driver_w.c

Prereq: 1.17

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

+++ ncurses-6.5-20241006/test/form_driver_w.c 2024-10-06 23:13:40.000000000 +0000

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

/*****

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@@ -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 @@
/*
- * Copyright 2019-2020,2022 Thomas E. Dickey
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*
* Permission is hereby granted, free of charge, to any person obtaining a
@@ -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 @@

```

```

/*****
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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 @@
/*****
- * Copyright 2020,2022 Thomas E. Dickey          *
+ * Copyright
2020-2022,2024 Thomas E. Dickey          *
* Copyright 2002-2016,2017 Free Software Foundation, Inc. *
*
* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -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 @@

/*****

- * Copyright 1919-2020,2022 Thomas E. Dickey *

+ * Copyright 1919-2022,2024 Thomas E. Dickey *

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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 @@
/*****
- * Copyright 2020,2022 Thomas E. Dickey                      *
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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 @@
/*****
- * Copyright
2018-2021,2022 Thomas E. Dickey                      *
+ * Copyright 2018-2022,2024 Thomas E. Dickey                  *
* Copyright 1998-2013,2017 Free Software Foundation, Inc.      *
*
*
* Permission is hereby granted, free of charge, to any person obtaining a
@@ -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 @@
/*****
- * Copyright 2018-2022,2023 Thomas E. Dickey                *
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 * Copyright 2016,2017 Free Software Foundation, Inc.        *
 *                                                            *
 * Permission is hereby granted, free of charge, to any person obtaining a *
@@ -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 @@
/*****
- * Copyright 2018-2022,2023 Thomas E. Dickey                *
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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.        *
*                                                                    *
* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -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_fielddtype(mi_field_check, mi_char_check);
    FIELDTYPE *fty_passwd = new_fielddtype(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;
#if 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 @@

#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 {
@@ -213,7 +213,7 @@
            for (k = 0; my_vec[k]; ++k) {
                char *s;
#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
@@ -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 2018,2020 Thomas E. Dickey
+ * Copyright 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 @@
@@ -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 2019-2020,2022 Thomas E. Dickey                  *
+ * Copyright 2019-2022,2024 Thomas E. Dickey                  *
+ * Copyright 2000-2013,2017 Free Software Foundation, Inc.    *
+ *
+ *
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```

```

@@ -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.    *
*
* 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.
* 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 @@
/*****

```

```

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* 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;
#if 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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* Copyright 2009-2016,2017 Free Software Foundation, Inc. *
*
* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -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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*

*

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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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@@ -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 @@
/*****
- * Copyright 2020-2022,2023 Thomas E. Dickey                *
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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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* 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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Free Software Foundation, Inc.                                *
*                                                                    *
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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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 *                                                              *
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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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*

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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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@@ -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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+ * 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 *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.    *
*                                                              *
* Permission is hereby granted, free of charge, to any person obtaining a *
@@ -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
*
* PDCurses or under Unix System V, R4
*
- * $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 @@@
wclrtoobot(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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*
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*
* 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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@@ -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 = wcwidth(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 = wcwidth(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

1.30 scanelf 1.3.8-r1

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1.31 utmps-libs 0.1.2.3-r2

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1.32 skalibs-libs 2.14.3.0-r0

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1.33 alpine-baselayout 3.6.8-r1

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1.35 github.com/weppos/publicsuffix-go

0.40.2

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1.39 alpine-baselayout-data 3.6.8-r1

1.39.1 Available under license :

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

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

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

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

```
}
```

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

md5sums="0c5fd53d93818566234578b27d667b35 Software-License-0.103004.tar.gz"

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

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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
"

```

```

_buildddir="$srcdir"/libart_lgpl-$pkgver

```

```

prepare() {
    cd "$_buildddir"
    update_config_sub || return 1
}

```

```

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

```

```

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

```

```

md5sums="08559ff3c67fd95d57b0c5e91a6b4302 libart_lgpl-2.3.21.tar.bz2"
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Valery Kartel <valery.kartel@gmail.com>
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pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=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 "$_builddir"
export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

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

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

md5sums="3c6dd2fa953088aa87e263f40818d012 BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06 BSD-Resource-
1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd
85743363750157943c7f7700276cce2bd40a429fa430 BSD-Resource-1.2909.tar.gz"

```

1.40 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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1.41 musl-utils 1.2.5-r9

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1.42 apk-tools 2.14.6-r3

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1.43 protobuf-go 1.36.6

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1.44 protobuf 1.36.6

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1.45 logrus 1.9.3

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1.46 perks 1.0.1

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1.47 clientmodel 0.6.2

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1.48 prometheus-client-model 0.6.2

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1.49 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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```
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```

```
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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1.59 github.com/confluentinc/confluent-kafka-go/v2 2.11.0

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1.61 libcrypto3 3.3.4-r0

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1.65 ca-certificates 20250619-r0

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

Found in path(s):

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

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

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
```

1.66 ca-certificates-bundle 20250619-r0

1.66.1 Available under license :

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

```
#!/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>
* All rights reserved.
*
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* Full license available at: http://opensource.org/licenses/MIT
*/
```

Found in path(s):

```
* /ca-certificates-20250619-tar-bz2/ca-certificates-20250619/c_rehash.c
No license file was found, but licenses were detected in source scan.
```

```
#
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```

```
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```

Found in path(s):

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

1.67 alpine-release 3.21.4-r0

1.67.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"
```

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

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

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

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

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

```

echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"

# MIT License

```

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OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

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 \
--sourcedir=/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@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
"
buildddir="$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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```

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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

```
#ifndef _SYS_QUEUE_H_  
#define _SYS_QUEUE_H_
```

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

- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements
- can be added to the list before or after
- * an existing element, at the head of the list, or at the end of the list.
- * A circle queue may be traversed in either direction, but has a more
- * complex end of list detection.
- *
- * For details on the use of these macros, see the queue(3) manual page.
- */

```
/*
 * Include the definition of NULL only on NetBSD because sys/null.h
 * is not available elsewhere. This conditional makes the header
 * portable and it can simply be dropped verbatim into any system.
 * The caveat is that on other systems some other header
 * must provide NULL before the macros can be used.
 */
```

```
#ifdef __NetBSD__
#include <sys/null.h>
#endif
```

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

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

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

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

/*
```

```

* Singly-linked List access methods.
*/

#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

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

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

/*
* Singly-linked List functions.
*/

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

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

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

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

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

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

```

```

    }    \
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.
 */
#ifdef 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 { \
    QUEUEDEBDEBUG_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 { \
    QUEUEDEBDEBUG_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 { \
    QUEUEDEBDEBUG_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 { \
    QUEUEDEBDEBUG_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 { \
    QUEUEDEBDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBDEBUG_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 { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_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 { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_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)

```

```

} while (/*CONSTCOND*/0)

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

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

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

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

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \

```

```

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

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__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>
* 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
#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>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"

```

```

checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

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

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

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

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
    Software-License-0.104007.tar.gz
"

```

1.68 alpine-base 3.21.4-r0

1.68.1 Available under license :

```

# 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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1.69 librdkafka 2.10.0-r0

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```
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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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FindZstd.cmake: [git@github.com:facebook/folly](https://github.com/facebook/folly).git 87f1a403b49552dae75ae94c8610dd5979913477

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

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librdkafka - Apache Kafka C driver library

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1.72 prometheus-client 1.23.0

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1.73 ssl-client 1.37.0-r13

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pkgname=perl-bsd-resource
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pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
```



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

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

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

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

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

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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

"

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(EMU Soundfont 2 Format)

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

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

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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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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

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

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

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

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

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {  
    update_config_sub  
    default_prepare  
}
```

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

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

```

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

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

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

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

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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*

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

*/

```

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

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

```



```

*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

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

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

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

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

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

```

```

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

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

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

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

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

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

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

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

```

```

        curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

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

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

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

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

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

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

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

```

```

} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#if defined(QEUEDEDEBUG)
#define QEUEDEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QEUEDEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QEUEDEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QEUEDEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QEUEDEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QEUEDEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QEUEDEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QEUEDEDEBUG_LIST_OP(elm, field)
#define QEUEDEDEBUG_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 { \
    QEUEDEDEBUG_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 { \
    QEUEDEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
} while (/*CONSTCOND*/0)

```

```

*(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(QEUEDEDEBUG)
#define QEUEDEDEBUG_TAILQ_INSERT_HEAD(head,
elm, field) \
if ((head)->tqh_first && \
(head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
QEUEDEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
QEUEDEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
(elm)->field.tqe_next->field.tqe_prev != \
&(elm)->field.tqe_next) \
QEUEDEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
__FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
QEUEDEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
(head)->tqh_last != &(elm)->field.tqe_next) \
QEUEDEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
(head), (elm), __FILE__, \
__LINE__);
#define QEUEDEDEBUG_TAILQ_POSTREMOVE(elm, field) \
(elm)->field.tqe_next = (void *)1L; \
(elm)->field.tqe_prev = (void *)1L;
#else
#define QEUEDEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QEUEDEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QEUEDEDEBUG_TAILQ_OP(elm, field)
#define QEUEDEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QEUEDEDEBUG_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 { \
QEUEDEDEBUG_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 { \
    QUEUEDEBBUG_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 { \
    QUEUEDEBBUG_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 { \
    QUEUEDEBBUG_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 { \
    QUEUEDEBBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBBUG_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; \
    QUEUEDEBBUG_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(QEUEDEDEBUG)
#define QEUEDEDEBUG_CIRCLEQ_HEAD(head, field) \
if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
    QEUEDEDEBUG_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)) \
    QEUEDEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QEUEDEDEBUG_CIRCLEQ_ELM(head, elm, field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_last != (elm)) \
        QEUEDEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
        QEUEDEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QEUEDEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QEUEDEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QEUEDEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
(elm)->field.cqe_next = (void *)1L; \
(elm)->field.cqe_prev = (void *)1L;
#else
#define QEUEDEDEBUG_CIRCLEQ_HEAD(head, field)
#define QEUEDEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QEUEDEDEBUG_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 { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_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 { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_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 { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

```

```

if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
    (head)->cqh_last = (elm); \
else \
    (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

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

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

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

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

/*
 * Circular queue access methods.

```



```

*/
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__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}-${pkgver}.tar.gz"
buildid="$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
"

#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"
buildid="$srcdir/${_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
"

1.74 cJSON 1.7.18-r1

1.74.1 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).

1.74.2 Available under license :

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=====

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- * [Weston Schmidt](https://github.com/schmidtwt)
- * [xiaomianhehe](https://github.com/xiaomianhehe)
- * [yangfl](https://github.com/yangfl)
- * [yuta-oxo](https://github.com/yuta-oxo)
- * [Zach Hindes](https://github.com/zhindes)
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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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1.75 curl 8.14.1-r1

1.75.1 Available under license :

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