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### Notice for package(s)

#### *iptables*

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```
/* Code to take an iptables-style command line and do it. */  
  
/*  
 * Author: Paul.Russell@rustcorp.com.au and mneuling@radlogic.com.au  
 *  
 * (C) 2000-2002 by the netfilter coreteam <coreteam@netfilter.org>:  
 * Paul 'Rusty' Russell <rusty@rustcorp.com.au>  
 * Marc Boucher <marc+nf@mbsl.ca>  
 * James Morris <jmorris@intercode.com.au>  
 * Harald Welte <laforge@gnumonks.org>  
 * Jozsef Kadlecsek <kadlec@blackhole.kfki.hu>  
 *  
 */
```

```

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* Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.
*/

```

```

#include <getopt.h>
#include <string.h>
#include <netdb.h>
#include <errno.h>
#include <stdbool.h>
#include <stdio.h>
#include <stdlib.h>
#include <ctype.h>
#include <stdarg.h>
#include <limits.h>
#include <unistd.h>
#include <iptables.h>
#include <xtables.h>
#include <fcntl.h>
#include "xshared.h"

```

```

#ifndef TRUE
#define TRUE 1
#endif
#ifndef FALSE
#define FALSE 0
#endif

```

```

#define CMD_NONE 0x0000U
#define CMD_INSERT 0x0001U
#define CMD_DELETE 0x0002U
#define CMD_DELETE_NUM 0x0004U
#define CMD_REPLACE 0x0008U
#define CMD_APPEND 0x0010U
#define CMD_LIST 0x0020U
#define CMD_FLUSH 0x0040U
#define CMD_ZERO 0x0080U
#define CMD_NEW_CHAIN 0x0100U
#define CMD_DELETE_CHAIN 0x0200U
#define CMD_SET_POLICY 0x0400U
#define CMD_RENAME_CHAIN 0x0800U
#define CMD_LIST_RULES 0x1000U
#define CMD_ZERO_NUM 0x2000U
#define CMD_CHECK 0x4000U
#define NUMBER_OF_CMD 16
static const char cmdflags[] = { 'I', 'D', 'D', 'R', 'A', 'L', 'F', 'Z',
                                'N', 'X', 'P', 'E', 'S', 'Z', 'C' };

```

```

#define OPT_FRAGMENT 0x00800U
#define NUMBER_OF_OPT ARRAY_SIZE(optflags)
static const char optflags[]
= { 'n', 's', 'd', 'p', 'j', 'v', 'x', 'i', 'o', '0', 'c', 'f' };

```

```

static struct option original_opts[] = {
    { .name = "append", .has_arg = 1, .val = 'A' },
    { .name = "delete", .has_arg = 1, .val = 'D' },
    { .name = "check", .has_arg = 1, .val = 'C' },
    { .name = "insert", .has_arg = 1, .val = 'I' },
    { .name = "replace", .has_arg = 1, .val = 'R' },
    { .name = "list", .has_arg = 2, .val = 'L' },
    { .name = "list-rules", .has_arg = 2, .val = 'S' },
    { .name = "flush", .has_arg = 2, .val = 'F' },
    { .name = "zero", .has_arg = 2, .val = 'Z' },
    { .name = "new-chain", .has_arg = 1, .val = 'N' },
    { .name = "delete-chain", .has_arg = 2, .val = 'X' },
    { .name = "rename-chain", .has_arg = 1, .val = 'E' },
    { .name = "policy", .has_arg = 1, .val = 'P' },
    { .name = "source", .has_arg = 1, .val = 's' },
    { .name = "destination", .has_arg = 1, .val = 'd' },
    { .name = "src", .has_arg = 1, .val = 's' }, /* synonym */
    { .name = "dst", .has_arg = 1, .val = 'd' }, /* synonym */
    { .name = "protocol", .has_arg = 1, .val = 'p' },
    { .name = "in-interface", .has_arg = 1, .val = 'i' },
    { .name = "jump", .has_arg = 1, .val = 'j' },
    { .name = "table", .has_arg = 1, .val = 't' },
    { .name = "match", .has_arg = 1, .val = 'm' },
    { .name = "numeric", .has_arg = 0, .val = 'n' },
    { .name = "out-interface", .has_arg = 1, .val = 'o' },
    { .name = "verbose", .has_arg = 0, .val = 'v' },
    { .name = "wait", .has_arg = 0, .val = 'w' },
    { .name = "exact", .has_arg = 0, .val = 'x' },
    { .name = "fragments", .has_arg = 0, .val = 'f' },
    { .name = "version", .has_arg = 0, .val = 'V' },
    { .name = "help", .has_arg = 2, .val = 'h' },
    { .name = "line-numbers", .has_arg = 0, .val = '0' },
    { .name = "modprobe", .has_arg = 1, .val = 'M' },
    { .name = "set-counters", .has_arg = 1, .val = 'c' },
    { .name = "goto", .has_arg = 1, .val = 'g' },

```





```

                "option for this command\n",
                optflags[i]);
        } else {
            if (commands_v_options[j][i] != 'x')
                legal = 1;
            else if (legal == 0)
                legal = -1;
        }
    }
    if (legal == -1)
        xtables_error(PARAMETER_PROBLEM,
            "illegal option `-%c' with this command\n",
            optflags[i]);
}

static char
opt2char(int option)
{
    const char *ptr;
    for (ptr = optflags; option > 1; option >>= 1, ptr++);

    return *ptr;
}

static char
cmd2char(int option)
{
    const char *ptr;
    for (ptr = cmdflags; option > 1; option >>= 1, ptr++);

    return *ptr;
}

static void
add_command(unsigned int *cmd, const int newcmd, const int othercmds,
            int invert)
{
    if (invert)
        xtables_error(PARAMETER_PROBLEM, "unexpected ! flag");
    if (*cmd & (~othercmds))
        xtables_error(PARAMETER_PROBLEM, "Cannot use -%c with -%c\n",
            cmd2char(newcmd), cmd2char(*cmd & (~othercmds)));
    *cmd |= newcmd;
}

/*
 * All functions starting with "parse" should succeed, otherwise
 * the program fails.
 * Most routines return pointers to static data that may change
 * between calls to the same or other routines with a few exceptions:
 * "host_to_addr", "parse_hostnetwork", and "parse_hostnetworkmask"
 * return global static data.
 */

/* Christophe Burki wants `-p 6' to imply `-m tcp'. */
/* Can't be zero. */
static int
parse_rulenum(const char *rule)
{
    unsigned int rulenum;

    if (!xtables_strtoui(rule, NULL, &rulenum, 1, INT_MAX))
        xtables_error(PARAMETER_PROBLEM,
            "Invalid rule number `%s'", rule);

    return rulenum;
}

static void
parse_chain(const char *chainname)
{
    const char *ptr;

    if (strlen(chainname) >= XT_EXTENSION_MAXNAMELEN)
        xtables_error(PARAMETER_PROBLEM,
            "chain name `%s' too long (must be under %u chars)",
            chainname, XT_EXTENSION_MAXNAMELEN);

    if (*chainname == '-' || *chainname == '!')
        xtables_error(PARAMETER_PROBLEM,
            "chain name not allowed to start "
            "with `-%c'\n", *chainname);

    if (xtables_find_target(chainname, XTF_TRY_LOAD))
        xtables_error(PARAMETER_PROBLEM,
            "chain name may not clash "
            "with target name\n");

    for (ptr = chainname; *ptr; ptr++)
        if (isspace(*ptr))
            xtables_error(PARAMETER_PROBLEM,
                "Invalid chain name `%s'", chainname);
}

static const char *
parse_target(const char *targetname)
{

```

```

const char *ptr;

if (strlen(targetname) < 1)
    xtables_error(PARAMETER_PROBLEM,
        "Invalid target name (too short)");

if (strlen(targetname) >= XT_EXTENSION_MAXNAMELEN)
    xtables_error(PARAMETER_PROBLEM,
        "Invalid target name `%s' (%u chars max)",
        targetname, XT_EXTENSION_MAXNAMELEN - 1);

for (ptr = targetname; *ptr; ptr++)
    if (isspace(*ptr))
        xtables_error(PARAMETER_PROBLEM,
            "Invalid target name `%s'", targetname);

return targetname;
}

static void
set_option(unsigned int *options, unsigned int option, uint8_t *invflg,
    int invert)
{
    if (*options & option)
        xtables_error(PARAMETER_PROBLEM, "multiple -%c flags not allowed",
            opt2char(option));
    *options |= option;

    if (invert) {
        unsigned int i;
        for (i = 0; 1 << i != option; i++)

            if (!inverse_for_options[i])
                xtables_error(PARAMETER_PROBLEM,
                    "cannot have ! before -%c",
                    opt2char(option));
        *invflg |= inverse_for_options[i];
    }
}

static void
print_header(unsigned int format, const char *chain, struct xtc_handle *handle)
{
    struct xt_counters counters;
    const char *pol = iptc_get_policy(chain, &counters, handle);
    printf("Chain %s", chain);
    if (pol) {
        printf(" (policy %s", pol);
        if (!(format & FMT_NOCOUNTS)) {
            fputc(' ', stdout);
            xtables_print_num(counters.pcnt, (format|FMT_NOTABLE));
            fputs("packets, ", stdout);
            xtables_print_num(counters.bcnc, (format|FMT_NOTABLE));
            fputs("bytes", stdout);
        }
        printf(")\n");
    } else {
        unsigned int refs;
        if (!iptc_get_references(&refs, chain, handle))
            printf(" (ERROR obtaining refs)\n");
        else
            printf(" (%u references)\n", refs);
    }

    if (format & FMT_LINENUMBERS)
        printf(FMT("%-4s ", "%s "), "num");
    if (!(format & FMT_NOCOUNTS)) {
        if (format & FMT_KILOMEGAGIGA) {
            printf(FMT("%5s ", "%s "), "pkts");
            printf(FMT("%5s ", "%s "), "bytes");
        } else {
            printf(FMT("%8s ", "%s "), "pkts");
            printf(FMT("%10s ", "%s "), "bytes");
        }
    }
}

if (!(format & FMT_NOTARGET))
    printf(FMT("%-9s ", "%s "), "target");
fputs(" prot ", stdout);
if (format & FMT_OPTIONS)
    fputs("opt", stdout);
if (format & FMT_VIA) {
    printf(FMT(" %-6s ", "%s "), "in");
    printf(FMT(" %-6s ", "%s "), "out");
}
printf(FMT(" %-19s ", "%s "), "source");
printf(FMT(" %-19s ", "%s "), "destination");
printf("\n");
}

static int
print_match(const struct xt_entry_match *m,
    const struct ipt_ip *ip,
    int numeric)
{
    const struct xtables_match *match =
        xtables_find_match(m->u.user.name, XTF_TRY_LOAD, NULL);

    if (match) {

```

```

        if (match->print)
            match->print(ip, m, numeric);
        else
            printf("%s ", match->name);
    } else {
        if (m->u.user.name[0])
            printf("UNKNOWN match `%s' ", m->u.user.name);
    }
    /* Don't stop iterating. */
    return 0;
}

/* e is called `fw' here for historical reasons */
static void
print_firewall(const struct ipt_entry *fw,
               const char *targname,
               unsigned int num,
               unsigned int format,
               struct xtc_handle *const handle)
{
    const struct xtables_target *target = NULL;
    const struct xt_entry_target *t;
    uint8_t flags;
    char buf[BUFSIZ];

    if (!iptc_is_chain(targname, handle))
        target = xtables_find_target(targname, XTF_TRY_LOAD);
    else
        target = xtables_find_target(XT_STANDARD_TARGET,
                                     XTF_LOAD_MUST_SUCCEED);

    t = ipt_get_target((struct ipt_entry *)fw);
    flags = fw->ip.flags;

    if (format & FMT_LINENUMBERS)
        printf(FMT("%-4u ", "%u "), num);

    if (!(format & FMT_NOCOUNTS)) {
        xtables_print_num(fw->counters.pcnt, format);
        xtables_print_num(fw->counters.bcnt, format);
    }

    if (!(format & FMT_NOTARGET))
        printf(FMT("%-9s ", "%s "), targname);

    fputc(fw->ip.invflags & XT_INV_PROTO ? '!' : ' ', stdout);
    {
        const char *pname = proto_to_name(fw->ip.proto, format&FMT_NUMERIC);
        if (pname)
            printf(FMT("%-5s", "%s "), pname);
        else
            printf(FMT("%-5hu", "%hu "), fw->ip.proto);
    }

    if (format & FMT_OPTIONS) {
        if (format & FMT_NOTABLE)
            fputs("opt ", stdout);
        fputc(fw->ip.invflags & IPT_INV_FRAG ? '!' : '-', stdout);
        fputc(flags & IPT_F_FRAG ? 'f' : '-', stdout);
        fputc(' ', stdout);
    }

    if (format & FMT_VIA) {
        char iface[IFNAMSIZ+2];

        if (fw->ip.invflags & IPT_INV_VIA_IN) {
            iface[0] = '!';
            iface[1] = '\0';
        }
        else iface[0] = '\0';

        if (fw->ip.iniface[0] != '\0') {
            strcat(iface, fw->ip.iniface);
        }
        else if (format & FMT_NUMERIC) strcat(iface, "*");
        else strcat(iface, "any");
        printf(FMT(" %-6s ", "in %s "), iface);

        if (fw->ip.invflags & IPT_INV_VIA_OUT) {
            iface[0] = '!';
            iface[1] = '\0';
        }
        else iface[0] = '\0';

        if (fw->ip.outiface[0] != '\0') {
            strcat(iface, fw->ip.outiface);
        }
        else if (format & FMT_NUMERIC) strcat(iface, "*");
        else strcat(iface, "any");
        printf(FMT(" %-6s ", "out %s "), iface);
    }

    fputc(fw->ip.invflags & IPT_INV_SRCIP ? '!' : ' ', stdout);
    if (fw->ip.smask.s_addr == 0L && !(format & FMT_NUMERIC))
        printf(FMT("%-19s ", "%s "), "anywhere");
    else {
        if (format & FMT_NUMERIC)
            strcpy(buf, xtables_ipaddr_to_numeric(&fw->ip.src));
    }
}

```

```

        else
            strcpy(buf, xtables_ipaddr_to_anyname(&fw->ip.src));
            strcat(buf, xtables_ipmask_to_numeric(&fw->ip.smask));
            printf(FMT("%-19s ", "%s "), buf);
    }

    fputc(fw->ip.invflags & IPT_INV_DSTIP ? '|' : ' ', stdout);
    if (fw->ip.dmask.s_addr == 0L && !(format & FMT_NUMERIC))
        printf(FMT("%-19s ", "-> %s"), "anywhere");
    else {
        if (format & FMT_NUMERIC)
            strcpy(buf, xtables_ipaddr_to_numeric(&fw->ip.dst));
        else
            strcpy(buf, xtables_ipaddr_to_anyname(&fw->ip.dst));
        strcat(buf, xtables_ipmask_to_numeric(&fw->ip.dmask));
        printf(FMT("%-19s ", "-> %s"), buf);
    }

    if (format & FMT_NOTABLE)
        fputs(" ", stdout);

#ifdef IPT_F_GOTO
    if(fw->ip.flags & IPT_F_GOTO)
        printf("[goto] ");
#endif

    IPT_MATCH_ITERATE(fw, print_match, &fw->ip, format & FMT_NUMERIC);

    if (target) {
        if (target->print)
            /* Print the target information. */
            target->print(&fw->ip, t, format & FMT_NUMERIC);
    } else if (t->u.target_size != sizeof(*t))
        printf("[%u bytes of unknown target data] ",
            (unsigned int)(t->u.target_size - sizeof(*t)));

    if (!(format & FMT_NONEWLINE))
        fputc('\n', stdout);
}

static void
print_firewall_line(const struct ipt_entry *fw,
                   struct xtc_handle *const h)
{
    struct xt_entry_target *t;

    t = ipt_get_target((struct ipt_entry *)fw);
    print_firewall(fw, t->u.user.name, 0, FMT_PRINT_RULE, h);
}

static int
append_entry(const xt_chainlabel chain,
             struct ipt_entry *fw,
             unsigned int nsaddrs,
             const struct in_addr saddrs[],
             const struct in_addr smasks[],
             unsigned int ndaddrs,
             const struct in_addr daddrs[],
             const struct in_addr dmask[],
             int verbose,
             struct xtc_handle *handle)
{
    unsigned int i, j;
    int ret = 1;

    for (i = 0; i < nsaddrs; i++) {
        fw->ip.src.s_addr = saddrs[i].s_addr;
        fw->ip.smask.s_addr = smasks[i].s_addr;
        for (j = 0; j < ndaddrs; j++) {
            fw->ip.dst.s_addr = daddrs[j].s_addr;
            fw->ip.dmask.s_addr = dmask[j].s_addr;
            if (verbose)
                print_firewall_line(fw, handle);
            ret &= iptc_append_entry(chain, fw, handle);
        }
    }

    return ret;
}

static int
replace_entry(const xt_chainlabel chain,
             struct ipt_entry *fw,
             unsigned int rulenum,
             const struct in_addr *saddr, const struct in_addr *smask,
             const struct in_addr *daddr, const struct in_addr *dmask,
             int verbose,
             struct xtc_handle *handle)
{
    fw->ip.src.s_addr = saddr->s_addr;
    fw->ip.dst.s_addr = daddr->s_addr;
    fw->ip.smask.s_addr = smask->s_addr;
    fw->ip.dmask.s_addr = dmask->s_addr;

    if (verbose)
        print_firewall_line(fw, handle);
    return iptc_replace_entry(chain, fw, rulenum, handle);
}

```

```

static int
insert_entry(const xt_chainlabel chain,
             struct ipt_entry *fw,
             unsigned int rulenum,
             unsigned int nsaddrs,
             const struct in_addr saddrs[],
             const struct in_addr smasks[],
             unsigned int ndaddrs,
             const struct in_addr daddrs[],
             const struct in_addr dmask[],
             int verbose,
             struct xtc_handle *handle)
{
    unsigned int i, j;
    int ret = 1;

    for (i = 0; i < nsaddrs; i++) {
        fw->ip.src.s_addr = saddrs[i].s_addr;
        fw->ip.smask.s_addr = smasks[i].s_addr;
        for (j = 0; j < ndaddrs; j++) {
            fw->ip.dst.s_addr = daddrs[j].s_addr;
            fw->ip.dmask.s_addr = dmask[j].s_addr;
            if (verbose)
                print_firewall_line(fw, handle);
            ret &= iptc_insert_entry(chain, fw, rulenum, handle);
        }
    }

    return ret;
}

static unsigned char *
make_delete_mask(const struct xtables_rule_match *matches,
                const struct xtables_target *target)
{
    /* Establish mask for comparison */
    unsigned int size;
    const struct xtables_rule_match *matchp;
    unsigned char *mask, *mptr;

    size = sizeof(struct ipt_entry);
    for (matchp = matches; matchp; matchp = matchp->next)
        size += XT_ALIGN(sizeof(struct xt_entry_match)) + matchp->match->size;

    mask = xtables_calloc(1, size
                        + XT_ALIGN(sizeof(struct xt_entry_target))
                        + target->size);

    memset(mask, 0xFF, sizeof(struct ipt_entry));
    mptr = mask + sizeof(struct ipt_entry);

    for (matchp = matches; matchp; matchp = matchp->next) {
        memset(mptr, 0xFF,
            XT_ALIGN(sizeof(struct xt_entry_match))
            + matchp->match->userspace_size);
        mptr += XT_ALIGN(sizeof(struct xt_entry_match)) + matchp->match->size;
    }

    memset(mptr, 0xFF,
        XT_ALIGN(sizeof(struct xt_entry_target))
        + target->userspace_size);

    return mask;
}

static int
delete_entry(const xt_chainlabel chain,
             struct ipt_entry *fw,
             unsigned int nsaddrs,
             const struct in_addr saddrs[],
             const struct in_addr smasks[],
             unsigned int ndaddrs,
             const struct in_addr daddrs[],
             const struct in_addr dmask[],
             int verbose,
             struct xtc_handle *handle,
             struct xtables_rule_match *matches,
             const struct xtables_target *target)
{
    unsigned int i, j;
    int ret = 1;
    unsigned char *mask;

    mask = make_delete_mask(matches, target);
    for (i = 0; i < nsaddrs; i++) {
        fw->ip.src.s_addr = saddrs[i].s_addr;
        fw->ip.smask.s_addr = smasks[i].s_addr;
        for (j = 0; j < ndaddrs; j++) {
            fw->ip.dst.s_addr = daddrs[j].s_addr;
            fw->ip.dmask.s_addr = dmask[j].s_addr;
            if (verbose)
                print_firewall_line(fw, handle);
            ret &= iptc_delete_entry(chain, fw, mask, handle);
        }
    }

    free(mask);
}

```

```

        return ret;
    }

static int
check_entry(const xt_chainlabel chain, struct ipt_entry *fw,
            unsigned int nsaddrs, const struct in_addr *saddrs,
            const struct in_addr *smasks, unsigned int ndaddrs,
            const struct in_addr *daddrs, const struct in_addr *dmask,
            bool verbose, struct xtc_handle *handle,
            struct xtables_rule_match *matches,
            const struct xtables_target *target)
{
    unsigned int i, j;
    int ret = 1;
    unsigned char *mask;

    mask = make_delete_mask(matches, target);
    for (i = 0; i < nsaddrs; i++) {
        fw->ip.src.s_addr = saddrs[i].s_addr;
        fw->ip.smask.s_addr = smasks[i].s_addr;
        for (j = 0; j < ndaddrs; j++) {
            fw->ip.dst.s_addr = daddrs[j].s_addr;
            fw->ip.dmask.s_addr = dmask[j].s_addr;
            if (verbose)
                print_firewall_line(fw, handle);
            ret &= iptc_check_entry(chain, fw, mask, handle);
        }
    }

    free(mask);
    return ret;
}

int
for_each_chain4(int (*fn)(const xt_chainlabel, int, struct xtc_handle *),
               int verbose, int builtinsto, struct xtc_handle *handle)
{
    int ret = 1;
    const char *chain;
    char *chains;
    unsigned int i, chaincount = 0;

    chain = iptc_first_chain(handle);
    while (chain) {
        chaincount++;
        chain = iptc_next_chain(handle);
    }

    chains = xtables_malloc(sizeof(xt_chainlabel) * chaincount);
    i = 0;
    chain = iptc_first_chain(handle);
    while (chain) {
        strcpy(chains + i*sizeof(xt_chainlabel), chain);
        i++;
        chain = iptc_next_chain(handle);
    }

    for (i = 0; i < chaincount; i++) {
        if (!builtinsto
            && iptc_builtin(chains + i*sizeof(xt_chainlabel),
                           handle) == 1)
            continue;
        ret &= fn(chains + i*sizeof(xt_chainlabel), verbose, handle);
    }

    free(chains);
    return ret;
}

int
flush_entries4(const xt_chainlabel chain, int verbose,
              struct xtc_handle *handle)
{
    if (!chain)
        return for_each_chain4(flush_entries4, verbose, 1, handle);

    if (verbose)
        fprintf(stdout, "Flushing chain `%s'\n", chain);
    return iptc_flush_entries(chain, handle);
}

static int
zero_entries(const xt_chainlabel chain, int verbose,
            struct xtc_handle *handle)
{
    if (!chain)
        return for_each_chain4(zero_entries, verbose, 1, handle);

    if (verbose)
        fprintf(stdout, "Zeroing chain `%s'\n", chain);
    return iptc_zero_entries(chain, handle);
}

int
delete_chain4(const xt_chainlabel chain, int verbose,
             struct xtc_handle *handle)
{
    if (!chain)

```

```

        return for_each_chain4(delete_chain4, verbose, 0, handle);

    if (verbose)
        fprintf(stdout, "Deleting chain `%s'\n", chain);
    return iptc_delete_chain(chain, handle);
}

static int
list_entries(const xt_chainlabel chain, int rulenum, int verbose, int numeric,
             int expanded, int linenumbers, struct xtc_handle *handle)
{
    int found = 0;
    unsigned int format;
    const char *this;

    format = FMT_OPTIONS;
    if (!verbose)
        format |= FMT_NOCOUNTS;
    else
        format |= FMT_VIA;

    if (numeric)
        format |= FMT_NUMERIC;

    if (!expanded)
        format |= FMT_KILOMEGAGIGA;

    if (linenumbers)
        format |= FMT_LINENUMBERS;

    for (this = iptc_first_chain(handle);
         this;
         this = iptc_next_chain(handle)) {
        const struct ipt_entry *i;
        unsigned int num;

        if (chain && strcmp(chain, this) != 0)
            continue;

        if (found) printf("\n");

        if (!rulenum)
            print_header(format, this, handle);
        i = iptc_first_rule(this, handle);

        num = 0;
        while (i) {
            num++;
            if (!rulenum || num == rulenum)
                print_firewall(i,
                               iptc_get_target(i, handle),
                               num,
                               format,
                               handle);
            i = iptc_next_rule(i, handle);
        }
        found = 1;
    }

    errno = ENOENT;
    return found;
}

static void print_proto(uint16_t proto, int invert)
{
    if (proto) {
        unsigned int i;
        const char *invertstr = invert ? " !" : "";

        const struct protoent *pent = getprotobynumber(proto);
        if (pent) {
            printf("%s -p %s", invertstr, pent->p_name);
            return;
        }

        for (i = 0; xtables_chain_protos[i].name != NULL; ++i)
            if (xtables_chain_protos[i].num == proto) {
                printf("%s -p %s",
                       invertstr, xtables_chain_protos[i].name);
                return;
            }

        printf("%s -p %u", invertstr, proto);
    }
}

#define IP_PARTS_NATIVE(n) \
(unsigned int)((n)>>24)&0xFF, \
(unsigned int)((n)>>16)&0xFF, \
(unsigned int)((n)>>8)&0xFF, \
(unsigned int)((n)&0xFF)

#define IP_PARTS(n) IP_PARTS_NATIVE(ntohl(n))

/* This assumes that mask is contiguous, and byte-bounded. */
static void
print_iface(char letter, const char *iface, const unsigned char *mask,
            int invert)

```

```

{
    unsigned int i;

    if (mask[0] == 0)
        return;

    printf("%s -%c ", invert ? " !" : "", letter);

    for (i = 0; i < IFNAMSIZ; i++) {
        if (mask[i] != 0) {
            if (iface[i] != '\0')
                printf("%c", iface[i]);
        } else {
            /* we can access iface[i-1] here, because
             * a few lines above we make sure that mask[0] != 0 */
            if (iface[i-1] != '\0')
                printf("+");
            break;
        }
    }
}

static int print_match_save(const struct xt_entry_match *e,
                           const struct ipt_ip *ip)
{
    const struct xtables_match *match =
        xtables_find_match(e->u.user.name, XTF_TRY_LOAD, NULL);

    if (match) {
        printf(" -m %s",
              match->alias ? match->alias(e) : e->u.user.name);

        /* some matches don't provide a save function */
        if (match->save)
            match->save(ip, e);
    } else {
        if (e->u.match_size) {
            fprintf(stderr,
                  "Can't find library for match `%s'\n",
                  e->u.user.name);
            exit(1);
        }
    }
    return 0;
}

/* print a given ip including mask if neccessary */
static void print_ip(const char *prefix, uint32_t ip,
                    uint32_t mask, int invert)
{
    uint32_t bits, hmask = ntohl(mask);
    int i;

    if (!mask && !ip && !invert)
        return;

    printf("%s %s %u.%u.%u.%u",
          invert ? " !" : "",
          prefix,
          IP_PARTS(ip));

    if (mask == 0xFFFFFFFFU) {
        printf("/32");
        return;
    }

    i = 32;
    bits = 0xFFFFFFFFU;
    while (--i >= 0 && hmask != bits)
        bits <<= 1;
    if (i >= 0)
        printf("/%u", i);
    else
        printf("/%u.%u.%u.%u", IP_PARTS(mask));
}

/* We want this to be readable, so only print out necessary fields.
 * Because that's the kind of world I want to live in. */
void print_rule4(const struct ipt_entry *e,
                 struct xtc_handle *h, const char *chain, int counters)
{
    const struct xt_entry_target *t;
    const char *target_name;

    /* print counters for iptables-save */
    if (counters > 0)
        printf("[%llu:%llu] ", (unsigned long long)e->counters.pcnt, (unsigned long long)e->counters.bcncnt);

    /* print chain name */
    printf("-A %s", chain);

    /* Print IP part. */
    print_ip("-s", e->ip.src.s_addr, e->ip.smask.s_addr,
            e->ip.invflags & IPT_INV_SRCIP);

    print_ip("-d", e->ip.dst.s_addr, e->ip.dmask.s_addr,
            e->ip.invflags & IPT_INV_DSTIP);
}

```

```

print_iface('i', e->ip.iniface, e->ip.iniface_mask,
            e->ip.invflags & IPT_INV_VIA_IN);

print_iface('o', e->ip.outiface, e->ip.outiface_mask,
            e->ip.invflags & IPT_INV_VIA_OUT);

print_proto(e->ip.proto, e->ip.invflags & XT_INV_PROTO);

if (e->ip.flags & IPT_F_FRAG)
    printf("%s -f",
           e->ip.invflags & IPT_INV_FRAG ? " !" : "");

/* Print matchinfo part */
if (e->target_offset) {
    IPT_MATCH_ITERATE(e, print_match_save, &e->ip);
}

/* print counters for iptables -R */
if (counters < 0)
    printf("-c %llu %llu", (unsigned long long)e->counters.pcnt, (unsigned long long)e->counters.bcnt);

/* Print target name and targinfo part */
target_name = iptc_get_target(e, h);
t = ipt_get_target((struct ipt_entry *)e);
if (t->u.user.name[0]) {
    const struct xtables_target *target =
        xtables_find_target(t->u.user.name, XTF_TRY_LOAD);

    if (!target) {
        fprintf(stderr, "Can't find library for target `%s'\n",
                t->u.user.name);
        exit(1);
    }

    printf("-j %s", target->alias ? target->alias(t) : target_name);
    if (target->save)
        target->save(&e->ip, t);
    else {
        /* If the target size is greater than xt_entry_target
         * there is something to be saved, we just don't know
         * how to print it */
        if (t->u.target_size !=
            sizeof(struct xt_entry_target)) {
            fprintf(stderr, "Target `%s' is missing "
                    "save function\n",
                    t->u.user.name);
            exit(1);
        }
    }
} else if (target_name && (*target_name != '\0'))
#ifdef IPT_F_GOTO
    printf("-c %s", e->ip.flags & IPT_F_GOTO ? 'g' : 'j', target_name);
#else
    printf("-j %s", target_name);
#endif

printf("\n");
}

static int
list_rules(const xt_chainlabel chain, int rulenum, int counters,
           struct xtc_handle *handle)
{
    const char *this = NULL;
    int found = 0;

    if (counters)
        counters = -1;          /* iptables -c format */

    /* Dump out chain names first,
     * thereby preventing dependency conflicts */
    if (!rulenum) for (this = iptc_first_chain(handle);
                     this;
                     this = iptc_next_chain(handle)) {
        if (chain && strcmp(this, chain) != 0)
            continue;

        if (iptc_builtin(this, handle)) {
            struct xt_counters count;
            printf("-P %s %s", this, iptc_get_policy(this, &count, handle));
            if (counters)
                printf("-c %llu %llu", (unsigned long long)count.pcnt, (unsigned long long)count.bcnt);
            printf("\n");
        } else {
            printf("-N %s\n", this);
        }
    }

    for (this = iptc_first_chain(handle);
         this;
         this = iptc_next_chain(handle)) {
        const struct ipt_entry *e;
        int num = 0;

        if (chain && strcmp(this, chain) != 0)
            continue;

        /* Dump out rules */

```

```

        e = iptc_first_rule(this, handle);
        while(e) {
            num++;
            if (!rulenum || num == rulenum)
                print_rule4(e, handle, this, counters);
            e = iptc_next_rule(e, handle);
        }
        found = 1;
    }

    errno = ENOENT;
    return found;
}

static struct ipt_entry *
generate_entry(const struct ipt_entry *fw,
              struct xttables_rule_match *matches,
              struct xt_entry_target *target)
{
    unsigned int size;
    struct xttables_rule_match *matchp;
    struct ipt_entry *e;

    size = sizeof(struct ipt_entry);
    for (matchp = matches; matchp; matchp = matchp->next)
        size += matchp->match->m->u.match_size;

    e = xttables_malloc(size + target->u.target_size);
    *e = *fw;
    e->target_offset = size;
    e->next_offset = size + target->u.target_size;

    size = 0;
    for (matchp = matches; matchp; matchp = matchp->next) {
        memcpy(e->elems + size, matchp->match->m, matchp->match->m->u.match_size);
        size += matchp->match->m->u.match_size;
    }
    memcpy(e->elems + size, target, target->u.target_size);

    return e;
}

static void command_jump(struct iptables_command_state *cs)
{
    size_t size;

    set_option(&cs->options, OPT_JUMP, &cs->fw.ip.invflags, cs->invert);
    cs->jumpto = parse_target(optarg);
    /* TRY_LOAD (may be chain name) */
    cs->target = xttables_find_target(cs->jumpto, XTF_TRY_LOAD);

    if (cs->target == NULL)
        return;

    size = XT_ALIGN(sizeof(struct xt_entry_target))
        + cs->target->size;

    cs->target->t = xttables_calloc(1, size);
    cs->target->t->u.target_size = size;
    if (cs->target->real_name == NULL) {
        strcpy(cs->target->t->u.user.name, cs->jumpto);
    } else {
        /* Alias support for userspace side */
        strcpy(cs->target->t->u.user.name, cs->target->real_name);
        if (!(cs->target->ext_flags & XTABLES_EXT_ALIAS))
            fprintf(stderr, "Notice: The %s target is converted into %s target "
                "in rule listing and saving.\n",
                cs->jumpto, cs->target->real_name);
    }
    cs->target->t->u.user.revision = cs->target->revision;

    xs_init_target(cs->target);

    if (cs->target->x6_options != NULL)
        opts = xttables_options_xfrm(iptables_globals.orig_opts, opts,
                                    cs->target->x6_options,
                                    &cs->target->option_offset);
    else
        opts = xttables_merge_options(iptables_globals.orig_opts, opts,
                                    cs->target->extra_opts,
                                    &cs->target->option_offset);

    if (opts == NULL)
        xttables_error(OTHER_PROBLEM, "can't alloc memory!");
}

static void command_match(struct iptables_command_state *cs)
{
    struct xttables_match *m;
    size_t size;

    if (cs->invert)
        xttables_error(PARAMETER_PROBLEM,
            "unexpected ! flag before --match");

    m = xttables_find_match(optarg, XTF_LOAD_MUST_SUCCEED, &cs->matches);
    size = XT_ALIGN(sizeof(struct xt_entry_match)) + m->size;
    m->m = xttables_calloc(1, size);
    m->m->u.match_size = size;
}

```

```

if (m->real_name == NULL) {
    strcpy(m->m->u.user.name, m->name);
} else {
    strcpy(m->m->u.user.name, m->real_name);
    if (!(m->ext_flags & XTABLES_EXT_ALIAS))
        fprintf(stderr, "Notice: the %s match is converted into %s match "
            "in rule listing and saving.\n", m->name, m->real_name);
}
m->m->u.user.revision = m->revision;

xs_init_match(m);
if (m == m->next)
    return;
/* Merge options for non-cloned matches */
if (m->x6_options != NULL)
    opts = xttables_options_xfrm(iptables_globals.orig_opts, opts,
        m->x6_options, &m->option_offset);
else if (m->extra_opts != NULL)
    opts = xttables_merge_options(iptables_globals.orig_opts, opts,
        m->extra_opts, &m->option_offset);
if (opts == NULL)
    xttables_error(OTHER_PROBLEM, "can't alloc memory!");
}

int do_command4(int argc, char *argv[], char **table,
    struct xtc_handle **handle, bool restore)
{
    struct iptables_command_state cs;
    struct ipt_entry *e = NULL;
    unsigned int nsaddrs = 0, ndaddrs = 0;
    struct in_addr *saddrs = NULL, *smasks = NULL;
    struct in_addr *daddrs = NULL, *dmasks = NULL;

    int verbose = 0;
    bool wait = false;
    const char *chain = NULL;
    const char *shostnetworkmask = NULL, *dhostnetworkmask = NULL;
    const char *policy = NULL, *newname = NULL;
    unsigned int rulenum = 0, command = 0;
    const char *pcnt = NULL, *bcnt = NULL;
    int ret = 1;
    struct xttables_match *m;
    struct xttables_rule_match *matchp;
    struct xttables_target *t;
    unsigned long long cnt;

    memset(&cs, 0, sizeof(cs));
    cs.jumpto = "";
    cs.argv = argv;

    /* re-set optind to 0 in case do_command4 gets called
     * a second time */
    optind = 0;

    /* clear mflags in case do_command4 gets called a second time
     * (we clear the global list of all matches for security)*/
    for (m = xttables_matches; m; m = m->next)
        m->mflags = 0;

    for (t = xttables_targets; t; t = t->next) {
        t->tflags = 0;
        t->used = 0;
    }

    /* Suppress error messages: we may add new options if we
     demand-load a protocol. */
    opterr = 0;

    opts = xt_params->orig_opts;
    while ((cs.c = getopt_long(argc, argv,
        "-:A:C:D:R:I:L:S::M:F::Z::N:X::E:P:Vh::o:p:s:d:j:i:fbvwnt:m:xc:g:46",
        opts, NULL)) != -1) {
        switch (cs.c) {
            /*
             * Command selection
             */
            case 'A':
                add_command(&command, CMD_APPEND, CMD_NONE,
                    cs.invert);
                chain = optarg;
                break;

            case 'C':
                add_command(&command, CMD_CHECK, CMD_NONE,
                    cs.invert);
                chain = optarg;
                break;

            case 'D':
                add_command(&command, CMD_DELETE, CMD_NONE,
                    cs.invert);
                chain = optarg;
                if (optind < argc && argv[optind][0] != '-')
                    && argv[optind][0] != '!') {
                        rulenum = parse_rulenum(argv[optind++]);
                        command = CMD_DELETE_NUM;
                    }
                break;
        }
    }
}

```

```

case 'R':
    add_command(&command, CMD_REPLACE, CMD_NONE,
                cs.invert);
    chain = optarg;
    if (optind < argc && argv[optind][0] != '-'
        && argv[optind][0] != '!')
        rulenum = parse_rulenum(argv[optind++]);
    else
        xtables_error(PARAMETER_PROBLEM,
                       "-%c requires a rule number",
                       cmd2char(CMD_REPLACE));
    break;

case 'I':
    add_command(&command, CMD_INSERT, CMD_NONE,
                cs.invert);
    chain = optarg;
    if (optind < argc && argv[optind][0] != '-'
        && argv[optind][0] != '!')
        rulenum = parse_rulenum(argv[optind++]);
    else rulenum = 1;
    break;

case 'L':
    add_command(&command, CMD_LIST,
                CMD_ZERO | CMD_ZERO_NUM, cs.invert);
    if (optarg) chain = optarg;
    else if (optind < argc && argv[optind][0] != '-'
             && argv[optind][0] != '!')
        chain = argv[optind++];
    if (optind < argc && argv[optind][0] != '-'
        && argv[optind][0] != '!')
        rulenum = parse_rulenum(argv[optind++]);
    break;

case 'S':
    add_command(&command, CMD_LIST_RULES,
                CMD_ZERO | CMD_ZERO_NUM, cs.invert);
    if (optarg) chain = optarg;
    else if (optind < argc && argv[optind][0] != '-'
             && argv[optind][0] != '!')
        chain = argv[optind++];
    if (optind < argc && argv[optind][0] != '-'
        && argv[optind][0] != '!')
        rulenum = parse_rulenum(argv[optind++]);
    break;

case 'F':
    add_command(&command, CMD_FLUSH, CMD_NONE,
                cs.invert);
    if (optarg) chain = optarg;
    else if (optind < argc && argv[optind][0] != '-'
             && argv[optind][0] != '!')
        chain = argv[optind++];
    break;

case 'Z':
    add_command(&command, CMD_ZERO, CMD_LIST | CMD_LIST_RULES,
                cs.invert);
    if (optarg) chain = optarg;
    else if (optind < argc && argv[optind][0] != '-'
             && argv[optind][0] != '!')
        chain = argv[optind++];
    if (optind < argc && argv[optind][0] != '-'
        && argv[optind][0] != '!') {
        rulenum = parse_rulenum(argv[optind++]);
        command = CMD_ZERO_NUM;
    }
    break;

case 'N':
    parse_chain(optarg);
    add_command(&command, CMD_NEW_CHAIN, CMD_NONE,
                cs.invert);
    chain = optarg;
    break;

case 'X':
    add_command(&command, CMD_DELETE_CHAIN, CMD_NONE,
                cs.invert);
    if (optarg) chain = optarg;
    else if (optind < argc && argv[optind][0] != '-'
             && argv[optind][0] != '!')
        chain = argv[optind++];
    break;

case 'E':
    add_command(&command, CMD_RENAME_CHAIN, CMD_NONE,
                cs.invert);
    chain = optarg;
    if (optind < argc && argv[optind][0] != '-'
        && argv[optind][0] != '!')
        newname = argv[optind++];
    else
        xtables_error(PARAMETER_PROBLEM,
                       "-%c requires old-chain-name and "
                       "new-chain-name",

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        cmd2char(CMD_RENAME_CHAIN));
    break;

case 'P':
    add_command(&command, CMD_SET_POLICY, CMD_NONE,
               cs.invert);
    chain = optarg;
    if (optind < argc && argv[optind][0] != '-'
        && argv[optind][0] != '!')
        policy = argv[optind++];
    else
        xtables_error(PARAMETER_PROBLEM,
                      "-%c requires a chain and a policy",
                      cmd2char(CMD_SET_POLICY));
    break;

case 'h':
    if (!optarg)
        optarg = argv[optind];

    /* iptables -p icmp -h */
    if (!cs.matches && cs.protocol)
        xtables_find_match(cs.protocol,
                          XTF_TRY_LOAD, &cs.matches);

    exit_printhelp(cs.matches);

    /*
     * Option selection
     */
case 'p':
    set_option(&cs.options, OPT_PROTOCOL, &cs.fw.ip.invflags,
              cs.invert);

    /* Canonicalize into lower case */
    for (cs.protocol = optarg; *cs.protocol; cs.protocol++)
        *cs.protocol = tolower(*cs.protocol);

    cs.protocol = optarg;
    cs.fw.ip.proto = xtables_parse_protocol(cs.protocol);

    if (cs.fw.ip.proto == 0
        && (cs.fw.ip.invflags & XT_INV_PROTO))
        xtables_error(PARAMETER_PROBLEM,
                      "rule would never match protocol");
    break;

case 's':
    set_option(&cs.options, OPT_SOURCE, &cs.fw.ip.invflags,
              cs.invert);
    shostnetworkmask = optarg;
    break;

case 'd':
    set_option(&cs.options, OPT_DESTINATION, &cs.fw.ip.invflags,
              cs.invert);
    dhostnetworkmask = optarg;
    break;

#ifdef IPT_F_GOTO
case 'g':
    set_option(&cs.options, OPT_JUMP, &cs.fw.ip.invflags,
              cs.invert);
    cs.fw.ip.flags |= IPT_F_GOTO;
    cs.jumpto = parse_target(optarg);
    break;
#endif

case 'j':
    command_jump(&cs);
    break;

case 'i':
    if (*optarg == '\0')
        xtables_error(PARAMETER_PROBLEM,
                      "Empty interface is likely to be "
                      "undesired");
    set_option(&cs.options, OPT_VIANAMEIN, &cs.fw.ip.invflags,
              cs.invert);
    xtables_parse_interface(optarg,
                           cs.fw.ip.iniface,
                           cs.fw.ip.iniface_mask);
    break;

case 'o':
    if (*optarg == '\0')
        xtables_error(PARAMETER_PROBLEM,
                      "Empty interface is likely to be "
                      "undesired");
    set_option(&cs.options, OPT_VIANAMEOUT, &cs.fw.ip.invflags,
              cs.invert);
    xtables_parse_interface(optarg,
                           cs.fw.ip.outiface,
                           cs.fw.ip.outiface_mask);
    break;

case 'f':

```

```

        set_option(&cs.options, OPT_FRAGMENT, &cs.fw.ip.invflags,
                  cs.invert);
        cs.fw.ip.flags |= IPT_F_FRAG;
        break;

case 'v':
    if (!verbose)
        set_option(&cs.options, OPT_VERBOSE,
                  &cs.fw.ip.invflags, cs.invert);

    verbose++;
    break;

case 'w':
    if (restore) {
        xtables_error(PARAMETER_PROBLEM,
                      "You cannot use '-w' from "
                      "iptables-restore");
    }
    wait = true;
    break;

case 'm':
    command_match(&cs);
    break;

case 'n':
    set_option(&cs.options, OPT_NUMERIC, &cs.fw.ip.invflags,
              cs.invert);
    break;

case 't':
    if (cs.invert)
        xtables_error(PARAMETER_PROBLEM,
                      "unexpected ! flag before --table");
    *table = optarg;
    break;

case 'x':
    set_option(&cs.options, OPT_EXPANDED, &cs.fw.ip.invflags,
              cs.invert);
    break;

case 'V':
    if (cs.invert)
        printf("Not %s ;-\n", prog_vers);
    else
        printf("%s v%s\n",
              prog_name, prog_vers);
    exit(0);

case '0':
    set_option(&cs.options, OPT_LINENUMBERS, &cs.fw.ip.invflags,
              cs.invert);
    break;

case 'M':
    xtables_modprobe_program = optarg;
    break;

case 'c':

    set_option(&cs.options, OPT_COUNTERS, &cs.fw.ip.invflags,
              cs.invert);
    pcnt = optarg;
    bcnt = strchr(pcnt + 1, ',');
    if (bcnt)
        bcnt++;
    if (!bcnt && optind < argc && argv[optind][0] != '-'
        && argv[optind][0] != '!')
        bcnt = argv[optind++];
    if (!bcnt)
        xtables_error(PARAMETER_PROBLEM,
                      "-%c requires packet and byte counter",
                      opt2char(OPT_COUNTERS));

    if (sscanf(pcnt, "%llu", &cnt) != 1)
        xtables_error(PARAMETER_PROBLEM,
                      "-%c packet counter not numeric",
                      opt2char(OPT_COUNTERS));
    cs.fw.counters.pcnt = cnt;

    if (sscanf(bcnt, "%llu", &cnt) != 1)
        xtables_error(PARAMETER_PROBLEM,
                      "-%c byte counter not numeric",
                      opt2char(OPT_COUNTERS));
    cs.fw.counters.bcnt = cnt;
    break;

case '4':
    /* This is indeed the IPv4 iptables */
    break;

case '6':
    /* This is not the IPv6 ip6tables */
    if (line != -1)
        return 1; /* success: line ignored */
    fprintf(stderr, "This is the IPv4 version of iptables.\n");
    exit_tryhelp(2);

```

```

    case 1: /* non option */
        if (optarg[0] == '!' && optarg[1] == '\0') {
            if (cs.invert)
                xtables_error(PARAMETER_PROBLEM,
                    "multiple consecutive ! not
                    " allowed");
            cs.invert = TRUE;
            optarg[0] = '\0';
            continue;
        }
        fprintf(stderr, "Bad argument `%s'\n", optarg);
        exit_tryhelp(2);

    default:
        if (command_default(&cs, &iptables_globals) == 1)
            /* cf. iptables.c */
            continue;
        break;
    }
    cs.invert = FALSE;
}

if (strcmp(*table, "nat") == 0 &&
    ((policy != NULL && strcmp(policy, "DROP") == 0) ||
    (cs.jumpton != NULL && strcmp(cs.jumpton, "DROP") == 0)))
    xtables_error(PARAMETER_PROBLEM,
        "\nThe \"nat\" table is not intended for filtering, \"
        \"the use of DROP is therefore inhibited.\n\n");

for (matchp = cs.matches; matchp; matchp = matchp->next)
    xtables_option_mfcall(matchp->match);
if (cs.target != NULL)
    xtables_option_tfcall(cs.target);

/* Fix me: must put inverse options checking here --MN */

if (optind < argc)
    xtables_error(PARAMETER_PROBLEM,
        "unknown arguments found on commandline");
if (!command)
    xtables_error(PARAMETER_PROBLEM, "no command specified");
if (cs.invert)
    xtables_error(PARAMETER_PROBLEM,
        "nothing appropriate following !");

if (command & (CMD_REPLACE | CMD_INSERT | CMD_DELETE | CMD_APPEND | CMD_CHECK)) {
    if (!(cs.options & OPT_DESTINATION))
        dhostnetworkmask = "0.0.0.0/0";
    if (!(cs.options & OPT_SOURCE))
        shostnetworkmask = "0.0.0.0/0";
}

if (shostnetworkmask)
    xtables_ipparse_multiple(shostnetworkmask, &saddrs,
        &smasks, &nsaddrs);

if (dhostnetworkmask)
    xtables_ipparse_multiple(dhostnetworkmask, &daddrs,
        &dmasks, &ndaddrs);

if ((nsaddrs > 1 || ndaddrs > 1) &&
    (cs.fw.ip.invflags & (IPT_INV_SRCIP | IPT_INV_DSTIP)))
    xtables_error(PARAMETER_PROBLEM, "! not allowed with multiple \"
        \" source or destination IP addresses");

if (command == CMD_REPLACE && (nsaddrs != 1 || ndaddrs != 1))
    xtables_error(PARAMETER_PROBLEM, "Replacement rule does not \"
        \" specify a unique address");

generic_opt_check(command, cs.options);

/* Attempt to acquire the xtables lock */
if (!restore && !xtables_lock(wait)) {
    fprintf(stderr, "Another app is currently holding the xtables lock. \"
        \" Perhaps you want to use the -w option?\n");
    xtables_free_opts(1);
    exit(RESOURCE_PROBLEM);
}

/* only allocate handle if we weren't called with a handle */
if (!*handle)
    *handle = iptc_init(*table);

/* try to insmod the module if iptc_init failed */
if (!*handle && xtables_load_ko(xtables_modprobe_program, false) != -1)
    *handle = iptc_init(*table);

if (!*handle)
    xtables_error(VERSION_PROBLEM,
        "can't initialize iptables table `%s': %s\",
        *table, iptc_strerror(errno));

if (command == CMD_APPEND
    || command == CMD_DELETE
    || command == CMD_CHECK
    || command == CMD_INSERT
    || command == CMD_REPLACE) {

```

```

if (strcmp(chain, "PREROUTING") == 0
    || strcmp(chain, "INPUT") == 0) {
    /* -o not valid with incoming packets. */
    if (cs.options & OPT_VIANAMEOUT)
        xtables_error(PARAMETER_PROBLEM,
            "Can't use -%c with %s\n",
            opt2char(OPT_VIANAMEOUT),
            chain);
}

if (strcmp(chain, "POSTROUTING") == 0
    || strcmp(chain, "OUTPUT") == 0) {
    /* -i not valid with outgoing packets */
    if (cs.options & OPT_VIANAMEIN)
        xtables_error(PARAMETER_PROBLEM,
            "Can't use -%c with %s\n",
            opt2char(OPT_VIANAMEIN),
            chain);
}

if (cs.target && iptc_is_chain(cs.jumpto, *handle)) {
    fprintf(stderr,
        "Warning: using chain %s, not extension\n",
        cs.jumpto);

    if (cs.target->t)
        free(cs.target->t);

    cs.target = NULL;
}

/* If they didn't specify a target, or it's a chain
name, use standard. */
if (!cs.target
    && (strlen(cs.jumpto) == 0
        || iptc_is_chain(cs.jumpto, *handle))) {
    size_t size;

    cs.target = xtables_find_target(XT_STANDARD_TARGET,
        XTF_LOAD_MUST_SUCCEED);

    size = sizeof(struct xt_entry_target)
        + cs.target->size;
    cs.target->t = xtables_calloc(1, size);
    cs.target->t->u.target_size = size;
    strcpy(cs.target->t->u.user.name, cs.jumpto);
    if (!iptc_is_chain(cs.jumpto, *handle))
        cs.target->t->u.user.revision = cs.target->revision;
    xs_init_target(cs.target);
}

if (!cs.target) {
    /* it is no chain, and we can't load a plugin.
    * We cannot know if the plugin is corrupt, non
    * existant OR if the user just misspelled a
    * chain. */
#ifdef IPT_F_GOTO
    if (cs.fw.ip.flags & IPT_F_GOTO)
        xtables_error(PARAMETER_PROBLEM,
            "goto '%s' is not a chain\n",
            cs.jumpto);
#endif

    xtables_find_target(cs.jumpto, XTF_LOAD_MUST_SUCCEED);
} else {
    e = generate_entry(&cs.fw, cs.matches, cs.target->t);
    free(cs.target->t);
}
}

switch (command) {
case CMD_APPEND:
    ret = append_entry(chain, e,
        nsaddrs, saddrs, smasks,
        ndaddrs, daddrs, dmasks,
        cs.options&OPT_VERBOSE,
        *handle);
    break;
case CMD_DELETE:
    ret = delete_entry(chain, e,
        nsaddrs, saddrs, smasks,
        ndaddrs, daddrs, dmasks,
        cs.options&OPT_VERBOSE,
        *handle, cs.matches, cs.target);
    break;
case CMD_DELETE_NUM:
    ret = iptc_delete_num_entry(chain, rulenum - 1, *handle);
    break;
case CMD_CHECK:
    ret = check_entry(chain, e,
        nsaddrs, saddrs, smasks,
        ndaddrs, daddrs, dmasks,
        cs.options&OPT_VERBOSE,
        *handle, cs.matches, cs.target);
    break;
case CMD_REPLACE:
    ret = replace_entry(chain, e, rulenum - 1,
        saddrs, smasks, daddrs, dmasks,
        cs.options&OPT_VERBOSE, *handle);
}

```

```

        break;
case CMD_INSERT:
    ret = insert_entry(chain, e, rulenum - 1,
                      nsaddrs, saddrs, smasks,
                      ndaddrs, daddrs, dmask,
                      cs.options&OPT_VERBOSE,
                      *handle);

        break;
case CMD_FLUSH:
    ret = flush_entries4(chain, cs.options&OPT_VERBOSE, *handle);
    break;
case CMD_ZERO:
    ret = zero_entries(chain, cs.options&OPT_VERBOSE, *handle);
    break;
case CMD_ZERO_NUM:
    ret = iptc_zero_counter(chain, rulenum, *handle);
    break;
case CMD_LIST:
case CMD_LIST|CMD_ZERO:
case CMD_LIST|CMD_ZERO_NUM:
    ret = list_entries(chain,
                      rulenum,
                      cs.options&OPT_VERBOSE,
                      cs.options&OPT_NUMERIC,
                      cs.options&OPT_EXPANDED,
                      cs.options&OPT_LINENUMBERS,
                      *handle);

    if (ret && (command & CMD_ZERO))
        ret = zero_entries(chain,
                          cs.options&OPT_VERBOSE, *handle);
    if (ret && (command & CMD_ZERO_NUM))
        ret = iptc_zero_counter(chain, rulenum, *handle);
    break;
case CMD_LIST_RULES:
case CMD_LIST_RULES|CMD_ZERO:
case CMD_LIST_RULES|CMD_ZERO_NUM:
    ret = list_rules(chain,
                    rulenum,
                    cs.options&OPT_VERBOSE,
                    *handle);
    if (ret && (command & CMD_ZERO))
        ret = zero_entries(chain,
                          cs.options&OPT_VERBOSE, *handle);
    if (ret && (command & CMD_ZERO_NUM))
        ret = iptc_zero_counter(chain, rulenum, *handle);
    break;
case CMD_NEW_CHAIN:
    ret = iptc_create_chain(chain, *handle);
    break;
case CMD_DELETE_CHAIN:
    ret = delete_chain4(chain, cs.options&OPT_VERBOSE, *handle);
    break;
case CMD_RENAME_CHAIN:
    ret = iptc_rename_chain(chain, newname, *handle);
    break;
case CMD_SET_POLICY:
    ret = iptc_set_policy(chain, policy, cs.options&OPT_COUNTERS ? &cs.fw.counters : NULL, *handle);
    break;
default:
    /* We should never reach this... */
    exit_tryhelp(2);
}

if (verbose > 1)
    dump_entries(*handle);

xtables_rule_matches_free(&cs.matches);

if (e != NULL) {
    free(e);
    e = NULL;
}

free(saddrs);
free(smasks);
free(daddrs);
free(dmasks);
xtables_free_opts(1);

return ret;
}

```

---

## Notice for package(s)

*glib-2.0*  
*modutils-initscripts*

---

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---

## Notice for package(s)

*libmnl*  
*libtool*  
*util-linux*

---

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## Notice for package(s)

### *coreutils*

---

```
/* 'dir', 'vdir' and 'ls' directory listing programs for GNU.
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/* If ls_mode is LS_MULTI_COL,
   the multi-column format is the default regardless
   of the type of output device.
   This is for the 'dir' program.

   If ls_mode is LS_LONG_FORMAT,
   the long format is the default regardless of the
   type of output device.
   This is for the 'vdir' program.

   If ls_mode is LS_LS,
   the output format depends on whether the output
   device is a terminal.
   This is for the 'ls' program. */

/* Written by Richard Stallman and David MacKenzie. */

/* Color support by Peter Anvin <Peter.Anvin@linux.org> and Dennis
   Flaherty <dennisf@denix.elk.miles.com> based on original patches by
   Greg Lee <lee@uhunix.uhcc.hawaii.edu>. */

#include <config.h>
#include <sys/types.h>

#include <termios.h>
#if HAVE_STROPTS_H
# include <stropts.h>
#endif
#include <sys/ioctl.h>

#ifdef WINSIZE_IN_PTEM
# include <sys/stream.h>
# include <sys/ptem.h>
#endif

#include <stdio.h>
#include <assert.h>
#include <setjmp.h>
#include <pwd.h>
#include <getopt.h>
#include <signal.h>
#include <selinux/selinux.h>
#include <wchar.h>

#if HAVE_LANGINFO_CODESET
# include <langinfo.h>
#endif

/* Use SA_NOCLDSTOP as a proxy for whether the sigaction machinery is
   present. */
#ifndef SA_NOCLDSTOP
# define SA_NOCLDSTOP 0
# define sigprocmask(How, Set, Oset) /* empty */
# define sigset_t int
# if ! HAVE_SIGINTERRUPT
# define siginterrupt(sig, flag) /* empty */
# endif
#endif

/* NonStop circa 2011 lacks both SA_RESTART and siginterrupt, so don't
   restart syscalls after a signal handler fires. This may cause
```

```

    colors to get messed up on the screen if 'ls' is interrupted, but
    that's the best we can do on such a platform. */
#ifndef SA_RESTART
#define SA_RESTART 0
#endif

#include "system.h"
#include <fnmatch.h>

#include "acl.h"
#include "argmatch.h"
#include "dev-ino.h"
#include "error.h"
#include "filenamecat.h"
#include "hard-locale.h"
#include "hash.h"
#include "human.h"
#include "filemode.h"
#include "filevercmp.h"
#include "idcache.h"
#include "ls.h"
#include "mbswidth.h"
#include "mpsort.h"
#include "obstack.h"
#include "quote.h"
#include "quotearg.h"
#include "smack.h"
#include "stat-size.h"
#include "stat-time.h"
#include "strftime.h"
#include "xdectoint.h"
#include "xstrtol.h"
#include "areadlink.h"
#include "mbsalign.h"
#include "dircolors.h"

/* Include <sys/capability.h> last to avoid a clash of <sys/types.h>
   include guards with some premature versions of libcap.
   For more details, see <http://bugzilla.redhat.com/483548>. */
#ifdef HAVE_CAP
#include <sys/capability.h>
#endif

#define PROGRAM_NAME (ls_mode == LS_LS ? "ls" \
                    : (ls_mode == LS_MULTI_COL \
                       ? "dir" : "vdir"))

#define AUTHORS \
    proper_name ("Richard M. Stallman"), \
    proper_name ("David MacKenzie")

#define obstack_chunk_alloc malloc
#define obstack_chunk_free free

/* Return an int indicating the result of comparing two integers.
   Subtracting doesn't always work, due to overflow. */
#define longdiff(a, b) ((a) < (b) ? -1 : (a) > (b))

/* Unix-based readdir implementations have historically returned a dirent.d_ino
   value that is sometimes not equal to the stat-obtained st_ino value for
   that same entry. This error occurs for a readdir entry that refers
   to a mount point. readdir's error is to return the inode number of
   the underlying directory -- one that typically cannot be stat'ed, as
   long as a file system is mounted on that directory. RELIABLE_D_INO
   encapsulates whether we can use the more efficient approach of relying
   on readdir-supplied d_ino values, or whether we must incur the cost of
   calling stat or lstat to obtain each guaranteed-valid inode number. */

#ifndef READDIR_LIES_ABOUT_MOUNTPOINT_D_INO
#define READDIR_LIES_ABOUT_MOUNTPOINT_D_INO 1
#endif

#ifdef READDIR_LIES_ABOUT_MOUNTPOINT_D_INO
#define RELIABLE_D_INO(dp) NOT_AN_INODE_NUMBER
#else
#define RELIABLE_D_INO(dp) D_INO (dp)
#endif

#ifdef !HAVE_STRUCT_STAT_ST_AUTHOR
#define st_author st_uid
#endif

enum filetype
{
    unknown,
    fifo,
    chardev,
    directory,
    blockdev,
    normal,
    symbolic_link,
    sock,
    whiteout,
    arg_directory
};

/* Display letters and indicators for each filetype.
   Keep these in sync with enum filetype. */

```

```

static char const filetype_letter[] = "?pcdb-lswd";

/* Ensure that filetype and filetype_letter have the same
   number of elements. */
verify (sizeof filetype_letter - 1 == arg_directory + 1);

#define FILETYPE_INDICATORS \
{ \
  C_ORPHAN, C_FIFO, C_CHR, C_DIR, C_BLK, C_FILE, \
  C_LINK, C_SOCK, C_FILE, C_DIR \
}

enum acl_type
{
  ACL_T_NONE,
  ACL_T_LSM_CONTEXT_ONLY,
  ACL_T_YES
};

struct fileinfo
{
  /* The file name. */
  char *name;

  /* For symbolic link, name of the file linked to, otherwise zero. */
  char *linkname;

  struct stat stat;

  enum filetype filetype;

  /* For symbolic link and long listing, st_mode of file linked to, otherwise
     zero. */
  mode_t linkmode;

  /* security context. */
  char *scontext;

  bool stat_ok;

  /* For symbolic link and color printing, true if linked-to file
     exists, otherwise false. */
  bool linkok;

  /* For long listings, true if the file has an access control list,
     or a security context. */
  enum acl_type acl_type;

  /* For color listings, true if a regular file has capability info. */
  bool has_capability;
};

#define LEN_STR_PAIR(s) sizeof (s) - 1, s

/* Null is a valid character in a color indicator (think about Epson
   printers, for example) so we have to use a length/buffer string
   type. */

struct bin_str
{
  size_t len; /* Number of bytes */
  const char *string; /* Pointer to the same */
};

#if ! HAVE_TCGETPGRP
# define tcgetpgrp(Fd) 0
#endif

static size_t quote_name (FILE *out, const char *name,
                          struct quoting_options const *options,
                          size_t *width);
static char *make_link_name (char const *name, char const *linkname);
static int decode_switches (int argc, char **argv);
static bool file_ignored (char const *name);
static uintmax_t gobble_file (char const *name, enum filetype type,
                              ino_t inode, bool command_line_arg,
                              char const *dirname);
static bool print_color_indicator (const struct fileinfo *f,
                                   bool symlink_target);
static void put_indicator (const struct bin_str *ind);
static void add_ignore_pattern (const char *pattern);
static void attach (char *dest, const char *dirname, const char *name);
static void clear_files (void);
static void extract_dirs_from_files (char const *dirname,
                                     bool command_line_arg);
static void get_link_name (char const *filename, struct fileinfo *f,
                           bool command_line_arg);
static void indent (size_t from, size_t to);
static size_t calculate_columns (bool by_columns);
static void print_current_files (void);
static void print_dir (char const *name, char const *realname,
                       bool command_line_arg);
static size_t print_file_name_and_frills (const struct fileinfo *f,
                                          size_t start_col);

static void print_horizontal (void);
static int format_user_width (uid_t u);
static int format_group_width (gid_t g);
static void print_long_format (const struct fileinfo *f);

```

```

static void print_many_per_line (void);
static size_t print_name_with_quoting (const struct fileinfo *f,
                                      bool symlink_target,
                                      struct obstack *stack,
                                      size_t start_col);
static void prep_non_filename_text (void);
static bool print_type_indicator (bool stat_ok, mode_t mode,
                                  enum filetype type);
static void print_with_commas (void);
static void queue_directory (char const *name, char const *realname,
                             bool command_line_arg);
static void sort_files (void);
static void parse_ls_color (void);

static void getenv_quoting_style (void);

/* Initial size of hash table.
   Most hierarchies are likely to be shallower than this. */
#define INITIAL_TABLE_SIZE 30

/* The set of 'active' directories, from the current command-line argument
   to the level in the hierarchy at which files are being listed.
   A directory is represented by its device and inode numbers (struct dev_ino).
   A directory is added to this set when ls begins listing it or its
   entries, and it is removed from the set just after ls has finished
   processing it. This set is used solely to detect loops, e.g., with
   mkdir loop; cd loop; ln -s ../loop sub; ls -RL */
static Hash_table *active_dir_set;

#define LOOP_DETECT (!active_dir_set)

/* The table of files in the current directory:

   'cwd_file' points to a vector of 'struct fileinfo', one per file.
   'cwd_n_alloc' is the number of elements space has been allocated for.
   'cwd_n_used' is the number actually in use. */

/* Address of block containing the files that are described. */
static struct fileinfo *cwd_file;

/* Length of block that 'cwd_file' points to, measured in files. */
static size_t cwd_n_alloc;

/* Index of first unused slot in 'cwd_file'. */
static size_t cwd_n_used;

/* Vector of pointers to files, in proper sorted order, and the number
   of entries allocated for it. */
static void **sorted_file;
static size_t sorted_file_alloc;

/* When true, in a color listing, color each symlink name according to the
   type of file it points to. Otherwise, color them according to the 'ln'
   directive in LS_COLORS. Dangling (orphan) symlinks are treated specially,
   regardless. This is set when 'ln=target' appears in LS_COLORS. */

static bool color_symlink_as_referent;

/* mode of appropriate file for colorization */
#define FILE_OR_LINK_MODE(File) \
  ((color_symlink_as_referent && (File)->linkok) \
   ? (File)->linkmode : (File)->stat.st_mode)

/* Record of one pending directory waiting to be listed. */

struct pending
{
  char *name;
  /* If the directory is actually the file pointed to by a symbolic link we
     were told to list, 'realname' will contain the name of the symbolic
     link, otherwise zero. */
  char *realname;
  bool command_line_arg;
  struct pending *next;
};

static struct pending *pending_dirs;

/* Current time in seconds and nanoseconds since 1970, updated as
   needed when deciding whether a file is recent. */

static struct timespec current_time;

static bool print_scontext;
static char UNKNOWN_SECURITY_CONTEXT[] = "?";

/* Whether any of the files has an ACL. This affects the width of the
   mode column. */

static bool any_has_acl;

/* The number of columns to use for columns containing inode numbers,
   block sizes, link counts, owners, groups, authors, major device
   numbers, minor device numbers, and file sizes, respectively. */

static int inode_number_width;
static int block_size_width;

```

```

static int nlink_width;
static int scontext_width;
static int owner_width;
static int group_width;
static int author_width;
static int major_device_number_width;
static int minor_device_number_width;
static int file_size_width;

/* Option flags */

/* long_format for lots of info, one per line.
   one_per_line for just names, one per line.
   many_per_line for just names, many per line, sorted vertically.
   horizontal for just names, many per line, sorted horizontally.
   with_commas for just names, many per line, separated by commas.

   -l (and other options that imply -l), -l, -C, -x and -m control
   this parameter. */

enum format
{
    long_format,          /* -l and other options that imply -l */
    one_per_line,        /* -l */
    many_per_line,       /* -C */
    horizontal,          /* -x */
    with_commas          /* -m */
};

static enum format format;

/* 'full-iso' uses full ISO-style dates and times. 'long-iso' uses longer
   ISO-style time stamps, though shorter than 'full-iso'. 'iso' uses shorter
   ISO-style time stamps. 'locale' uses locale-dependent time stamps. */
enum time_style
{
    full_iso_time_style, /* --time-style=full-iso */
    long_iso_time_style, /* --time-style=long-iso */
    iso_time_style,      /* --time-style=iso */
    locale_time_style    /* --time-style=locale */
};

static char const *const time_style_args[] =
{
    "full-iso", "long-iso", "iso", "locale", NULL
};
static enum time_style const time_style_types[] =
{
    full_iso_time_style, long_iso_time_style, iso_time_style,
    locale_time_style
};
ARGMATCH_VERIFY (time_style_args, time_style_types);

/* Type of time to print or sort by. Controlled by -c and -u.
   The values of each item of this enum are important since they are
   used as indices in the sort functions array (see sort_files()). */

enum time_type
{
    time_mtime,          /* default */
    time_ctime,          /* -c */
    time_atime,          /* -u */
    time_numtypes        /* the number of elements of this enum */
};

static enum time_type time_type;

/* The file characteristic to sort by. Controlled by -t, -S, -U, -X, -v.
   The values of each item of this enum are important since they are
   used as indices in the sort functions array (see sort_files()). */

enum sort_type
{
    sort_none = -1,      /* -U */
    sort_name,           /* default */
    sort_extension,      /* -X */
    sort_size,           /* -S */
    sort_version,        /* -v */
    sort_time,           /* -t */
    sort_numtypes        /* the number of elements of this enum */
};

static enum sort_type sort_type;

/* Direction of sort.
   false means highest first if numeric,
   lowest first if alphabetic;
   these are the defaults.
   true means the opposite order in each case. -r */

static bool sort_reverse;

/* True means to display owner information. -g turns this off. */

static bool print_owner = true;

/* True means to display author information. */

```

```

static bool print_author;

/* True means to display group information. -G and -o turn this off. */

static bool print_group = true;

/* True means print the user and group id's as numbers rather
   than as names. -n */

static bool numeric_ids;

/* True means mention the size in blocks of each file. -s */

static bool print_block_size;

/* Human-readable options for output, when printing block counts. */
static int human_output_opts;

/* The units to use when printing block counts. */
static uintmax_t output_block_size;

/* Likewise, but for file sizes. */
static int file_human_output_opts;
static uintmax_t file_output_block_size = 1;

/* Follow the output with a special string. Using this format,
   Emacs' dired mode starts up twice as fast, and can handle all
   strange characters in file names. */
static bool dired;

/* 'none' means don't mention the type of files.
   'slash' means mention directories only, with a '/'.
   'file_type' means mention file types.
   'classify' means mention file types and mark executables.

   Controlled by -F, -p, and --indicator-style. */

enum indicator_style
{
    none,          /* --indicator-style=none */
    slash,        /* -p, --indicator-style=slash */
    file_type,    /* --indicator-style=file-type */
    classify       /* -F, --indicator-style=classify */
};

static enum indicator_style indicator_style;

/* Names of indicator styles. */
static char const *const indicator_style_args[] =
{
    "none", "slash", "file-type", "classify", NULL
};
static enum indicator_style const indicator_style_types[] =
{
    none, slash, file_type, classify
};
ARGMATCH_VERIFY (indicator_style_args, indicator_style_types);

/* True means use colors to mark types. Also define the different
   colors as well as the stuff for the LS_COLORS environment variable.
   The LS_COLORS variable is now in a termcap-like format. */

static bool print_with_color;

/* Whether we used any colors in the output so far. If so, we will
   need to restore the default color later. If not, we will need to
   call prep_non_filename_text before using color for the first time. */

static bool used_color = false;

enum color_type
{
    color_never,          /* 0: default or --color=never */
    color_always,        /* 1: --color=always */
    color_if_tty         /* 2: --color=tty */
};

enum Dereference_symlink
{
    DEREf_UNDEFINED = 1,
    DEREf_NEVER,
    DEREf_COMMAND_LINE_ARGUMENTS, /* -H */
    DEREf_COMMAND_LINE_SYMLINK_TO_DIR, /* the default, in certain cases */
    DEREf_ALWAYS /* -L */
};

enum indicator_no
{
    C_LEFT, C_RIGHT, C_END, C_RESET, C_NORM, C_FILE, C_DIR, C_LINK,
    C_FIFO, C_SOCKET,
    C_BLK, C_CHR, C_MISSING, C_ORPHAN, C_EXEC, C_DOOR, C_SETUID, C_SETGID,
    C_STICKY, C_OTHER_WRITABLE, C_STICKY_OTHER_WRITABLE, C_CAP, C_MULTIHARDLINK,
    C_CLR_TO_EOL
};

static const char *const indicator_name[]=
{
    "lc", "rc", "ec", "rs", "no", "fi", "di", "ln", "pi", "so",

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```

    "bd", "cd", "mi", "or", "ex", "do", "su", "sg", "st",
    "ow", "tw", "ca", "mh", "cl", NULL
};

struct color_ext_type
{
    struct bin_str ext;          /* The extension we're looking for */
    struct bin_str seq;         /* The sequence to output when we do */
    struct color_ext_type *next; /* Next in list */
};

static struct bin_str color_indicator[] =
{
    { LEN_STR_PAIR ("\033[") },          /* lc: Left of color sequence */
    { LEN_STR_PAIR ("m") },             /* rc: Right of color sequence */
    { 0, NULL },                        /* ec: End color (replaces lc+rs+rc) */
    { LEN_STR_PAIR ("0") },             /* rs: Reset to ordinary colors */
    { 0, NULL },                        /* no: Normal */
    { 0, NULL },                        /* fi: File: default */
    { LEN_STR_PAIR ("01;34") },          /* di: Directory: bright blue */
    { LEN_STR_PAIR ("01;36") },          /* ln: Symlink: bright cyan */
    { LEN_STR_PAIR ("33") },            /* pi: Pipe: yellow/brown */
    { LEN_STR_PAIR ("01;35") },          /* so: Socket: bright magenta */
    { LEN_STR_PAIR ("01;33") },          /* bd: Block device: bright yellow */
    { LEN_STR_PAIR ("01;33") },          /* cd: Char device: bright yellow */
    { 0, NULL },                        /* mi: Missing file: undefined */
    { 0, NULL },                        /* or: Orphaned symlink: undefined */
    { LEN_STR_PAIR ("01;32") },          /* ex: Executable: bright green */
    { LEN_STR_PAIR ("01;35") },          /* do: Door: bright magenta */
    { LEN_STR_PAIR ("37;41") },          /* su: setuid: white on red */
    { LEN_STR_PAIR ("30;43") },          /* sg: setgid: black on yellow */
    { LEN_STR_PAIR ("37;44") },          /* st: sticky: black on blue */
    { LEN_STR_PAIR ("34;42") },          /* ow: other-writable: blue on green */
    { LEN_STR_PAIR ("30;42") },          /* tw: ow w/ sticky: black on green */
    { LEN_STR_PAIR ("30;41") },          /* ca: black on red */
    { 0, NULL },                        /* mh: disabled by default */
    { LEN_STR_PAIR ("\033[K") },          /* cl: clear to end of line */
};

/* FIXME: comment */
static struct color_ext_type *color_ext_list = NULL;

/* Buffer for color sequences */
static char *color_buf;

/* True means to check for orphaned symbolic link, for displaying
   colors. */

static bool check_symlink_color;

/* True means mention the inode number of each file. -i */

static bool print_inode;

/* What to do with symbolic links. Affected by -d, -F, -H, -l (and
   other options that imply -l), and -L. */

static enum Dereference_symlink dereference;

/* True means when a directory is found, display info on its
   contents. -R */

static bool recursive;

/* True means when an argument is a directory name, display info
   on it itself. -d */

static bool immediate_dirs;

/* True means that directories are grouped before files. */

static bool directories_first;

/* Which files to ignore. */

static enum
{
    /* Ignore files whose names start with '.', and files specified by
       --hide and --ignore. */
    IGNORE_DEFAULT,

    /* Ignore '.', '..', and files specified by --ignore. */
    IGNORE_DOT_AND_DOTDOT,

    /* Ignore only files specified by --ignore. */
    IGNORE_MINIMAL
} ignore_mode;

/* A linked list of shell-style globbing patterns. If a non-argument
   file name matches any of these patterns, it is ignored.
   Controlled by -I. Multiple -I options accumulate.
   The -B option adds '~' and '~*' to this list. */

struct ignore_pattern
{
    const char *pattern;
    struct ignore_pattern *next;
};

```

```

static struct ignore_pattern *ignore_patterns;

/* Similar to IGNORE_PATTERNS, except that -a or -A causes this
   variable itself to be ignored. */
static struct ignore_pattern *hide_patterns;

/* True means output nongraphic chars in file names as '?'.
   (-q, --hide-control-chars)
   qmark_funny_chars and the quoting style (-Q, --quoting-style=WORD) are
   independent. The algorithm is: first, obey the quoting style to get a
   string representing the file name; then, if qmark_funny_chars is set,
   replace all nonprintable chars in that string with '?'. It's necessary
   to replace nonprintable chars even in quoted strings, because we don't
   want to mess up the terminal if control chars get sent to it, and some
   quoting methods pass through control chars as-is. */
static bool qmark_funny_chars;

/* Quoting options for file and dir name output. */

static struct quoting_options *filename_quoting_options;
static struct quoting_options *dirname_quoting_options;

/* The number of chars per hardware tab stop. Setting this to zero
   inhibits the use of TAB characters for separating columns. -T */
static size_t tabsize;

/* True means print each directory name before listing it. */

static bool print_dir_name;

/* The line length to use for breaking lines in many-per-line format.
   Can be set with -w. */

static size_t line_length;

/* If true, the file listing format requires that stat be called on
   each file. */

static bool format_needs_stat;

/* Similar to 'format_needs_stat', but set if only the file type is
   needed. */

static bool format_needs_type;

/* An arbitrary limit on the number of bytes in a printed time stamp.
   This is set to a relatively small value to avoid the need to worry
   about denial-of-service attacks on servers that run "ls" on behalf
   of remote clients. 1000 bytes should be enough for any practical
   time stamp format. */

enum { TIME_STAMP_LEN_MAXIMUM = MAX (1000, INT_STRLEN_BOUND (time_t) );

/* strftime formats for non-recent and recent files, respectively, in
   -l output. */

static char const *long_time_format[2] =
{
    /* strftime format for non-recent files (older than 6 months), in
     -l output. This should contain the year, month and day (at
     least), in an order that is understood by people in your
     locale's territory. Please try to keep the number of used
     screen columns small, because many people work in windows with
     only 80 columns. But make this as wide as the other string
     below, for recent files. */
    /* TRANSLATORS: ls output needs to be aligned for ease of reading,
     so be wary of using variable width fields from the locale.
     Note %b is handled specially by ls and aligned correctly.
     Note also that specifying a width as in %5b is erroneous as strftime
     will count bytes rather than characters in multibyte locales. */
    N("%b %e %Y"),
    /* strftime format for recent files (younger than 6 months), in -l
     output. This should contain the month, day and time (at
     least), in an order that is understood by people in your
     locale's territory. Please try to keep the number of used
     screen columns small, because many people work in windows with
     only 80 columns. But make this as wide as the other string
     above, for non-recent files. */
    /* TRANSLATORS: ls output needs to be aligned for ease of reading,
     so be wary of using variable width fields from the locale.
     Note %b is handled specially by ls and aligned correctly.
     Note also that specifying a width as in %5b is erroneous as strftime
     will count bytes rather than characters in multibyte locales. */
    N("%b %e %H:%M")
};

/* The set of signals that are caught. */

static sigset_t caught_signals;

/* If nonzero, the value of the pending fatal signal. */

static sig_atomic_t volatile interrupt_signal;

/* A count of the number of pending stop signals that have been received. */

static sig_atomic_t volatile stop_signal_count;

```

```

/* Desired exit status. */

static int exit_status;

/* Exit statuses. */
enum
{
    /* "ls" had a minor problem. E.g., while processing a directory,
     ls obtained the name of an entry via readdir, yet was later
     unable to stat that name. This happens when listing a directory
     in which entries are actively being removed or renamed. */
    LS_MINOR_PROBLEM = 1,

    /* "ls" had more serious trouble (e.g., memory exhausted, invalid
     option or failure to stat a command line argument. */
    LS_FAILURE = 2
};

/* For long options that have no equivalent short option, use a
non-character as a pseudo short option, starting with CHAR_MAX + 1. */
enum
{
    AUTHOR_OPTION = CHAR_MAX + 1,
    BLOCK_SIZE_OPTION,
    COLOR_OPTION,
    DEREFERENCE_COMMAND_LINE_SYMLINK_TO_DIR_OPTION,
    FILE_TYPE_INDICATOR_OPTION,
    FORMAT_OPTION,
    FULL_TIME_OPTION,
    GROUP_DIRECTORIES_FIRST_OPTION,
    HIDE_OPTION,
    INDICATOR_STYLE_OPTION,
    QUOTING_STYLE_OPTION,
    SHOW_CONTROL_CHARS_OPTION,
    SI_OPTION,
    SORT_OPTION,
    TIME_OPTION,
    TIME_STYLE_OPTION
};

static struct option const long_options[] =
{
    {"all", no_argument, NULL, 'a'},
    {"escape", no_argument, NULL, 'b'},
    {"directory", no_argument, NULL, 'd'},
    {"dired", no_argument, NULL, 'D'},
    {"full-time", no_argument, NULL, FULL_TIME_OPTION},
    {"group-directories-first", no_argument, NULL,
     GROUP_DIRECTORIES_FIRST_OPTION},
    {"human-readable", no_argument, NULL, 'h'},
    {"inode", no_argument, NULL, 'i'},
    {"kibibytes", no_argument, NULL, 'k'},
    {"numeric-uid-gid", no_argument, NULL, 'n'},
    {"no-group", no_argument, NULL, 'G'},
    {"hide-control-chars", no_argument, NULL, 'q'},
    {"reverse", no_argument, NULL, 'r'},
    {"size", no_argument, NULL, 's'},
    {"width", required_argument, NULL, 'w'},
    {"almost-all", no_argument, NULL, 'A'},
    {"ignore-backups", no_argument, NULL, 'B'},
    {"classify", no_argument, NULL, 'F'},
    {"file-type", no_argument, NULL, FILE_TYPE_INDICATOR_OPTION},
    {"si", no_argument, NULL, SI_OPTION},
    {"dereference-command-line", no_argument, NULL, 'H'},
    {"dereference-command-line-symlink-to-dir", no_argument, NULL,
     DEREFERENCE_COMMAND_LINE_SYMLINK_TO_DIR_OPTION},
    {"hide", required_argument, NULL, HIDE_OPTION},
    {"ignore", required_argument, NULL, 'I'},
    {"indicator-style", required_argument, NULL, INDICATOR_STYLE_OPTION},
    {"dereference", no_argument, NULL, 'L'},
    {"literal", no_argument, NULL, 'N'},
    {"quote-name", no_argument, NULL, 'Q'},
    {"quoting-style", required_argument, NULL, QUOTING_STYLE_OPTION},
    {"recursive", no_argument, NULL, 'R'},
    {"format", required_argument, NULL, FORMAT_OPTION},
    {"show-control-chars", no_argument, NULL, SHOW_CONTROL_CHARS_OPTION},
    {"sort", required_argument, NULL, SORT_OPTION},
    {"tabsize", required_argument, NULL, 'T'},
    {"time", required_argument, NULL, TIME_OPTION},
    {"time-style", required_argument, NULL, TIME_STYLE_OPTION},
    {"color", optional_argument, NULL, COLOR_OPTION},
    {"block-size", required_argument, NULL, BLOCK_SIZE_OPTION},
    {"context", no_argument, 0, 'Z'},
    {"author", no_argument, NULL, AUTHOR_OPTION},
    {GETOPT_HELP_OPTION_DECL},
    {GETOPT_VERSION_OPTION_DECL},
    {NULL, 0, NULL, 0}
};

static char const *const format_args[] =
{
    "verbose", "long", "commas", "horizontal", "across",
    "vertical", "single-column", NULL
};

static enum format const format_types[] =
{
    long_format, long_format, with_commas, horizontal, horizontal,

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```

    many_per_line, one_per_line
};
ARGMATCH_VERIFY (format_args, format_types);

static char const *const sort_args[] =
{
    "none", "time", "size", "extension", "version", NULL
};
static enum sort_type const sort_types[] =
{
    sort_none, sort_time, sort_size, sort_extension, sort_version
};
ARGMATCH_VERIFY (sort_args, sort_types);

static char const *const time_args[] =
{
    "atime", "access", "use", "ctime", "status", NULL
};
static enum time_type const time_types[] =
{
    time_atime, time_atime, time_atime, time_ctime, time_ctime
};
ARGMATCH_VERIFY (time_args, time_types);

static char const *const color_args[] =
{
    /* force and none are for compatibility with another color-ls version */
    "always", "yes", "force",
    "never", "no", "none",
    "auto", "tty", "if-tty", NULL
};
static enum color_type const color_types[] =
{
    color_always, color_always, color_always,
    color_never, color_never, color_never,
    color_if_tty, color_if_tty, color_if_tty
};
ARGMATCH_VERIFY (color_args, color_types);

/* Information about filling a column. */
struct column_info
{
    bool valid_len;
    size_t line_len;
    size_t *col_arr;
};

/* Array with information about column filledness. */
static struct column_info *column_info;

/* Maximum number of columns ever possible for this display. */
static size_t max_idx;

/* The minimum width of a column is 3: 1 character for the name and 2
   for the separating white space. */
#define MIN_COLUMN_WIDTH 3

/* This zero-based index is used solely with the --dired option.
   When that option is in effect, this counter is incremented for each
   byte of output generated by this program so that the beginning
   and ending indices (in that output) of every file name can be recorded
   and later output themselves. */
static size_t dired_pos;

#define DURED_PUTCHAR(c) do {putchar ((c)); ++dired_pos;} while (0)

/* Write S to STREAM and increment DURED_POS by S_LEN. */
#define DURED_FPUTS(s, stream, s_len) \
do {fputs (s, stream); dired_pos += s_len;} while (0)

/* Like DURED_FPUTS, but for use when S is a literal string. */
#define DURED_FPUTS_LITERAL(s, stream) \
do {fputs (s, stream); dired_pos += sizeof (s) - 1;} while (0)

#define DURED_INDENT() \
do \
{ \
    if (dired) \
        DURED_FPUTS_LITERAL (" ", stdout); \
} \
while (0)

/* With --dired, store pairs of beginning and ending indices of filenames. */
static struct obstack dired_obstack;

/* With --dired, store pairs of beginning and ending indices of any
   directory names that appear as headers (just before 'total' line)
   for lists of directory entries. Such directory names are seen when
   listing hierarchies using -R and when a directory is listed with at
   least one other command line argument. */
static struct obstack subdired_obstack;

/* Save the current index on the specified obstack, OBS. */
#define PUSH_CURRENT_DURED_POS(obs) \
do \
{ \
    if (dired) \

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        obstack_grow (obs, &dired_pos, sizeof (dired_pos));
    }
    while (0)
\
\

/* With -R, this stack is used to help detect directory cycles.
The device/inode pairs on this stack mirror the pairs in the
active_dir_set hash table. */
static struct obstack dev_ino_obstack;

/* Push a pair onto the device/inode stack. */
static void
dev_ino_push (dev_t dev, ino_t ino)
{
    void *vdi;
    struct dev_ino *di;
    int dev_ino_size = sizeof *di;
    obstack_blank (&dev_ino_obstack, dev_ino_size);
    vdi = obstack_next_free (&dev_ino_obstack);
    di = vdi;
    di--;
    di->st_dev = dev;
    di->st_ino = ino;
}

/* Pop a dev/inode struct off the global dev_ino_obstack
and return that struct. */
static struct dev_ino
dev_ino_pop (void)
{
    void *vdi;
    struct dev_ino *di;
    int dev_ino_size = sizeof *di;
    assert (dev_ino_size <= obstack_object_size (&dev_ino_obstack));
    obstack_blank_fast (&dev_ino_obstack, -dev_ino_size);
    vdi = obstack_next_free (&dev_ino_obstack);
    di = vdi;
    return *di;
}

/* Note the use commented out below:
#define ASSERT_MATCHING_DEV_INO(Name, Di)
do
{
    struct stat sb;
    assert (Name);
    assert (0 <= stat (Name, &sb));
    assert (sb.st_dev == Di.st_dev);
    assert (sb.st_ino == Di.st_ino);
}
while (0)
*/

/* Write to standard output PREFIX, followed by the quoting style and
a space-separated list of the integers stored in OS all on one line. */

static void
dired_dump_obstack (const char *prefix, struct obstack *os)
{
    size_t n_pos;

    n_pos = obstack_object_size (os) / sizeof (dired_pos);
    if (n_pos > 0)
    {
        size_t i;
        size_t *pos;

        pos = (size_t *) obstack_finish (os);
        fputs (prefix, stdout);
        for (i = 0; i < n_pos; i++)
            printf (" %lu", (unsigned long int) pos[i]);
        putchar ('\n');
    }
}

/* Read the abbreviated month names from the locale, to align them
and to determine the max width of the field and to truncate names
greater than our max allowed.
Note even though this handles multibyte locales correctly
it's not restricted to them as single byte locales can have
variable width abbreviated months and also precomputing/caching
the names was seen to increase the performance of ls significantly. */

/* max number of display cells to use */
enum { MAX_MON_WIDTH = 5 };
/* In the unlikely event that the abmon[] storage is not big enough
an error message will be displayed, and we revert to using
unmodified abbreviated month names from the locale database. */
static char abmon[12][MAX_MON_WIDTH * 2 * MB_LEN_MAX + 1];
/* minimum width needed to align %b, 0 => don't use precomputed values. */
static size_t required_mon_width;

static size_t
abmon_init (void)
{
#ifdef HAVE_NL_LANGINFO
    required_mon_width = MAX_MON_WIDTH;
    size_t curr_max_width;
    do

```

```

{
    curr_max_width = required_mon_width;
    required_mon_width = 0;
    for (int i = 0; i < 12; i++)
    {
        size_t width = curr_max_width;

        size_t req = mbsalign (nl_langinfo (ABMON_1 + i),
                               abmon[i], sizeof (abmon[i]),
                               &width, MBS_ALIGN_LEFT, 0);

        if (req == (size_t) -1 || req >= sizeof (abmon[i]))
        {
            required_mon_width = 0; /* ignore precomputed strings. */
            return required_mon_width;
        }

        required_mon_width = MAX (required_mon_width, width);
    }
}
while (curr_max_width > required_mon_width);
#endif

return required_mon_width;
}

static size_t
dev_ino_hash (void const *x, size_t table_size)
{
    struct dev_ino const *p = x;
    return (uintmax_t) p->st_ino % table_size;
}

static bool
dev_ino_compare (void const *x, void const *y)
{
    struct dev_ino const *a = x;
    struct dev_ino const *b = y;
    return SAME_INODE (*a, *b) ? true : false;
}

static void
dev_ino_free (void *x)
{
    free (x);
}

/* Add the device/inode pair (P->st_dev/P->st_ino) to the set of
   active directories. Return true if there is already a matching
   entry in the table. */

static bool
visit_dir (dev_t dev, ino_t ino)
{
    struct dev_ino *ent;
    struct dev_ino *ent_from_table;
    bool found_match;

    ent = xmalloc (sizeof *ent);
    ent->st_ino = ino;
    ent->st_dev = dev;

    /* Attempt to insert this entry into the table. */
    ent_from_table = hash_insert (active_dir_set, ent);

    if (ent_from_table == NULL)
    {
        /* Insertion failed due to lack of memory. */
        xalloc_die ();
    }

    found_match = (ent_from_table != ent);

    if (found_match)
    {
        /* ent was not inserted, so free it. */
        free (ent);
    }

    return found_match;
}

static void
free_pending_ent (struct pending *p)
{
    free (p->name);
    free (p->realname);
    free (p);
}

static bool
is_colored (enum indicator_no type)
{
    size_t len = color_indicator[type].len;
    char const *s = color_indicator[type].string;
    return ! (len == 0
              || (len == 1 && STRNCMP_LIT (s, "0") == 0)
              || (len == 2 && STRNCMP_LIT (s, "00") == 0));
}

```

```

}

static void
restore_default_color (void)
{
    put_indicator (&color_indicator[C_LEFT]);
    put_indicator (&color_indicator[C_RIGHT]);
}

static void
set_normal_color (void)
{
    if (print_with_color && is_colored (C_NORM))
    {
        put_indicator (&color_indicator[C_LEFT]);
        put_indicator (&color_indicator[C_NORM]);
        put_indicator (&color_indicator[C_RIGHT]);
    }
}

/* An ordinary signal was received; arrange for the program to exit. */

static void
sighandler (int sig)
{
    if (! SA_NOCLDSTOP)
        signal (sig, SIG_IGN);
    if (! interrupt_signal)
        interrupt_signal = sig;
}

/* A SIGTSTP was received; arrange for the program to suspend itself. */

static void
stophandler (int sig)
{
    if (! SA_NOCLDSTOP)
        signal (sig, stophandler);
    if (! interrupt_signal)
        stop_signal_count++;
}

/* Process any pending signals. If signals are caught, this function
should be called periodically. Ideally there should never be an
unbounded amount of time when signals are not being processed.
Signal handling can restore the default colors, so callers must
immediately change colors after invoking this function. */

static void
process_signals (void)
{
    while (interrupt_signal || stop_signal_count)
    {
        int sig;
        int stops;
        sigset_t oldset;

        if (used_color)
            restore_default_color ();
        fflush (stdout);

        sigprocmask (SIG_BLOCK, &caught_signals, &oldset);

        /* Reload interrupt_signal and stop_signal_count, in case a new
signal was handled before sigprocmask took effect. */
        sig = interrupt_signal;
        stops = stop_signal_count;

        /* SIGTSTP is special, since the application can receive that signal
more than once. In this case, don't set the signal handler to the
default. Instead, just raise the uncatchable SIGSTOP. */
        if (stops)
        {
            stop_signal_count = stops - 1;
            sig = SIGSTOP;
        }
        else
            signal (sig, SIG_DFL);

        /* Exit or suspend the program. */
        raise (sig);
        sigprocmask (SIG_SETMASK, &oldset, NULL);

        /* If execution reaches here, then the program has been
continued (after being suspended). */
    }
}

int
main (int argc, char **argv)
{
    int i;
    struct pending *thispend;
    int n_files;

    /* The signals that are trapped, and the number of such signals. */
    static int const sig[] =
    {

```

```

    /* This one is handled specially. */
    SIGTSTP,

    /* The usual suspects. */
    SIGALRM, SIGHUP, SIGINT, SIGPIPE, SIGQUIT, SIGTERM,
#ifdef SIGPOLL
    SIGPOLL,
#endif
#ifdef SIGPROF
    SIGPROF,
#endif
#ifdef SIGVTALRM
    SIGVTALRM,
#endif
#ifdef SIGXCPU
    SIGXCPU,
#endif
#ifdef SIGXFSZ
    SIGXFSZ,
#endif
};
enum { nsigs = ARRAY_CARDINALITY (sig) };

#if ! SA_NOCLDSTOP
    bool caught_sig[nsigs];
#endif

    initialize_main (&argc, &argv);
    set_program_name (argv[0]);
    setlocale (LC_ALL, "");
    bindtextdomain (PACKAGE, LOCALEDIR);
    textdomain (PACKAGE);

    initialize_exit_failure (LS_FAILURE);
    atexit (close_stdout);

    assert (ARRAY_CARDINALITY (color_indicator) + 1
           == ARRAY_CARDINALITY (indicator_name));

    exit_status = EXIT_SUCCESS;
    print_dir_name = true;
    pending_dirs = NULL;

    current_time.tv_sec = TYPE_MINIMUM (time_t);
    current_time.tv_nsec = -1;

    i = decode_switches (argc, argv);

    if (print_with_color)
        parse_ls_color ();

    /* Test print_with_color again, because the call to parse_ls_color
       may have just reset it -- e.g., if LS_COLORS is invalid. */
    if (print_with_color)
    {
        /* Avoid following symbolic links when possible. */
        if (is_colored (C_ORPHAN)
            || (is_colored (C_EXEC) && color_symlink_as_referent)
            || (is_colored (C_MISSING) && format == long_format))
            check_symlink_color = true;

        /* If the standard output is a controlling terminal, watch out
           for signals, so that the colors can be restored to the
           default state if "ls" is suspended or interrupted. */

        if (0 <= tcgetpgrp (STDOUT_FILENO))
        {
            int j;
#ifdef SA_NOCLDSTOP
            struct sigaction act;

            sigemptyset (&caught_signals);
            for (j = 0; j < nsigs; j++)
            {
                sigaction (sig[j], NULL, &act);
                if (act.sa_handler != SIG_IGN)
                    sigaddset (&caught_signals, sig[j]);
            }

            act.sa_mask = caught_signals;
            act.sa_flags = SA_RESTART;

            for (j = 0; j < nsigs; j++)
                if (sigismember (&caught_signals, sig[j]))
                {
                    act.sa_handler = sig[j] == SIGTSTP ? stophandler : sighandler;
                    sigaction (sig[j], &act, NULL);
                }
#else
            for (j = 0; j < nsigs; j++)
            {
                caught_sig[j] = (signal (sig[j], SIG_IGN) != SIG_IGN);
                if (caught_sig[j])
                {
                    signal (sig[j], sig[j] == SIGTSTP ? stophandler : sighandler);
                    siginterrupt (sig[j], 0);
                }
            }
#endif
        }
    }

```

```

#endif
}
}

if (dereference == Deref_UNDEFINED)
    dereference = ((immediate_dirs
        || indicator_style == classify
        || format == long_format)
        ? Deref_NEVER
        : Deref_COMMAND_LINE_SYMLINK_TO_DIR);

/* When using -R, initialize a data structure we'll use to
   detect any directory cycles. */
if (recursive)
{
    active_dir_set = hash_initialize (INITIAL_TABLE_SIZE, NULL,
        dev_ino_hash,
        dev_ino_compare,
        dev_ino_free);

    if (active_dir_set == NULL)
        xalloc_die ();

    obstack_init (&dev_ino_obstack);
}

format_needs_stat = sort_type == sort_time || sort_type == sort_size
|| format == long_format
|| print_scontext
|| print_block_size;
format_needs_type = (! format_needs_stat
    && (recursive
        || print_with_color
        || indicator_style != none
        || directories_first));

if (dired)
{
    obstack_init (&dired_obstack);
    obstack_init (&subdired_obstack);
}

cwd_n_alloc = 100;
cwd_file = xmalloc (cwd_n_alloc, sizeof *cwd_file);
cwd_n_used = 0;

clear_files ();

n_files = argc - i;

if (n_files <= 0)
{
    if (immediate_dirs)
        gobble_file (".", directory, NOT_AN_INODE_NUMBER, true, "");
    else
        queue_directory (".", NULL, true);
}
else
do
    gobble_file (argv[i++], unknown, NOT_AN_INODE_NUMBER, true, "");
while (i < argc);

if (cwd_n_used)
{
    sort_files ();
    if (!immediate_dirs)
        extract_dirs_from_files (NULL, true);
    /* 'cwd_n_used' might be zero now. */
}

/* In the following if/else blocks, it is sufficient to test 'pending_dirs'
   (and not pending_dirs->name) because there may be no markers in the queue
   at this point. A marker may be enqueued when extract_dirs_from_files is
   called with a non-empty string or via print_dir. */
if (cwd_n_used)
{
    print_current_files ();
    if (pending_dirs)
        Dired_putchar ('\n');
}
else if (n_files <= 1 && pending_dirs && pending_dirs->next == 0)
    print_dir_name = false;

while (pending_dirs)
{
    thispend = pending_dirs;
    pending_dirs = pending_dirs->next;

    if (LOOP_DETECT)
    {
        if (thispend->name == NULL)
        {
            /* thispend->name == NULL means this is a marker entry
               indicating we've finished processing the directory.
               Use its dev/ino numbers to remove the corresponding
               entry from the active_dir_set hash table. */
            struct dev_ino di = dev_ino_pop ();
            struct dev_ino *found = hash_delete (active_dir_set, &di);
            /* ASSERT_MATCHING_DEV_INO (thispend->realname, di); */
        }
    }
}

```

```

        assert (found);
        dev_ino_free (found);
        free_pending_ent (thispend);
        continue;
    }
}

print_dir (thispend->name, thispend->realname,
           thispend->command_line_arg);

free_pending_ent (thispend);
print_dir_name = true;
}

if (print_with_color)
{
    int j;

    if (used_color)
    {
        /* Skip the restore when it would be a no-op, i.e.,
           when left is "\033[" and right is "m". */
        if (!(color_indicator[C_LEFT].len == 2
              && memcmp (color_indicator[C_LEFT].string, "\033[", 2) == 0
              && color_indicator[C_RIGHT].len == 1
              && color_indicator[C_RIGHT].string[0] == 'm'))
            restore_default_color ();
    }
    fflush (stdout);

    /* Restore the default signal handling. */
#ifdef SA_NOCLDSTOP
    for (j = 0; j < nsigs; j++)
        if (sigismember (&caught_signals, sig[j]))
            signal (sig[j], SIG_DFL);
#else
    for (j = 0; j < nsigs; j++)
        if (caught_sig[j])
            signal (sig[j], SIG_DFL);
#endif

    /* Act on any signals that arrived before the default was restored.
       This can process signals out of order, but there doesn't seem to
       be an easy way to do them in order, and the order isn't that
       important anyway. */
    for (j = stop_signal_count; j; j--)
        raise (SIGSTOP);
    j = interrupt_signal;
    if (j)
        raise (j);
}

if (dired)
{
    /* No need to free these since we're about to exit. */
    dired_dump_obstack ("//DIRED//", &dired_obstack);
    dired_dump_obstack ("//SUBDIRED//", &subdired_obstack);
    printf ("//DIRED-OPTIONS// --quoting-style=%s\n",
           quoting_style_args[get_quoting_style (filename_quoting_options)]);
}

if (LOOP_DETECT)
{
    assert (hash_get_n_entries (active_dir_set) == 0);
    hash_free (active_dir_set);
}

return exit_status;
}

/* Set all the option flags according to the switches specified.
   Return the index of the first non-option argument. */

static int
decode_switches (int argc, char **argv)
{
    char *time_style_option = NULL;

    bool sort_type_specified = false;
    bool kibibytes_specified = false;

    qmark_funny_chars = false;

    /* initialize all switches to default settings */

    switch (ls_mode)
    {
        case LS_MULTI_COL:
            /* This is for the 'dir' program. */
            format = many_per_line;
            set_quoting_style (NULL, escape_quoting_style);
            break;

        case LS_LONG_FORMAT:
            /* This is for the 'vdir' program. */
            format = long_format;
            set_quoting_style (NULL, escape_quoting_style);
            break;
    }
}

```

```

case LS_LS:
/* This is for the 'ls' program. */
if (isatty (STDOUT_FILENO))
{
format = many_per_line;
/* See description of qmark_funny_chars, above. */
qmark_funny_chars = true;
}
else
{
format = one_per_line;
qmark_funny_chars = false;
}
break;

default:
abort ();
}

time_type = time_mtime;
sort_type = sort_name;
sort_reverse = false;
numeric_ids = false;
print_block_size = false;
indicator_style = none;
print_inode = false;
dereference = Deref_undefined;
recursive = false;
immediate_dirs = false;
ignore_mode = ignore_default;
ignore_patterns = NULL;
hide_patterns = NULL;
print_scontext = false;

getenv_quoting_style ();

line_length = 80;
{
char const *p = getenv ("COLUMNS");
if (p && *p)
{
unsigned long int tmp_ulong;
if (xstrtoul (p, NULL, 0, &tmp_ulong, NULL) == LONGINT_OK
&& 0 < tmp_ulong && tmp_ulong <= SIZE_MAX)
{
line_length = tmp_ulong;
}
else
{
error (0, 0,
_("ignoring invalid width in environment variable COLUMNS: %s"),
quotearg (p));
}
}
}

#ifdef TIOCGWINSZ
{
struct winsize ws;

if (ioctl (STDOUT_FILENO, TIOCGWINSZ, &ws) != -1
&& 0 < ws.ws_col && ws.ws_col == (size_t) ws.ws_col)
line_length = ws.ws_col;
}
#endif

{
char const *p = getenv ("TABSIZE");
tabsize = 8;
if (p)
{
unsigned long int tmp_ulong;
if (xstrtoul (p, NULL, 0, &tmp_ulong, NULL) == LONGINT_OK
&& tmp_ulong <= SIZE_MAX)
{
tabsize = tmp_ulong;
}
else
{
error (0, 0,
_("ignoring invalid tab size in environment variable TABSIZE: %s"),
quotearg (p));
}
}
}

while (true)
{
int oi = -1;
int c = getopt_long (argc, argv,
"abcdefghijklmnopqrstuvwxyzABCDEFGHI:LNQRST:UXZ1",
long_options, &oi);

if (c == -1)
break;

switch (c)
{

```

```

case 'a':
    ignore_mode = IGNORE_MINIMAL;
    break;

case 'b':
    set_quoting_style (NULL, escape_quoting_style);
    break;

case 'c':
    time_type = time_ctime;
    break;

case 'd':
    immediate_dirs = true;
    break;

case 'f':
    /* Same as enabling -a -U and disabling -l -s. */
    ignore_mode = IGNORE_MINIMAL;
    sort_type = sort_none;
    sort_type_specified = true;
    /* disable -l */
    if (format == long_format)
        format = (isatty (STDOUT_FILENO) ? many_per_line : one_per_line);
    print_block_size = false; /* disable -s */
    print_with_color = false; /* disable --color */
    break;

case FILE_TYPE_INDICATOR_OPTION: /* --file-type */
    indicator_style = file_type;
    break;

case 'g':
    format = long_format;
    print_owner = false;
    break;

case 'h':
    file_human_output_opts = human_output_opts =
        human_autoscale | human_SI | human_base_1024;
    file_output_block_size = output_block_size = 1;
    break;

case 'i':
    print_inode = true;
    break;

case 'k':
    kibibytes_specified = true;
    break;

case 'l':
    format = long_format;
    break;

case 'm':
    format = with_commas;
    break;

case 'n':
    numeric_ids = true;
    format = long_format;
    break;

case 'o': /* Just like -l, but don't display group info. */
    format = long_format;
    print_group = false;
    break;

case 'p':
    indicator_style = slash;
    break;

case 'q':
    qmark_funny_chars = true;
    break;

case 'r':
    sort_reverse = true;
    break;

case 's':
    print_block_size = true;
    break;

case 't':
    sort_type = sort_time;
    sort_type_specified = true;
    break;

case 'u':
    time_type = time_atime;
    break;

case 'v':
    sort_type = sort_version;
    sort_type_specified = true;
    break;

```

```

case 'w':
    line_length = xnumtoumax (optarg, 0, 1, SIZE_MAX, "",
                             _("invalid line width"), LS_FAILURE);
    break;

case 'x':
    format = horizontal;
    break;

case 'A':
    if (ignore_mode == IGNORE_DEFAULT)
        ignore_mode = IGNORE_DOT_AND_DOTDOT;
    break;

case 'B':
    add_ignore_pattern ("*~");
    add_ignore_pattern (".*~");
    break;

case 'C':
    format = many_per_line;
    break;

case 'D':
    dired = true;
    break;

case 'F':
    indicator_style = classify;
    break;

case 'G':
    /* inhibit display of group info */
    print_group = false;
    break;

case 'H':
    dereference = Deref_Command_Line_Arguments;
    break;

case DEREference_Command_Line_Symlink_To_Dir_Option:
    dereference = Deref_Command_Line_Symlink_To_Dir;
    break;

case 'I':
    add_ignore_pattern (optarg);
    break;

case 'L':
    dereference = Deref_Always;
    break;

case 'N':
    set_quoting_style (NULL, literal_quoting_style);
    break;

case 'Q':
    set_quoting_style (NULL, c_quoting_style);
    break;

case 'R':
    recursive = true;
    break;

case 'S':
    sort_type = sort_size;
    sort_type_specified = true;
    break;

case 'T':
    tabsize = xnumtoumax (optarg, 0, 0, SIZE_MAX, "",
                         _("invalid tab size"), LS_FAILURE);
    break;

case 'U':
    sort_type = sort_none;
    sort_type_specified = true;
    break;

case 'X':
    sort_type = sort_extension;
    sort_type_specified = true;
    break;

case 'l':
    /* -l has no effect after -l. */
    if (format != long_format)
        format = one_per_line;
    break;

case AUTHOR_OPTION:
    print_author = true;
    break;

case HIDE_OPTION:
    {
        struct ignore_pattern *hide = xmalloc (sizeof *hide);
        hide->pattern = optarg;
    }

```

```

    hide->next = hide_patterns;
    hide_patterns = hide;
}
break;

case SORT_OPTION:
    sort_type = XARGMATCH ("--sort", optarg, sort_args, sort_types);
    sort_type_specified = true;
    break;

case GROUP_DIRECTORIES_FIRST_OPTION:
    directories_first = true;
    break;

case TIME_OPTION:
    time_type = XARGMATCH ("--time", optarg, time_args, time_types);
    break;

case FORMAT_OPTION:
    format = XARGMATCH ("--format", optarg, format_args, format_types);
    break;

case FULL_TIME_OPTION:
    format = long_format;
    time_style_option = bad_cast ("full-iso");
    break;

case COLOR_OPTION:
{
    int i;
    if (optarg)
        i = XARGMATCH ("--color", optarg, color_args, color_types);
    else
        /* Using --color with no argument is equivalent to using
        --color=always. */
        i = color_always;

    print_with_color = (i == color_always
                        || (i == color_if_tty
                            && isatty (STDOUT_FILENO)));

    if (print_with_color)
    {
        /* Don't use TAB characters in output. Some terminal
        emulators can't handle the combination of tabs and
        color codes on the same line. */
        tabsize = 0;
    }
    break;
}

case INDICATOR_STYLE_OPTION:
    indicator_style = XARGMATCH ("--indicator-style", optarg,
                                indicator_style_args,
                                indicator_style_types);

    break;

case QUOTING_STYLE_OPTION:
    set_quoting_style (NULL,
                       XARGMATCH ("--quoting-style", optarg,
                                   quoting_style_args,
                                   quoting_style_vals));

    break;

case TIME_STYLE_OPTION:
    time_style_option = optarg;
    break;

case SHOW_CONTROL_CHARS_OPTION:
    qmark_funny_chars = false;
    break;

case BLOCK_SIZE_OPTION:
{
    enum strtol_error e = human_options (optarg, &human_output_opts,
                                        &output_block_size);

    if (e != LONGINT_OK)
        xstrtol_fatal (e, oi, 0, long_options, optarg);
    file_human_output_opts = human_output_opts;
    file_output_block_size = output_block_size;
}
break;

case SI_OPTION:
    file_human_output_opts = human_output_opts =
        human_autoscale | human_SI;
    file_output_block_size = output_block_size = 1;
    break;

case 'Z':
    print_scontext = true;
    break;

case_GETOPT_HELP_CHAR;

case_GETOPT_VERSION_CHAR (PROGRAM_NAME, AUTHORS);

default:

```

```

        usage (LS_FAILURE);
    }
}

if (! output_block_size)
{
    char const *ls_block_size = getenv ("LS_BLOCK_SIZE");
    human_options (ls_block_size,
        &human_output_opts, &output_block_size);
    if (ls_block_size || getenv ("BLOCK_SIZE"))
    {
        file_human_output_opts = human_output_opts;
        file_output_block_size = output_block_size;
    }
    if (kibibytes_specified)
    {
        human_output_opts = 0;
        output_block_size = 1024;
    }
}

max_idx = MAX (1, line_length / MIN_COLUMN_WIDTH);

filename_quoting_options = clone_quoting_options (NULL);
if (get_quoting_style (filename_quoting_options) == escape_quoting_style)
    set_char_quoting (filename_quoting_options, ' ', 1);
if (file_type <= indicator_style)
{
    char const *p;
    for (p = &"*=>@[indicator_style - file_type]; *p; p++)
        set_char_quoting (filename_quoting_options, *p, 1);
}

dirname_quoting_options = clone_quoting_options (NULL);
set_char_quoting (dirname_quoting_options, ':', 1);

/* --dired is meaningful only with --format=long (-l).
   Otherwise, ignore it.  FIXME: warn about this?
   Alternatively, make --dired imply --format=long?  */
if (dired && format != long_format)
    dired = false;

/* If -c or -u is specified and not -l (or any other option that implies -l),
   and no sort-type was specified, then sort by the ctime (-c) or atime (-u).
   The behavior of ls when using either -c or -u but with neither -l nor -t
   appears to be unspecified by POSIX.  So, with GNU ls, '-u' alone means
   sort by atime (this is the one that's not specified by the POSIX spec),
   -lu means show atime and sort by name, -lut means show atime and sort
   by atime.  */

if ((time_type == time_ctime || time_type == time_atime)
    && !sort_type_specified && format != long_format)
{
    sort_type = sort_time;
}

if (format == long_format)
{
    char *style = time_style_option;
    static char const posix_prefix[] = "posix-";

    if (! style)
        if (! (style = getenv ("TIME_STYLE")))
            style = bad_cast ("locale");

    while (STREQ_LEN (style, posix_prefix, sizeof posix_prefix - 1))
    {
        if (! hard_locale (LC_TIME))
            return optind;
        style += sizeof posix_prefix - 1;
    }

    if (*style == '+')
    {
        char *p0 = style + 1;
        char *p1 = strchr (p0, '\n');
        if (! p1)
            p1 = p0;
        else
        {
            if (strchr (p1 + 1, '\n'))
                error (LS_FAILURE, 0, _("invalid time style format %s"),
                    quote (p0));
            *p1++ = '\0';
        }
        long_time_format[0] = p0;
        long_time_format[1] = p1;
    }
    else
    {
        ptrdiff_t res = argmatch (style, time_style_args,
            (char const *) time_style_types,
            sizeof (*time_style_types));

        if (res < 0)
        {
            /* This whole block used to be a simple use of XARGMATCH.
               but that didn't print the "posix-"-prefixed variants or
               the "+"-prefixed format string option upon failure.  */

```

```

    argmatch_invalid ("time style", style, res);

    /* The following is a manual expansion of argmatch_valid,
       but with the added "+ ..." description and the [posix-]
       prefixes prepended. Note that this simplification works
       only because all four existing time_style_types values
       are distinct. */
    fputs (_("Valid arguments are:\n"), stderr);
    char const *const *p = time_style_args;
    while (*p)
        fprintf (stderr, " - [posix-]%s\n", *p++);
    fputs (_(" - +FORMAT (e.g., +%H:%M) for a 'date'-style"
            " format\n"), stderr);
    usage (LS_FAILURE);
}
switch (res)
{
case full_iso_time_style:
    long_time_format[0] = long_time_format[1] =
        "%Y-%m-%d %H:%M:%S.%N %Z";
    break;

case long_iso_time_style:
    long_time_format[0] = long_time_format[1] = "%Y-%m-%d %H:%M";
    break;

case iso_time_style:
    long_time_format[0] = "%Y-%m-%d ";
    long_time_format[1] = "%m-%d %H:%M";
    break;

case locale_time_style:
    if (hard_locale (LC_TIME))
        {
        int i;
        for (i = 0; i < 2; i++)
            long_time_format[i] =
                dcgettext (NULL, long_time_format[i], LC_TIME);
        }
}
}

/* Note we leave %5b etc. alone so user widths/flags are honored. */
if (strstr (long_time_format[0], "%b")
    || strstr (long_time_format[1], "%b"))
    if (!abmon_init ())
        error (0, 0, _("error initializing month strings"));
}

return optind;
}

```

/\* Parse a string as part of the LS\_COLORS variable; this may involve decoding all kinds of escape characters. If equals\_end is set an unescaped equal sign ends the string, otherwise only a : or \0 does. Set \*OUTPUT\_COUNT to the number of bytes output. Return true if successful.

The resulting string is \*not\* null-terminated, but may contain embedded nulls.

Note that both dest and src are char \*\*; on return they point to the first free byte after the array and the character that ended the input string, respectively. \*/

```

static bool
get_funky_string (char **dest, const char **src, bool equals_end,
                 size_t *output_count)
{
    char num;                /* For numerical codes */
    size_t count;           /* Something to count with */
    enum {
        ST_GND, ST_BACKSLASH, ST_OCTAL, ST_HEX, ST_CARET, ST_END, ST_ERROR
    } state;
    const char *p;
    char *q;

    p = *src;                /* We don't want to double-indirect */
    q = *dest;               /* the whole darn time. */

    count = 0;              /* No characters counted in yet. */
    num = 0;

    state = ST_GND;         /* Start in ground state. */
    while (state < ST_END)
        {
        switch (state)
        {
        case ST_GND:        /* Ground state (no escapes) */
            switch (*p)
            {
            case ':':
            case '\0':
                state = ST_END; /* End of string */
                break;
            case '\\':
                state = ST_BACKSLASH; /* Backslash scape sequence */
                ++p;
            }
        }
        }
}

```

```

        break;
    case '^':
        state = ST_CARET; /* Caret escape */
        ++p;
        break;
    case '=':
        if (equals_end)
        {
            state = ST_END; /* End */
            break;
        }
        /* else fall through */
    default:
        *(q++) = *(p++);
        ++count;
        break;
    }
    break;

case ST_BACKSLASH: /* Backslash escaped character */
    switch (*p)
    {
        case '0':
        case '1':
        case '2':
        case '3':
        case '4':
        case '5':
        case '6':
        case '7':
            state = ST_OCTAL; /* Octal sequence */
            num = *p - '0';
            break;
        case 'x':
        case 'X':
            state = ST_HEX; /* Hex sequence */
            num = 0;
            break;
        case 'a': /* Bell */
            num = '\a';
            break;
        case 'b': /* Backspace */
            num = '\b';
            break;
        case 'e': /* Escape */
            num = 27;
            break;
        case 'f': /* Form feed */
            num = '\f';
            break;
        case 'n': /* Newline */
            num = '\n';
            break;
        case 'r': /* Carriage return */
            num = '\r';
            break;
        case 't': /* Tab */
            num = '\t';
            break;
        case 'v': /* Vtab */
            num = '\v';
            break;
        case '?': /* Delete */
            num = 127;
            break;
        case ' ': /* Space */
            num = ' ';
            break;
        case '\0': /* End of string */
            state = ST_ERROR; /* Error! */
            break;
        default: /* Escaped character like \ ^ : = */
            num = *p;
            break;
    }
    if (state == ST_BACKSLASH)
    {
        *(q++) = num;
        ++count;
        state = ST_GND;
    }
    ++p;
    break;

case ST_OCTAL: /* Octal sequence */
    if (*p < '0' || *p > '7')
    {
        *(q++) = num;
        ++count;
        state = ST_GND;
    }
    else
        num = (num << 3) + (*(p++) - '0');
    break;

case ST_HEX: /* Hex sequence */
    switch (*p)
    {

```

```

    case '0':
    case '1':
    case '2':
    case '3':
    case '4':
    case '5':
    case '6':
    case '7':
    case '8':
    case '9':
        num = (num << 4) + (*(p++) - '0');
        break;
    case 'a':
    case 'b':
    case 'c':
    case 'd':
    case 'e':
    case 'f':
        num = (num << 4) + (*(p++) - 'a') + 10;
        break;
    case 'A':
    case 'B':
    case 'C':
    case 'D':
    case 'E':
    case 'F':
        num = (num << 4) + (*(p++) - 'A') + 10;
        break;
    default:
        *(q++) = num;
        ++count;
        state = ST_GND;
        break;
    }
    break;

case ST_CARET:          /* Caret escape */
    state = ST_GND;     /* Should be the next state... */
    if (*p >= '\0' && *p <= '-')
    {
        *(q++) = *(p++) & 037;
        ++count;
    }
    else if (*p == '?')
    {
        *(q++) = 127;
        ++count;
    }
    else
        state = ST_ERROR;
    break;

default:
    abort ();
}
}

*dest = q;
*src = p;
*output_count = count;

return state != ST_ERROR;
}

enum parse_state
{
    PS_START = 1,
    PS_2,
    PS_3,
    PS_4,
    PS_DONE,
    PS_FAIL
};

/* Check if the content of TERM is a valid name in dircolors. */

static bool
known_term_type (void)
{
    char const *term = getenv ("TERM");
    if (! term || ! *term)
        return false;

    char const *line = G_line;
    while (line - G_line < sizeof (G_line))
    {
        if (STRNCMP_LIT (line, "TERM ") == 0)
        {
            if (STREQ (term, line + 5))
                return true;
        }
        line += strlen (line) + 1;
    }

    return false;
}

```

```

static void
parse_ls_color (void)
{
    const char *p;                /* Pointer to character being parsed */
    char *buf;                   /* color_buf buffer pointer */
    int ind_no;                  /* Indicator number */
    char label[3];              /* Indicator label */
    struct color_ext_type *ext;   /* Extension we are working on */

    if ((p = getenv ("LS_COLORS")) == NULL || *p == '\0')
    {
        /* LS_COLORS takes precedence, but if that's not set then
           honor the COLORTERM and TERM env variables so that
           we only go with the internal ANSI color codes if the
           former is non empty or the latter is set to a known value. */
        char const *colorterm = getenv ("COLORTERM");
        if (! (colorterm && *colorterm) && ! known_term_type ())
            print_with_color = false;
        return;
    }

    ext = NULL;
    strcpy (label, "??");

    /* This is an overly conservative estimate, but any possible
       LS_COLORS string will *not* generate a color_buf longer than
       itself, so it is a safe way of allocating a buffer in
       advance. */
    buf = color_buf = xstrdup (p);

    enum parse_state state = PS_START;
    while (true)
    {
        switch (state)
        {
            {
                case PS_START:          /* First label character */
                    switch (*p)
                    {
                        {
                            case ':':
                                ++p;
                                break;

                            case '*':
                                /* Allocate new extension block and add to head of
                                   linked list (this way a later definition will
                                   override an earlier one, which can be useful for
                                   having terminal-specific defs override global). */

                                ext = xmalloc (sizeof *ext);
                                ext->next = color_ext_list;
                                color_ext_list = ext;

                                ++p;
                                ext->ext.string = buf;

                                state = (get_funky_string (&buf, &p, true, &ext->ext.len)
                                           ? PS_4 : PS_FAIL);
                                break;

                            case '\0':
                                state = PS_DONE; /* Done! */
                                goto done;

                            default: /* Assume it is file type label */
                                label[0] = *(p++);
                                state = PS_2;
                                break;
                        }
                    }
                    break;

                case PS_2:              /* Second label character */
                    if (*p)
                    {
                        label[1] = *(p++);
                        state = PS_3;
                    }
                    else
                        state = PS_FAIL; /* Error */
                    break;

                case PS_3:              /* Equal sign after indicator label */
                    state = PS_FAIL; /* Assume failure... */
                    if (*(p++) == '=') /* It *should* be... */
                    {
                        for (ind_no = 0; indicator_name[ind_no] != NULL; ++ind_no)
                        {
                            if (STREQ (label, indicator_name[ind_no]))
                            {
                                color_indicator[ind_no].string = buf;
                                state = (get_funky_string (&buf, &p, false,
                                                             &color_indicator[ind_no].len)
                                           ? PS_START : PS_FAIL);
                                break;
                            }
                        }
                    }
                    if (state == PS_FAIL)
                        error (0, 0, _("unrecognized prefix: %s"), quotearg (label));
                }
            }
        }
    }
}

```

```

        break;

    case PS_4:          /* Equal sign after *.ext */
        if (*(p++) == '=')
            {
                ext->seq.string = buf;
                state = (get_funky_string (&buf, &p, false, &ext->seq.len)
                    ? PS_START : PS_FAIL);
            }
        else
            state = PS_FAIL;
        break;

    case PS_FAIL:
        goto done;

    default:
        abort ();
    }
}
done:

if (state == PS_FAIL)
    {
        struct color_ext_type *e;
        struct color_ext_type *e2;

        error (0, 0,
            _("unparsable value for LS_COLORS environment variable"));
        free (color_buf);
        for (e = color_ext_list; e != NULL; /* empty */)
            {
                e2 = e;
                e = e->next;
                free (e2);
            }
        print_with_color = false;
    }

if (color_indicator[C_LINK].len == 6
    && !STRNCMP_LIT (color_indicator[C_LINK].string, "target"))
    color_symlink_as_referent = true;
}

/* Set the quoting style default if the environment variable
   QUOTING_STYLE is set. */

static void
getenv_quoting_style (void)
{
    char const *q_style = getenv ("QUOTING_STYLE");
    if (q_style)
        {
            int i = ARGMATCH (q_style, quoting_style_args, quoting_style_vals);
            if (0 <= i)
                set_quoting_style (NULL, quoting_style_vals[i]);
            else
                error (0, 0,
                    _("ignoring invalid value of environment variable QUOTING_STYLE: %s"),
                    quotearg (q_style));
        }
}

/* Set the exit status to report a failure.  If SERIOUS, it is a
   serious failure; otherwise, it is merely a minor problem. */

static void
set_exit_status (bool serious)
{
    if (serious)
        exit_status = LS_FAILURE;
    else if (exit_status == EXIT_SUCCESS)
        exit_status = LS_MINOR_PROBLEM;
}

/* Assuming a failure is serious if SERIOUS, use the printf-style
   MESSAGE to report the failure to access a file named FILE.  Assume
   errno is set appropriately for the failure. */

static void
file_failure (bool serious, char const *message, char const *file)
{
    error (0, errno, message, quotearg_colon (file));
    set_exit_status (serious);
}

/* Request that the directory named NAME have its contents listed later.
   If REALNAME is nonzero, it will be used instead of NAME when the
   directory name is printed.  This allows symbolic links to directories
   to be treated as regular directories but still be listed under their
   real names.  NAME == NULL is used to insert a marker entry for the
   directory named in REALNAME.
   If NAME is non-NULL, we use its dev/ino information to save
   a call to stat -- when doing a recursive (-R) traversal.
   COMMAND_LINE_ARG means this directory was mentioned on the command line. */

static void
queue_directory (char const *name, char const *realname, bool command_line_arg)

```

```

{
    struct pending *new = xmalloc (sizeof *new);
    new->realname = realname ? xstrdup (realname) : NULL;
    new->name = name ? xstrdup (name) : NULL;
    new->command_line_arg = command_line_arg;
    new->next = pending_dirs;
    pending_dirs = new;
}

/* Read directory NAME, and list the files in it.
   If REALNAME is nonzero, print its name instead of NAME;
   this is used for symbolic links to directories.
   COMMAND_LINE_ARG means this directory was mentioned on the command line. */

static void
print_dir (char const *name, char const *realname, bool command_line_arg)
{
    DIR *dirp;
    struct dirent *next;
    uintmax_t total_blocks = 0;
    static bool first = true;

    errno = 0;
    dirp = opendir (name);
    if (!dirp)
        {
            file_failure (command_line_arg, _("cannot open directory %s"), name);
            return;
        }

    if (LOOP_DETECT)
        {
            struct stat dir_stat;
            int fd = dirfd (dirp);

            /* If dirfd failed, endure the overhead of using stat. */
            if ((0 <= fd
                 ? fstat (fd, &dir_stat)
                 : stat (name, &dir_stat)) < 0)
                {
                    file_failure (command_line_arg,
                                   _("cannot determine device and inode of %s"), name);
                    closedir (dirp);
                    return;
                }

            /* If we've already visited this dev/inode pair, warn that
               we've found a loop, and do not process this directory. */
            if (visit_dir (dir_stat.st_dev, dir_stat.st_ino))
                {
                    error (0, 0, _("%s: not listing already-listed directory"),
                           quotearg_colon (name));
                    closedir (dirp);
                    set_exit_status (true);
                    return;
                }

            dev_ino_push (dir_stat.st_dev, dir_stat.st_ino);
        }

    if (recursive || print_dir_name)
        {
            if (!first)
                DURED_PUTCHAR ('\n');
            first = false;
            DURED_INDENT ();
            PUSH_CURRENT_DURED_POS (&subdired_obstack);
            dired_pos += quote_name (stdout, realname ? realname : name,
                                     dirname_quoting_options, NULL);
            PUSH_CURRENT_DURED_POS (&subdired_obstack);
            DURED_FPUTS_LITERAL (":\n", stdout);
        }

    /* Read the directory entries, and insert the subfiles into the 'cwd_file'
       table. */

    clear_files ();

    while (1)
        {
            /* Set errno to zero so we can distinguish between a readdir failure
               and when readdir simply finds that there are no more entries. */
            errno = 0;
            next = readdir (dirp);
            if (next)
                {
                    if (! file_ignored (next->d_name))
                        {
                            enum filetype type = unknown;

#ifdef HAVE_STRUCT_DIRENT_D_TYPE
                            switch (next->d_type)
                                {
                                    case DT_BLK:  type = blockdev;          break;
                                    case DT_CHR:  type = chardev;           break;
                                    case DT_DIR:  type = directory;         break;
                                    case DT_FIFO: type = fifo;               break;
                                    case DT_LNK:  type = symbolic_link;      break;

```

```

        case DT_REG: type = normal;          break;
        case DT_SOCK: type = sock;          break;
#ifdef DT_WHT
        case DT_WHT: type = whiteout;       break;
#endif
    }
#endif
    total_blocks += gobble_file (next->d_name, type,
                                RELIABLE_D_INO (next),
                                false, name);

    /* In this narrow case, print out each name right away, so
       ls uses constant memory while processing the entries of
       this directory. Useful when there are many (millions)
       of entries in a directory. */
    if (format == one_per_line && sort_type == sort_none
        && !print_block_size && !recursive)
    {
        /* We must call sort_files in spite of
           "sort_type == sort_none" for its initialization
           of the sorted_file vector. */
        sort_files ();
        print_current_files ();
        clear_files ();
    }
}
else if (errno != 0)
{
    file_failure (command_line_arg, _("reading directory %s"), name);
    if (errno != EOVERFLOW)
        break;
}
else
    break;

/* When processing a very large directory, and since we've inhibited
   interrupts, this loop would take so long that ls would be annoyingly
   uninterruptible. This ensures that it handles signals promptly. */
process_signals ();
}

if (closedir (dirp) != 0)
{
    file_failure (command_line_arg, _("closing directory %s"), name);
    /* Don't return; print whatever we got. */
}

/* Sort the directory contents. */
sort_files ();

/* If any member files are subdirectories, perhaps they should have their
   contents listed rather than being mentioned here as files. */

if (recursive)
    extract_dirs_from_files (name, false);

if (format == long_format || print_block_size)
{
    const char *p;
    char buf[LONGEST_HUMAN_READABLE + 1];

    Dired_indent ();
    p = _("total");
    Dired_fputs (p, stdout, strlen (p));
    Dired_putchar (' ');
    p = human_readable (total_blocks, buf, human_output_opts,
                       ST_NBLOCKSIZE, output_block_size);
    Dired_fputs (p, stdout, strlen (p));
    Dired_putchar ('\n');
}

if (cwd_n_used)
    print_current_files ();
}

/* Add 'pattern' to the list of patterns for which files that match are
   not listed. */

static void
add_ignore_pattern (const char *pattern)
{
    struct ignore_pattern *ignore;

    ignore = xmalloc (sizeof *ignore);
    ignore->pattern = pattern;
    /* Add it to the head of the linked list. */
    ignore->next = ignore_patterns;
    ignore_patterns = ignore;
}

/* Return true if one of the PATTERNS matches FILE. */

static bool
patterns_match (struct ignore_pattern const *patterns, char const *file)
{
    struct ignore_pattern const *p;
    for (p = patterns; p; p = p->next)

```

```

    if (fnmatch (p->pattern, file, FNM_PERIOD) == 0)
        return true;
    return false;
}

/* Return true if FILE should be ignored. */

static bool
file_ignored (char const *name)
{
    return ((ignore_mode != IGNORE_MINIMAL
            && name[0] == '.')
            && (ignore_mode == IGNORE_DEFAULT || ! name[1 + (name[1] == '.')])
            || (ignore_mode == IGNORE_DEFAULT
            && patterns_match (hide_patterns, name))
            || patterns_match (ignore_patterns, name));
}

/* POSIX requires that a file size be printed without a sign, even
when negative. Assume the typical case where negative sizes are
actually positive values that have wrapped around. */

static uintmax_t
unsigned_file_size (off_t size)
{
    return size + (size < 0) * ((uintmax_t) OFF_T_MAX - OFF_T_MIN + 1);
}

#ifdef HAVE_CAP
/* Return true if NAME has a capability (see linux/capability.h) */
static bool
has_capability (char const *name)
{
    char *result;
    bool has_cap;

    cap_t cap_d = cap_get_file (name);
    if (cap_d == NULL)
        return false;

    result = cap_to_text (cap_d, NULL);
    cap_free (cap_d);
    if (!result)
        return false;

    /* check if human-readable capability string is empty */
    has_cap = !***result;

    cap_free (result);
    return has_cap;
}
#else
static bool
has_capability (char const *name _GL_UNUSED)
{
    errno = ENOTSUP;
    return false;
}
#endif

/* Enter and remove entries in the table 'cwd_file'. */

static void
free_ent (struct fileinfo *f)
{
    free (f->name);
    free (f->linkname);
    if (f->scontext != UNKNOWN_SECURITY_CONTEXT)
        {
            if (is_smack_enabled ())
                free (f->scontext);
            else
                freecon (f->scontext);
        }
}

/* Empty the table of files. */
static void
clear_files (void)
{
    size_t i;

    for (i = 0; i < cwd_n_used; i++)
        {
            struct fileinfo *f = sorted_file[i];
            free_ent (f);
        }

    cwd_n_used = 0;
    any_has_acl = false;
    inode_number_width = 0;
    block_size_width = 0;
    nlink_width = 0;
    owner_width = 0;
    group_width = 0;
    author_width = 0;
    scontext_width = 0;
    major_device_number_width = 0;

```

```

    minor_device_number_width = 0;
    file_size_width = 0;
}

/* Return true if ERR implies lack-of-support failure by a
   getattr-calling function like getfilecon or file_has_acl. */
static bool
errno_unsupported (int err)
{
    return (err == EINVAL || err == ENOSYS || is_ENOTSUP (err));
}

/* Cache *getfilecon failure, when it's trivial to do so.
   Like getfilecon/lgetfilecon, but when F's st_dev says it's doesn't
   support getting the security context, fail with ENOTSUP immediately. */
static int
getfilecon_cache (char const *file, struct fileinfo *f, bool deref)
{
    /* st_dev of the most recently processed device for which we've
       found that [l]getfilecon fails indicating lack of support. */
    static dev_t unsupported_device;

    if (f->stat.st_dev == unsupported_device)
    {
        errno = ENOTSUP;
        return -1;
    }

    int r = 0;
#ifdef HAVE_SMACK
    if (is_smack_enabled ())
        r = smack_new_label_from_path (file, "security.SMACK64", deref,
                                       &f->scontext);
    else
#endif
    r = (deref
        ? getfilecon (file, &f->scontext)
        : lgetfilecon (file, &f->scontext));
    if (r < 0 && errno_unsupported (errno))
        unsupported_device = f->stat.st_dev;
    return r;
}

/* Cache file_has_acl failure, when it's trivial to do.
   Like file_has_acl, but when F's st_dev says it's on a file
   system lacking ACL support, return 0 with ENOTSUP immediately. */
static int
file_has_acl_cache (char const *file, struct fileinfo *f)
{
    /* st_dev of the most recently processed device for which we've
       found that file_has_acl fails indicating lack of support. */
    static dev_t unsupported_device;

    if (f->stat.st_dev == unsupported_device)
    {
        errno = ENOTSUP;
        return 0;
    }

    /* Zero errno so that we can distinguish between two 0-returning cases:
       "has-ACL-support, but only a default ACL" and "no ACL support". */
    errno = 0;
    int n = file_has_acl (file, &f->stat);
    if (n <= 0 && errno_unsupported (errno))
        unsupported_device = f->stat.st_dev;
    return n;
}

/* Cache has_capability failure, when it's trivial to do.
   Like has_capability, but when F's st_dev says it's on a file
   system lacking capability support, return 0 with ENOTSUP immediately. */
static bool
has_capability_cache (char const *file, struct fileinfo *f)
{
    /* st_dev of the most recently processed device for which we've
       found that has_capability fails indicating lack of support. */
    static dev_t unsupported_device;

    if (f->stat.st_dev == unsupported_device)
    {
        errno = ENOTSUP;
        return 0;
    }

    bool b = has_capability (file);
    if (!b && errno_unsupported (errno))
        unsupported_device = f->stat.st_dev;
    return b;
}

/* Add a file to the current table of files.
   Verify that the file exists, and print an error message if it does not.
   Return the number of blocks that the file occupies. */
static uintmax_t
gobble_file (char const *name, enum filetype type, ino_t inode,
            bool command_line_arg, char const *dirname)
{
    uintmax_t blocks = 0;
    struct fileinfo *f;

```

```

/* An inode value prior to gobble_file necessarily came from readdir,
   which is not used for command line arguments. */
assert (! command_line_arg || inode == NOT_AN_INODE_NUMBER);

if (cwd_n_used == cwd_n_alloc)
{
    cwd_file = xnrealloc (cwd_file, cwd_n_alloc, 2 * sizeof *cwd_file);
    cwd_n_alloc *= 2;
}

f = &cwd_file[cwd_n_used];
memset (f, '\0', sizeof *f);
f->stat.st_ino = inode;
f->filetype = type;

if (command_line_arg
    || format_needs_stat
    /* When coloring a directory (we may know the type from
       direct.d_type), we have to stat it in order to indicate
       sticky and/or other-writable attributes. */
    || (type == directory && print_with_color
        && (is_colored (C_OTHER_WRITABLE)
            || is_colored (C_STICKY)
            || is_colored (C_STICKY_OTHER_WRITABLE)))
    /* When dereferencing symlinks, the inode and type must come from
       stat, but readdir provides the inode and type of lstat. */
    || ((print_inode || format_needs_type)
        && (type == symbolic_link || type == unknown)
        && (dereference == DEREFS_ALWAYS
            || color_symlink_as_referent || check_symlink_color))
    /* Command line dereferences are already taken care of by the above
       assertion that the inode number is not yet known. */
    || (print_inode && inode == NOT_AN_INODE_NUMBER)
    || (format_needs_type
        && (type == unknown || command_line_arg
            /* --indicator-style=classify (aka -F)
               requires that we stat each regular file
               to see if it's executable. */
            || (type == normal && (indicator_style == classify
                /* This is so that --color ends up
                   highlighting files with these mode
                   bits set even when options like -F are
                   not specified. Note we do a redundant
                   stat in the very unlikely case where
                   C_CAP is set but not the others. */
                || (print_with_color
                    && (is_colored (C_EXEC)
                        || is_colored (C_SETUID)
                        || is_colored (C_SETGID)
                        || is_colored (C_CAP))))
                ))))
    ))))
{
    /* Absolute name of this file. */
    char *absolute_name;
    bool do_deref;
    int err;

    if (name[0] == '/' || dirname[0] == 0)
        absolute_name = (char *) name;
    else
    {
        absolute_name = alloca (strlen (name) + strlen (dirname) + 2);
        attach (absolute_name, dirname, name);
    }

    switch (dereference)
    {
    case DEREFS_ALWAYS:
        err = stat (absolute_name, &f->stat);
        do_deref = true;
        break;

    case DEREFS_COMMAND_LINE_ARGUMENTS:
    case DEREFS_COMMAND_LINE_SYMLINK_TO_DIR:
        if (command_line_arg)
        {
            bool need_lstat;
            err = stat (absolute_name, &f->stat);
            do_deref = true;

            if (dereference == DEREFS_COMMAND_LINE_ARGUMENTS)
                break;

            need_lstat = (err < 0
                ? errno == ENOENT
                : ! S_ISDIR (f->stat.st_mode));
            if (!need_lstat)
                break;

            /* stat failed because of ENOENT, maybe indicating a dangling
               symlink. Or stat succeeded, ABSOLUTE_NAME does not refer to a
               directory, and --dereference-command-line-symlink-to-dir is
               in effect. Fall through so that we call lstat instead. */
        }

    default: /* DEREFS_NEVER */

```

```

    err = lstat (absolute_name, &f->stat);
    do_deref = false;
    break;
}
if (err != 0)
{
    /* Failure to stat a command line argument leads to
       an exit status of 2. For other files, stat failure
       provokes an exit status of 1. */
    file_failure (command_line_arg,
                  _("cannot access %s"), absolute_name);
    if (command_line_arg)
        return 0;

    f->name = xstrdup (name);
    cwd_n_used++;

    return 0;
}

f->stat_ok = true;

/* Note has_capability() adds around 30% runtime to 'ls --color' */
if ((type == normal || S_ISREG (f->stat.st_mode))
    && print_with_color && is_colored (C_CAP))
    f->has_capability = has_capability_cache (absolute_name, f);

if (format == long_format || print_scontext)
{
    bool have_scontext = false;
    bool have_acl = false;
    int attr_len = getfilecon_cache (absolute_name, f, do_deref);
    err = (attr_len < 0);

    if (err == 0)
    {
        if (is_smack_enabled ())
            have_scontext = ! STREQ ("_", f->scontext);
        else
            have_scontext = ! STREQ ("unlabeled", f->scontext);
    }
    else
    {
        f->scontext = UNKNOWN_SECURITY_CONTEXT;

        /* When requesting security context information, don't make
           ls fail just because the file (even a command line argument)
           isn't on the right type of file system. I.e., a getfilecon
           failure isn't in the same class as a stat failure. */
        if (is_ENOTSUP (errno) || errno == ENODATA)
            err = 0;
    }

    if (err == 0 && format == long_format)
    {
        int n = file_has_acl_cache (absolute_name, f);
        err = (n < 0);
        have_acl = (0 < n);
    }

    f->acl_type = (!have_scontext && !have_acl
                  ? ACL_T_NONE
                  : (have_scontext && !have_acl
                     ? ACL_T_LSM_CONTEXT_ONLY
                     : ACL_T_YES));
    any_has_acl |= f->acl_type != ACL_T_NONE;

    if (err)
        error (0, errno, "%s", quotearg_colon (absolute_name));
}

if (S_ISLNK (f->stat.st_mode)
    && (format == long_format || check_symlink_color))
{
    struct stat linkstats;

    get_link_name (absolute_name, f, command_line_arg);
    char *linkname = make_link_name (absolute_name, f->linkname);

    /* Avoid following symbolic links when possible, ie, when
       they won't be traced and when no indicator is needed. */
    if (linkname
        && (file_type <= indicator_style || check_symlink_color)
        && stat (linkname, &linkstats) == 0)
    {
        f->linkok = true;

        /* Symbolic links to directories that are mentioned on the
           command line are automatically traced if not being
           listed as files. */
        if (!command_line_arg || format == long_format
            || !S_ISDIR (linkstats.st_mode))
        {
            /* Get the linked-to file's mode for the filetype indicator
               in long listings. */
            f->linkmode = linkstats.st_mode;
        }
    }
}

```

```

    }
    free (linkname);
}

if (S_ISLNK (f->stat.st_mode))
    f->filetype = symbolic_link;
else if (S_ISDIR (f->stat.st_mode))
    {
        if (command_line_arg && !immediate_dirs)
            f->filetype = arg_directory;
        else
            f->filetype = directory;
    }
else
    f->filetype = normal;

blocks = ST_NBLOCKS (f->stat);
if (format == long_format || print_block_size)
    {
        char buf[LONGEST_HUMAN_READABLE + 1];
        int len = mbswidth (human_readable (blocks, buf, human_output_opts,
                                           ST_NBLOCKSIZE, output_block_size),
                            0);
        if (block_size_width < len)
            block_size_width = len;
    }

if (format == long_format)
    {
        if (print_owner)
            {
                int len = format_user_width (f->stat.st_uid);
                if (owner_width < len)
                    owner_width = len;
            }

        if (print_group)
            {
                int len = format_group_width (f->stat.st_gid);
                if (group_width < len)
                    group_width = len;
            }

        if (print_author)
            {
                int len = format_user_width (f->stat.st_author);
                if (author_width < len)
                    author_width = len;
            }
    }

if (print_scontext)
    {
        int len = strlen (f->scontext);
        if (scontext_width < len)
            scontext_width = len;
    }

if (format == long_format)
    {
        char b[INT_BUFSIZE_BOUND (uintmax_t)];
        int b_len = strlen (umaxtostr (f->stat.st_nlink, b));
        if (nlink_width < b_len)
            nlink_width = b_len;

        if (S_ISCHR (f->stat.st_mode) || S_ISBLK (f->stat.st_mode))
            {
                char buf[INT_BUFSIZE_BOUND (uintmax_t)];
                int len = strlen (umaxtostr (major (f->stat.st_rdev), buf));
                if (major_device_number_width < len)
                    major_device_number_width = len;
                len = strlen (umaxtostr (minor (f->stat.st_rdev), buf));
                if (minor_device_number_width < len)
                    minor_device_number_width = len;
                len = major_device_number_width + 2 + minor_device_number_width;
                if (file_size_width < len)
                    file_size_width = len;
            }
        else
            {
                char buf[LONGEST_HUMAN_READABLE + 1];
                uintmax_t size = unsigned_file_size (f->stat.st_size);
                int len = mbswidth (human_readable (size, buf,
                                                    file_human_output_opts,
                                                    1, file_output_block_size),
                                    0);
                if (file_size_width < len)
                    file_size_width = len;
            }
    }
}

if (print_inode)
    {
        char buf[INT_BUFSIZE_BOUND (uintmax_t)];
        int len = strlen (umaxtostr (f->stat.st_ino, buf));
        if (inode_number_width < len)
            inode_number_width = len;
    }

```

```

    }

    f->name = xstrdup (name);
    cwd_n_used++;

    return blocks;
}

/* Return true if F refers to a directory. */
static bool
is_directory (const struct fileinfo *f)
{
    return f->filetype == directory || f->filetype == arg_directory;
}

/* Put the name of the file that FILENAME is a symbolic link to
   into the LINKNAME field of 'f'.  COMMAND_LINE_ARG indicates whether
   FILENAME is a command-line argument. */

static void
get_link_name (char const *filename, struct fileinfo *f, bool command_line_arg)
{
    f->linkname = areadlink_with_size (filename, f->stat.st_size);
    if (f->linkname == NULL)
        file_failure (command_line_arg, _("cannot read symbolic link %s"),
                     filename);
}

/* If LINKNAME is a relative name and NAME contains one or more
   leading directories, return LINKNAME with those directories
   prepended; otherwise, return a copy of LINKNAME.
   If LINKNAME is NULL, return NULL. */

static char *
make_link_name (char const *name, char const *linkname)
{
    if (!linkname)
        return NULL;

    if (IS_ABSOLUTE_FILE_NAME (linkname))
        return xstrdup (linkname);

    /* The link is to a relative name. Prepend any leading directory
       in 'name' to the link name. */
    size_t prefix_len = dir_len (name);
    if (prefix_len == 0)
        return xstrdup (linkname);

    char *p = xmalloc (prefix_len + 1 + strlen (linkname) + 1);

    /* PREFIX_LEN usually specifies a string not ending in slash.
       In that case, extend it by one, since the next byte *is* a slash.
       Otherwise, the prefix is "/", so leave the length unchanged. */
    if (!ISLASH (name[prefix_len - 1]))
        ++prefix_len;

    stpcpy (stpncpy (p, name, prefix_len), linkname);
    return p;
}

/* Return true if the last component of NAME is '.' or '..'
   This is so we don't try to recurse on './././... */

static bool
basename_is_dot_or_dotdot (const char *name)
{
    char const *base = last_component (name);
    return dot_or_dotdot (base);
}

/* Remove any entries from CWD_FILE that are for directories,
   and queue them to be listed as directories instead.
   DIRNAME is the prefix to prepend to each dirname
   to make it correct relative to ls's working dir;
   if it is null, no prefix is needed and "." and ".." should not be ignored.
   If COMMAND_LINE_ARG is true, this directory was mentioned at the top level,
   This is desirable when processing directories recursively. */

static void
extract_dirs_from_files (char const *dirname, bool command_line_arg)
{
    size_t i;
    size_t j;
    bool ignore_dot_and_dot_dot = (dirname != NULL);

    if (dirname && LOOP_DETECT)
    {
        /* Insert a marker entry first. When we dequeue this marker entry,
           we'll know that DIRNAME has been processed and may be removed
           from the set of active directories. */
        queue_directory (NULL, dirname, false);
    }

    /* Queue the directories last one first, because queueing reverses the
       order. */
    for (i = cwd_n_used; i-- != 0; )
    {
        struct fileinfo *f = sorted_file[i];

```

```

if (is_directory (f)
    && (! ignore_dot_and_dot_dot
        || ! basename_is_dot_or_dotdot (f->name)))
{
    if (!dirname || f->name[0] == '/')
        queue_directory (f->name, f->linkname, command_line_arg);
    else
    {
        char *name = file_name_concat (dirname, f->name, NULL);
        queue_directory (name, f->linkname, command_line_arg);
        free (name);
    }
    if (f->filetype == arg_directory)
        free_ent (f);
}
}

/* Now delete the directories from the table, compacting all the remaining
entries. */

for (i = 0, j = 0; i < cwd_n_used; i++)
{
    struct fileinfo *f = sorted_file[i];
    sorted_file[j] = f;
    j += (f->filetype != arg_directory);
}
cwd_n_used = j;
}

/* Use strcoll to compare strings in this locale. If an error occurs,
report an error and longjmp to failed_strcoll. */

static jmp_buf failed_strcoll;

static int
xstrcoll (char const *a, char const *b)
{
    int diff;
    errno = 0;
    diff = strcoll (a, b);
    if (errno)
    {
        error (0, errno, _("cannot compare file names %s and %s"),
            quote_n (0, a), quote_n (1, b));
        set_exit_status (false);
        longjmp (failed_strcoll, 1);
    }
    return diff;
}

/* Comparison routines for sorting the files. */

typedef void const *V;
typedef int (*qsortFunc)(V a, V b);

/* Used below in DEFINE_SORT_FUNCTIONS for _df_ sort function variants.
The do { ... } while(0) makes it possible to use the macro more like
a statement, without violating C89 rules: */
#define DIRFIRST_CHECK(a, b) \
do \
{ \
    bool a_is_dir = is_directory ((struct fileinfo const *) a); \
    bool b_is_dir = is_directory ((struct fileinfo const *) b); \
    if (a_is_dir && !b_is_dir) \
        return -1; /* a goes before b */ \
    if (!a_is_dir && b_is_dir) \
        return 1; /* b goes before a */ \
} \
while (0)

/* Define the 8 different sort function variants required for each sortkey.
KEY_NAME is a token describing the sort key, e.g., ctime, atime, size.
KEY_CMP_FUNC is a function to compare records based on that key, e.g.,
ctime_cmp, atime_cmp, size_cmp. Append KEY_NAME to the string,
'[rev_] [x]str{cmp|coll}[_df]_', to create each function name. */
#define DEFINE_SORT_FUNCTIONS(key_name, key_cmp_func) \
/* direct, non-dirfirst versions */ \
static int xstrcoll_##key_name (V a, V b) \
{ return key_cmp_func (a, b, xstrcoll); } \
static int strcmp_##key_name (V a, V b) \
{ return key_cmp_func (a, b, strcmp); } \
/* reverse, non-dirfirst versions */ \
static int rev_xstrcoll_##key_name (V a, V b) \
{ return key_cmp_func (b, a, xstrcoll); } \
static int rev_strcmp_##key_name (V a, V b) \
{ return key_cmp_func (b, a, strcmp); } \
/* direct, dirfirst versions */ \
static int xstrcoll_df_##key_name (V a, V b) \
{ DIRFIRST_CHECK (a, b); return key_cmp_func (a, b, xstrcoll); } \
static int strcmp_df_##key_name (V a, V b) \
{ DIRFIRST_CHECK (a, b); return key_cmp_func (a, b, strcmp); } \
/* reverse, dirfirst versions */ \
static int rev_xstrcoll_df_##key_name (V a, V b) \
{ DIRFIRST_CHECK (a, b); return key_cmp_func (b, a, xstrcoll); }

```

```

static int rev_strcmp_df_##key_name (V a, V b)
{ DIRFIRST_CHECK (a, b); return key_cmp_func (b, a, strcmp); }

static inline int
cmp_ctime (struct fileinfo const *a, struct fileinfo const *b,
           int (*cmp) (char const *, char const *))
{
    int diff = timespec_cmp (get_stat_ctime (&b->stat),
                             get_stat_ctime (&a->stat));
    return diff ? diff : cmp (a->name, b->name);
}

static inline int
cmp_mtime (struct fileinfo const *a, struct fileinfo const *b,
           int (*cmp) (char const *, char const *))
{
    int diff = timespec_cmp (get_stat_mtime (&b->stat),
                             get_stat_mtime (&a->stat));
    return diff ? diff : cmp (a->name, b->name);
}

static inline int
cmp_atime (struct fileinfo const *a, struct fileinfo const *b,
           int (*cmp) (char const *, char const *))
{
    int diff = timespec_cmp (get_stat_atime (&b->stat),
                             get_stat_atime (&a->stat));
    return diff ? diff : cmp (a->name, b->name);
}

static inline int
cmp_size (struct fileinfo const *a, struct fileinfo const *b,
          int (*cmp) (char const *, char const *))
{
    int diff = longdiff (b->stat.st_size, a->stat.st_size);
    return diff ? diff : cmp (a->name, b->name);
}

static inline int
cmp_name (struct fileinfo const *a, struct fileinfo const *b,
          int (*cmp) (char const *, char const *))
{
    return cmp (a->name, b->name);
}

/* Compare file extensions.  Files with no extension are 'smallest'.
   If extensions are the same, compare by filenames instead.  */

static inline int
cmp_extension (struct fileinfo const *a, struct fileinfo const *b,
               int (*cmp) (char const *, char const *))
{
    char const *base1 = strrchr (a->name, '.');
    char const *base2 = strrchr (b->name, '.');
    int diff = cmp (base1 ? base1 : "", base2 ? base2 : "");
    return diff ? diff : cmp (a->name, b->name);
}

DEFINE_SORT_FUNCTIONS (ctime, cmp_ctime)
DEFINE_SORT_FUNCTIONS (mtime, cmp_mtime)
DEFINE_SORT_FUNCTIONS (atime, cmp_atime)
DEFINE_SORT_FUNCTIONS (size, cmp_size)
DEFINE_SORT_FUNCTIONS (name, cmp_name)
DEFINE_SORT_FUNCTIONS (extension, cmp_extension)

/* Compare file versions.
   Unlike all other compare functions above, cmp_version depends only
   on filevercmp, which does not fail (even for locale reasons), and does not
   need a secondary sort key.  See lib/filevercmp.h for function description.

   All the other sort options, in fact, need xstrcoll and strcmp variants,
   because they all use a string comparison (either as the primary or secondary
   sort key), and xstrcoll has the ability to do a longjmp if strcoll fails for
   locale reasons.  Lastly, filevercmp is ALWAYS available with gnulib.  */
static inline int
cmp_version (struct fileinfo const *a, struct fileinfo const *b)
{
    return filevercmp (a->name, b->name);
}

static int xstrcoll_version (V a, V b)
{ return cmp_version (a, b); }
static int rev_xstrcoll_version (V a, V b)
{ return cmp_version (b, a); }
static int xstrcoll_df_version (V a, V b)
{ DIRFIRST_CHECK (a, b); return cmp_version (a, b); }
static int rev_xstrcoll_df_version (V a, V b)
{ DIRFIRST_CHECK (a, b); return cmp_version (b, a); }

/* We have 2^3 different variants for each sort-key function
   (for 3 independent sort modes).
   The function pointers stored in this array must be dereferenced as:

       sort_variants[sort_key][use_strcmp][reverse][dirs_first]

   Note that the order in which sort keys are listed in the function pointer
   array below is defined by the order of the elements in the time_type and

```

```

sort_type enums! */

#define LIST_SORTFUNCTION_VARIANTS(key_name)      \
{                                                \
{ xstrcoll_##key_name, xstrcoll_df_##key_name }, \
{ rev_xstrcoll_##key_name, rev_xstrcoll_df_##key_name }, \
},                                              \
{                                                \
{ strcmp_##key_name, strcmp_df_##key_name },   \
{ rev_strcmp_##key_name, rev_strcmp_df_##key_name }, \
}                                              \
}

static qsortFunc const sort_functions[][2][2][2] =
{
{
LIST_SORTFUNCTION_VARIANTS (name),
LIST_SORTFUNCTION_VARIANTS (extension),
LIST_SORTFUNCTION_VARIANTS (size),

{
{
{ xstrcoll_version, xstrcoll_df_version },
{ rev_xstrcoll_version, rev_xstrcoll_df_version },
},

/* We use NULL for the strcmp variants of version comparison
since as explained in cmp_version definition, version comparison
does not rely on xstrcoll, so it will never longjmp, and never
need to try the strcmp fallback. */
{
{ NULL, NULL },
{ NULL, NULL },
}
},

/* last are time sort functions */
LIST_SORTFUNCTION_VARIANTS (mtime),
LIST_SORTFUNCTION_VARIANTS (ctime),
LIST_SORTFUNCTION_VARIANTS (atime)
};

/* The number of sort keys is calculated as the sum of
the number of elements in the sort_type enum (i.e., sort_numtypes)
the number of elements in the time_type enum (i.e., time_numtypes) - 1
This is because when sort_type==sort_time, we have up to
time_numtypes possible sort keys.

This line verifies at compile-time that the array of sort functions has been
initialized for all possible sort keys. */
verify (ARRAY_CARDINALITY (sort_functions)
== sort_numtypes + time_numtypes - 1 );

/* Set up SORTED_FILE to point to the in-use entries in CWD_FILE, in order. */

static void
initialize_ordering_vector (void)
{
size_t i;
for (i = 0; i < cwd_n_used; i++)
sorted_file[i] = &cwd_file[i];
}

/* Sort the files now in the table. */

static void
sort_files (void)
{
bool use_strcmp;

if (sorted_file_alloc < cwd_n_used + cwd_n_used / 2)
{
free (sorted_file);
sorted_file = xnmalloc (cwd_n_used, 3 * sizeof *sorted_file);
sorted_file_alloc = 3 * cwd_n_used;
}

initialize_ordering_vector ();

if (sort_type == sort_none)
return;

/* Try strcoll. If it fails, fall back on strcmp. We can't safely
ignore strcoll failures, as a failing strcoll might be a
comparison function that is not a total order, and if we ignored
the failure this might cause qsort to dump core. */

if (! setjmp (failed_strcoll))
use_strcmp = false; /* strcoll() succeeded */
else
{
use_strcmp = true;
assert (sort_type != sort_version);
initialize_ordering_vector ();
}

/* When sort_type == sort_time, use time_type as subindex. */
mportsort ((void const **) sorted_file, cwd_n_used,

```

```

        sort_functions[sort_type + (sort_type == sort_time ? time_type : 0)]
            [use_strcmp][sort_reverse]
            [directories_first]);
    }

/* List all the files now in the table. */

static void
print_current_files (void)
{
    size_t i;

    switch (format)
    {
        case one_per_line:
            for (i = 0; i < cwd_n_used; i++)
            {
                print_file_name_and_frills (sorted_file[i], 0);
                putchar ('\n');
            }
            break;

        case many_per_line:
            print_many_per_line ();
            break;

        case horizontal:
            print_horizontal ();
            break;

        case with_commas:
            print_with_commas ();
            break;

        case long_format:
            for (i = 0; i < cwd_n_used; i++)
            {
                set_normal_color ();
                print_long_format (sorted_file[i]);
                Dired_putchar ('\n');
            }
            break;
    }
}

/* Replace the first %b with precomputed aligned month names.
   Note on glibc-2.7 at least, this speeds up the whole 'ls -lU'
   process by around 17%, compared to letting strftime() handle the %b. */

static size_t
align_nstrftime (char *buf, size_t size, char const *fmt, struct tm const *tm,
                int __utc, int __ns)
{
    const char *nfmt = fmt;
    /* In the unlikely event that rpl_fmt below is not large enough,
       the replacement is not done. A malloc here slows ls down by 2% */
    char rpl_fmt[sizeof (abmon[0]) + 100];
    const char *pb;
    if (required_mon_width && (pb = strstr (fmt, "%b"))
        && 0 <= tm->tm_mon && tm->tm_mon <= 11)
    {
        if (strlen (fmt) < (sizeof (rpl_fmt) - sizeof (abmon[0]) + 2))
        {
            char *pfmt = rpl_fmt;
            nfmt = rpl_fmt;

            pfmt = memcpy (pfmt, fmt, pb - fmt);
            pfmt = stpcpy (pfmt, abmon[tm->tm_mon]);
            strcpy (pfmt, pb + 2);
        }
    }
    size_t ret = strftime (buf, size, nfmt, tm, __utc, __ns);
    return ret;
}

/* Return the expected number of columns in a long-format time stamp,
   or zero if it cannot be calculated. */

static int
long_time_expected_width (void)
{
    static int width = -1;

    if (width < 0)
    {
        time_t epoch = 0;
        struct tm const *tm = localtime (&epoch);
        char buf[TIME_STAMP_LEN_MAXIMUM + 1];

        /* In case you're wondering if localtime can fail with an input time_t
           value of 0, let's just say it's very unlikely, but not inconceivable.
           The TZ environment variable would have to specify a time zone that
           is 2**31-1900 years or more ahead of UTC. This could happen only on
           a 64-bit system that blindly accepts e.g., TZ=UTC+200000000000000.
           However, this is not possible with Solaris 10 or glibc-2.3.5, since
           their implementations limit the offset to 167:59 and 24:00, resp. */
        if (tm)
        {

```

```

        size_t len =
            align_nstrftime (buf, sizeof buf, long_time_format[0], tm, 0, 0);
        if (len != 0)
            width = mbsnwidth (buf, len, 0);
    }

    if (width < 0)
        width = 0;
}

return width;
}

/* Print the user or group name NAME, with numeric id ID, using a
   print width of WIDTH columns. */

static void
format_user_or_group (char const *name, unsigned long int id, int width)
{
    size_t len;

    if (name)
        {
            int width_gap = width - mbswidth (name, 0);
            int pad = MAX (0, width_gap);
            fputs (name, stdout);
            len = strlen (name) + pad;

            do
                putchar (' ');
            while (pad--);
        }
    else
        {
            printf ("%*lu ", width, id);
            len = width;
        }

    dired_pos += len + 1;
}

/* Print the name or id of the user with id U, using a print width of
   WIDTH. */

static void
format_user (uid_t u, int width, bool stat_ok)
{
    format_user_or_group (! stat_ok ? "?" :
                          (numeric_ids ? NULL : getuser (u)), u, width);
}

/* Likewise, for groups. */

static void
format_group (gid_t g, int width, bool stat_ok)
{
    format_user_or_group (! stat_ok ? "?" :
                          (numeric_ids ? NULL : getgroup (g)), g, width);
}

/* Return the number of columns that format_user_or_group will print. */

static int
format_user_or_group_width (char const *name, unsigned long int id)
{
    if (name)
        {
            int len = mbswidth (name, 0);
            return MAX (0, len);
        }
    else
        {
            char buf[INT_BUFSIZE_BOUND (id)];
            sprintf (buf, "%lu", id);
            return strlen (buf);
        }
}

/* Return the number of columns that format_user will print. */

static int
format_user_width (uid_t u)
{
    return format_user_or_group_width (numeric_ids ? NULL : getuser (u), u);
}

/* Likewise, for groups. */

static int
format_group_width (gid_t g)
{
    return format_user_or_group_width (numeric_ids ? NULL : getgroup (g), g);
}

/* Return a pointer to a formatted version of F->stat.st_ino,
   possibly using buffer, BUF, of length BUFLen, which must be at least
   INT_BUFSIZE_BOUND (uintmax_t) bytes. */
static char *

```

```

format_inode (char *buf, size_t buflen, const struct fileinfo *f)
{
    assert (INT_BUFSIZE_BOUND (uintmax_t) <= buflen);
    return (f->stat_ok && f->stat.st_ino != NOT_AN_INODE_NUMBER
            ? umaxtostr (f->stat.st_ino, buf)
            : (char *) "?");
}

/* Print information about F in long format. */
static void
print_long_format (const struct fileinfo *f)
{
    char modebuf[12];
    char buf
        [LONGEST_HUMAN_READABLE + 1      /* inode */
        + LONGEST_HUMAN_READABLE + 1      /* size in blocks */
        + sizeof (modebuf) - 1 + 1        /* mode string */
        + INT_BUFSIZE_BOUND (uintmax_t)    /* st_nlink */
        + LONGEST_HUMAN_READABLE + 2      /* major device number */
        + LONGEST_HUMAN_READABLE + 1      /* minor device number */
        + TIME_STAMP_LEN_MAXIMUM + 1      /* max length of time/date */
        ];
    size_t s;
    char *p;
    struct timespec when_timespec;
    struct tm *when_local;

    /* Compute the mode string, except remove the trailing space if no
       file in this directory has an ACL or security context. */
    if (f->stat_ok)
        filemodestring (&f->stat, modebuf);
    else
        {
            modebuf[0] = filetype_letter[f->filetype];
            memset (modebuf + 1, '?', 10);
            modebuf[11] = '\0';
        }
    if (! any_has_acl)
        modebuf[10] = '\0';
    else if (f->acl_type == ACL_T_LSM_CONTEXT_ONLY)
        modebuf[10] = '.';
    else if (f->acl_type == ACL_T_YES)
        modebuf[10] = '+';

    switch (time_type)
        {
        case time_ctime:
            when_timespec = get_stat_ctime (&f->stat);
            break;
        case time_mtime:
            when_timespec = get_stat_mtime (&f->stat);
            break;
        case time_atime:
            when_timespec = get_stat_atime (&f->stat);
            break;
        default:
            abort ();
        }

    p = buf;

    if (print_inode)
        {
            char hbuf[INT_BUFSIZE_BOUND (uintmax_t)];
            sprintf (p, "%*s ", inode_number_width,
                    format_inode (hbuf, sizeof hbuf, f));
            /* Increment by strlen (p) here, rather than by inode_number_width + 1.
               The latter is wrong when inode_number_width is zero. */
            p += strlen (p);
        }

    if (print_block_size)
        {
            char hbuf[LONGEST_HUMAN_READABLE + 1];
            char const *blocks =
                (! f->stat_ok
                 ? "?"
                 : human_readable (ST_NBLOCKS (f->stat), hbuf, human_output_opts,
                                   ST_NBLOCKSIZE, output_block_size));

            int pad;
            for (pad = block_size_width - mbswidth (blocks, 0); 0 < pad; pad--)
                *p++ = ' ';
            while ((*p++ = *blocks++))
                continue;
            p[-1] = ' ';
        }

    /* The last byte of the mode string is the POSIX
       "optional alternate access method flag". */
    {
        char hbuf[INT_BUFSIZE_BOUND (uintmax_t)];
        sprintf (p, "%s %*s ", modebuf, nlink_width,
                ! f->stat_ok ? "?" : umaxtostr (f->stat.st_nlink, hbuf));
    }
    /* Increment by strlen (p) here, rather than by, e.g.,
       sizeof modebuf - 2 + any_has_acl + 1 + nlink_width + 1.
       The latter is wrong when nlink_width is zero. */
    p += strlen (p);
}

```

```

DIRED_INDENT ();

if (print_owner || print_group || print_author || print_scontext)
{
    DIRED_FPSTS (buf, stdout, p - buf);

    if (print_owner)
        format_user (f->stat.st_uid, owner_width, f->stat_ok);

    if (print_group)
        format_group (f->stat.st_gid, group_width, f->stat_ok);

    if (print_author)
        format_user (f->stat.st_author, author_width, f->stat_ok);

    if (print_scontext)
        format_user_or_group (f->scontext, 0, scontext_width);

    p = buf;
}

if (f->stat_ok
    && (S_ISCHR (f->stat.st_mode) || S_ISBLK (f->stat.st_mode)))
{
    char majorbuf[INT_BUFSIZE_BOUND (uintmax_t)];
    char minorbuf[INT_BUFSIZE_BOUND (uintmax_t)];
    int blanks_width = (file_size_width
        - (major_device_number_width + 2
            + minor_device_number_width));
    sprintf (p, "%*s, %*s ",
        major_device_number_width + MAX (0, blanks_width),
        umaxtostr (major (f->stat.st_rdev), majorbuf),
        minor_device_number_width,
        umaxtostr (minor (f->stat.st_rdev), minorbuf));
    p += file_size_width + 1;
}
else
{
    char hbuf[LONGEST_HUMAN_READABLE + 1];
    char const *size =
        (! f->stat_ok
         ? "?"
         : human_readable (unsigned_file_size (f->stat.st_size),
             hbuf, file_human_output_opts, 1,
             file_output_block_size));

    int pad;
    for (pad = file_size_width - mbswidth (size, 0); 0 < pad; pad--)
        *p++ = ' ';
    while ((*p++ = *size++))
        continue;
    p[-1] = ' ';
}

when_local = localtime (&when_timespec.tv_sec);
s = 0;
*p = '\1';

if (f->stat_ok && when_local)
{
    struct timespec six_months_ago;
    bool recent;
    char const *fmt;

    /* If the file appears to be in the future, update the current
       time, in case the file happens to have been modified since
       the last time we checked the clock. */
    if (timespec_cmp (current_time, when_timespec) < 0)
    {
        /* Note that gettimeofday may call gettimeofday which, on some non-
           compliant systems, clobbers the buffer used for localtime's result.
           But it's ok here, because we use a gettimeofday wrapper that
           saves and restores the buffer around the gettimeofday call. */
        gettimeofday ("%t_time");
    }

    /* Consider a time to be recent if it is within the past six months.
       A Gregorian year has 365.2425 * 24 * 60 * 60 == 31556952 seconds
       on the average. Write this value as an integer constant to
       avoid floating point hassles. */
    six_months_ago.tv_sec = current_time.tv_sec - 31556952 / 2;
    six_months_ago.tv_nsec = current_time.tv_nsec;

    recent = (timespec_cmp (six_months_ago, when_timespec) < 0
        && (timespec_cmp (when_timespec, current_time) < 0));
    fmt = long_time_format[recent];

    /* We assume here that all time zones are offset from UTC by a
       whole number of seconds. */
    s = align_nstrftime (p, TIME_STAMP_LEN_MAXIMUM + 1, fmt,
        when_local, 0, when_timespec.tv_nsec);
}

if (s || !*p)
{
    p += s;
    *p++ = ' ';
}

```



```

do
{
wchar_t wc;
size_t bytes;
int w;

bytes = mbrtowc (&wc, p, plimit - p, &mbstate);

if (bytes == (size_t) -1)
{
/* An invalid multibyte sequence was
   encountered. Skip one input byte, and
   put a question mark. */
p++;
*q++ = '?';
displayed_width += 1;
break;
}

if (bytes == (size_t) -2)
{
/* An incomplete multibyte character
   at the end. Replace it entirely with
   a question mark. */
p = plimit;
*q++ = '?';
displayed_width += 1;
break;
}

if (bytes == 0)
/* A null wide character was encountered. */
bytes = 1;

w = wwidth (wc);
if (w >= 0)
{
/* A printable multibyte character.
   Keep it. */
for (; bytes > 0; --bytes)
*q++ = *p++;
displayed_width += w;
}
else
{
/* An unprintable multibyte character.
   Replace it entirely with a question
   mark. */
p += bytes;
*q++ = '?';
displayed_width += 1;
}
}
while (! mbsinit (&mbstate));
}
break;
}

/* The buffer may have shrunk. */
len = q - buf;
}
else
{
char *p = buf;
char const *plimit = buf + len;

while (p < plimit)
{
if (! isprint (to_uchar (*p)))
*q++ = '?';
p++;
}
displayed_width = len;
}
}
else if (width != NULL)
{
if (MB_CUR_MAX > 1)
displayed_width = mbsnwidth (buf, len, 0);
else
{
char const *p = buf;
char const *plimit = buf + len;

displayed_width = 0;
while (p < plimit)
{
if (isprint (to_uchar (*p)))
displayed_width++;
p++;
}
}
}
}

if (out != NULL)
fwrite (buf, 1, len, out);
if (width != NULL)
*width = displayed_width;

```

```

    return len;
}

static size_t
print_name_with_quoting (const struct fileinfo *f,
                        bool symlink_target,
                        struct obstack *stack,
                        size_t start_col)
{
    const char* name = symlink_target ? f->linkname : f->name;

    bool used_color_this_time
        = (print_with_color
           && (print_color_indicator (f, symlink_target)
              || is_colored (C_NORM)));

    if (stack)
        PUSH_CURRENT_DIREN_POS (stack);

    size_t width = quote_name (stdout, name, filename_quoting_options, NULL);
    diren_pos += width;

    if (stack)
        PUSH_CURRENT_DIREN_POS (stack);

    process_signals ();
    if (used_color_this_time)
    {
        prep_non_filename_text ();
        if (start_col / line_length != (start_col + width - 1) / line_length)
            put_indicator (&color_indicator[C_CLR_TO_EOL]);
    }

    return width;
}

static void
prep_non_filename_text (void)
{
    if (color_indicator[C_END].string != NULL)
        put_indicator (&color_indicator[C_END]);
    else
    {
        put_indicator (&color_indicator[C_LEFT]);
        put_indicator (&color_indicator[C_RESET]);
        put_indicator (&color_indicator[C_RIGHT]);
    }
}

/* Print the file name of 'f' with appropriate quoting.
   Also print file size, inode number, and filetype indicator character,
   as requested by switches. */

static size_t
print_file_name_and_frills (const struct fileinfo *f, size_t start_col)
{
    char buf[MAX (LONGEST_HUMAN_READABLE + 1, INT_BUFSIZE_BOUND (uintmax_t))];

    set_normal_color ();

    if (print_inode)
        printf ("%*s ", format == with_commas ? 0 : inode_number_width,
                format_inode (buf, sizeof buf, f));

    if (print_block_size)
        printf ("%*s ", format == with_commas ? 0 : block_size_width,
                ! f->stat_ok ? "?"
                : human_readable (ST_NBLOCKS (f->stat), buf, human_output_opts,
                                   ST_NBLOCKSIZE, output_block_size));

    if (print_scontext)
        printf ("%*s ", format == with_commas ? 0 : scontext_width, f->scontext);

    size_t width = print_name_with_quoting (f, false, NULL, start_col);

    if (indicator_style != none)
        width += print_type_indicator (f->stat_ok, f->stat.st_mode, f->filetype);

    return width;
}

/* Given these arguments describing a file, return the single-byte
   type indicator, or 0. */
static char
get_type_indicator (bool stat_ok, mode_t mode, enum filetype type)
{
    char c;

    if (stat_ok ? S_ISREG (mode) : type == normal)
    {
        if (stat_ok && indicator_style == classify && (mode & S_IXUGO))
            c = '*';
        else
            c = 0;
    }
    else
    {
        if (stat_ok ? S_ISDIR (mode) : type == directory || type == arg_directory)

```

```

    c = '/';
else if (indicator_style == slash)
    c = 0;
else if (stat_ok ? S_ISLNK (mode) : type == symbolic_link)
    c = '@';
else if (stat_ok ? S_ISFIFO (mode) : type == fifo)
    c = '|';
else if (stat_ok ? S_ISSOCK (mode) : type == sock)
    c = '=';
else if (stat_ok && S_ISDOOR (mode))
    c = '>';
else
    c = 0;
}
return c;
}

static bool
print_type_indicator (bool stat_ok, mode_t mode, enum filetype type)
{
    char c = get_type_indicator (stat_ok, mode, type);
    if (c)
        DIRED_PUTCHAR (c);
    return !c;
}

/* Returns whether any color sequence was printed. */
static bool
print_color_indicator (const struct fileinfo *f, bool symlink_target)
{
    enum indicator_no type;
    struct color_ext_type *ext; /* Color extension */
    size_t len; /* Length of name */

    const char* name;
    mode_t mode;
    int linkok;
    if (symlink_target)
        {
            name = f->linkname;
            mode = f->linkmode;
            linkok = f->linkok ? 0 : -1;
        }
    else
        {
            name = f->name;
            mode = FILE_OR_LINK_MODE (f);
            linkok = f->linkok;
        }

    /* Is this a nonexistent file? If so, linkok == -1. */

    if (linkok == -1 && is_colored (C_MISSING))
        type = C_MISSING;
    else if (!f->stat_ok)
        {
            static enum indicator_no filetype_indicator[] = FILETYPE_INDICATORS;
            type = filetype_indicator[f->filetype];
        }
    else
        {
            if (S_ISREG (mode))
                {
                    type = C_FILE;

                    if ((mode & S_ISUID) != 0 && is_colored (C_SETUID))
                        type = C_SETUID;
                    else if ((mode & S_ISGID) != 0 && is_colored (C_SETGID))
                        type = C_SETGID;
                    else if (is_colored (C_CAP) && f->has_capability)
                        type = C_CAP;
                    else if ((mode & S_IXUGO) != 0 && is_colored (C_EXEC))
                        type = C_EXEC;
                    else if ((1 < f->stat.st_nlink) && is_colored (C_MULTIHARDLINK))
                        type = C_MULTIHARDLINK;
                }
            else if (S_ISDIR (mode))
                {
                    type = C_DIR;

                    if ((mode & S_ISVTX) && (mode & S_IWOTH)
                        && is_colored (C_STICKY_OTHER_WRITABLE))
                        type = C_STICKY_OTHER_WRITABLE;
                    else if ((mode & S_IWOTH) != 0 && is_colored (C_OTHER_WRITABLE))
                        type = C_OTHER_WRITABLE;
                    else if ((mode & S_ISVTX) != 0 && is_colored (C_STICKY))
                        type = C_STICKY;
                }
            else if (S_ISLNK (mode))
                type = C_LINK;
            else if (S_ISFIFO (mode))
                type = C_FIFO;
            else if (S_ISSOCK (mode))
                type = C SOCK;
            else if (S_ISBLK (mode))
                type = C_BLK;
            else if (S_ISCHR (mode))
                type = C_CHR;
        }
}

```

```

else if (S_ISDOOR (mode))
    type = C_DOOR;
else
    {
        /* Classify a file of some other type as C_ORPHAN. */
        type = C_ORPHAN;
    }
}

/* Check the file's suffix only if still classified as C_FILE. */
ext = NULL;
if (type == C_FILE)
    {
        /* Test if NAME has a recognized suffix. */

        len = strlen (name);
        name += len;          /* Pointer to final \0. */
        for (ext = color_ext_list; ext != NULL; ext = ext->next)
            {
                if (ext->ext.len <= len
                    && STREQ_LEN (name - ext->ext.len, ext->ext.string,
                                    ext->ext.len))
                    break;
            }
    }

/* Adjust the color for orphaned symlinks. */
if (type == C_LINK && !linkok)
    {
        if (color_symlink_as_referent || is_colored (C_ORPHAN))
            type = C_ORPHAN;
    }

{
    const struct bin_str *const s
        = ext ? &(ext->seq) : &color_indicator[type];
    if (s->string != NULL)
        {
            /* Need to reset so not dealing with attribute combinations */
            if (is_colored (C_NORM))
                restore_default_color ();
            put_indicator (&color_indicator[C_LEFT]);
            put_indicator (s);
            put_indicator (&color_indicator[C_RIGHT]);
            return true;
        }
    else
        return false;
}
}

/* Output a color indicator (which may contain nulls). */
static void
put_indicator (const struct bin_str *ind)
{
    if (! used_color)
        {
            used_color = true;
            prep_non_filename_text ();
        }

    fwrite (ind->string, ind->len, 1, stdout);
}

static size_t
length_of_file_name_and_frills (const struct fileinfo *f)
{
    size_t len = 0;
    size_t name_width;
    char buf[MAX (LONGEST_HUMAN_READABLE + 1, INT_BUFSIZE_BOUND (uintmax_t))];

    if (print_inode)
        len += 1 + (format == with_commas
                    ? strlen (umaxtostr (f->stat.st_ino, buf))
                    : inode_number_width);

    if (print_block_size)
        len += 1 + (format == with_commas
                    ? strlen (! f->stat_ok ? "?"
                                : human_readable (ST_NBLOCKS (f->stat), buf,
                                                  human_output_opts, ST_NBLOCKSIZE,
                                                  output_block_size))
                    : block_size_width);

    if (print_scontext)
        len += 1 + (format == with_commas ? strlen (f->scontext) : scontext_width);

    quote_name (NULL, f->name, filename_quoting_options, &name_width);
    len += name_width;

    if (indicator_style != none)
        {
            char c = get_type_indicator (f->stat_ok, f->stat.st_mode, f->filetype);
            len += (c != 0);
        }

    return len;
}

```

```

static void
print_many_per_line (void)
{
    size_t row;                /* Current row. */
    size_t cols = calculate_columns (true);
    struct column_info const *line_fmt = &column_info[cols - 1];

    /* Calculate the number of rows that will be in each column except possibly
       for a short column on the right. */
    size_t rows = cwd_n_used / cols + (cwd_n_used % cols != 0);

    for (row = 0; row < rows; row++)
    {
        size_t col = 0;
        size_t filesno = row;
        size_t pos = 0;

        /* Print the next row. */
        while (1)
        {
            struct fileinfo const *f = sorted_file[filesno];
            size_t name_length = length_of_file_name_and_frills (f);
            size_t max_name_length = line_fmt->col_arr[col++];
            print_file_name_and_frills (f, pos);

            filesno += rows;
            if (filesno >= cwd_n_used)
                break;

            indent (pos + name_length, pos + max_name_length);
            pos += max_name_length;
        }
        putchar ('\n');
    }
}

```

```

static void
print_horizontal (void)
{
    size_t filesno;
    size_t pos = 0;
    size_t cols = calculate_columns (false);
    struct column_info const *line_fmt = &column_info[cols - 1];
    struct fileinfo const *f = sorted_file[0];
    size_t name_length = length_of_file_name_and_frills (f);
    size_t max_name_length = line_fmt->col_arr[0];

    /* Print first entry. */
    print_file_name_and_frills (f, 0);

    /* Now the rest. */
    for (filesno = 1; filesno < cwd_n_used; ++filesno)
    {
        size_t col = filesno % cols;

        if (col == 0)
        {
            putchar ('\n');
            pos = 0;
        }
        else
        {
            indent (pos + name_length, pos + max_name_length);
            pos += max_name_length;
        }

        f = sorted_file[filesno];
        print_file_name_and_frills (f, pos);

        name_length = length_of_file_name_and_frills (f);
        max_name_length = line_fmt->col_arr[col];
    }
    putchar ('\n');
}

```

```

static void
print_with_commas (void)
{
    size_t filesno;
    size_t pos = 0;

    for (filesno = 0; filesno < cwd_n_used; filesno++)
    {
        struct fileinfo const *f = sorted_file[filesno];
        size_t len = length_of_file_name_and_frills (f);

        if (filesno != 0)
        {
            char separator;

            if (pos + len + 2 < line_length)
            {
                pos += 2;
                separator = ' ';
            }
            else
            {

```

```

        pos = 0;
        separator = '\n';
    }

    putchar (',' );
    putchar (separator);
}

print_file_name_and_frills (f, pos);
pos += len;
}
putchar ('\n');
}

/* Assuming cursor is at position FROM, indent up to position TO.
   Use a TAB character instead of two or more spaces whenever possible. */

static void
indent (size_t from, size_t to)
{
    while (from < to)
    {
        if (tabsize != 0 && to / tabsize > (from + 1) / tabsize)
        {
            putchar ('\t');
            from += tabsize - from % tabsize;
        }
        else
        {
            putchar (' ');
            from++;
        }
    }
}

/* Put DIRNAME/NAME into DEST, handling '.' and '/' properly. */
/* FIXME: maybe remove this function someday. See about using a
   non-malloc'ing version of file_name_concat. */

static void
attach (char *dest, const char *dirname, const char *name)
{
    const char *dirnamep = dirname;

    /* Copy dirname if it is not ".". */
    if (dirname[0] != '.' || dirname[1] != 0)
    {
        while (*dirnamep)
            *dest++ = *dirnamep++;
        /* Add '/' if 'dirname' doesn't already end with it. */
        if (dirnamep > dirname && dirnamep[-1] != '/')
            *dest++ = '/';
    }
    while (*name)
        *dest++ = *name++;
    *dest = 0;
}

/* Allocate enough column info suitable for the current number of
   files and display columns, and initialize the info to represent the
   narrowest possible columns. */

static void
init_column_info (void)
{
    size_t i;
    size_t max_cols = MIN (max_idx, cwd_n_used);

    /* Currently allocated columns in column_info. */
    static size_t column_info_alloc;

    if (column_info_alloc < max_cols)
    {
        size_t new_column_info_alloc;
        size_t *p;

        if (max_cols < max_idx / 2)
        {
            /* The number of columns is far less than the display width
               allows. Grow the allocation, but only so that it's
               double the current requirements. If the display is
               extremely wide, this avoids allocating a lot of memory
               that is never needed. */
            column_info = xrealloc (column_info, max_cols,
                                   2 * sizeof *column_info);
            new_column_info_alloc = 2 * max_cols;
        }
        else
        {
            column_info = xrealloc (column_info, max_idx, sizeof *column_info);
            new_column_info_alloc = max_idx;
        }
    }

    /* Allocate the new size_t objects by computing the triangle
       formula  $n * (n + 1) / 2$ , except that we don't need to
       allocate the part of the triangle that we've already
       allocated. Check for address arithmetic overflow. */
    {

```

```

    size_t column_info_growth = new_column_info_alloc - column_info_alloc;
    size_t s = column_info_alloc + 1 + new_column_info_alloc;
    size_t t = s * column_info_growth;
    if (s < new_column_info_alloc || t / column_info_growth != s)
        xalloc_die ();
    p = xnmalloc (t / 2, sizeof *p);
}

/* Grow the triangle by parceling out the cells just allocated. */
for (i = column_info_alloc; i < new_column_info_alloc; i++)
{
    column_info[i].col_arr = p;
    p += i + 1;
}

column_info_alloc = new_column_info_alloc;
}

for (i = 0; i < max_cols; ++i)
{
    size_t j;

    column_info[i].valid_len = true;
    column_info[i].line_len = (i + 1) * MIN_COLUMN_WIDTH;
    for (j = 0; j <= i; ++j)
        column_info[i].col_arr[j] = MIN_COLUMN_WIDTH;
}
}

/* Calculate the number of columns needed to represent the current set
of files in the current display width. */

static size_t
calculate_columns (bool by_columns)
{
    size_t filesno;          /* Index into cwd_file. */
    size_t cols;            /* Number of files across. */

    /* Normally the maximum number of columns is determined by the
screen width. But if few files are available this might limit it
as well. */
    size_t max_cols = MIN (max_idx, cwd_n_used);

    init_column_info ();

    /* Compute the maximum number of possible columns. */
    for (filesno = 0; filesno < cwd_n_used; ++filesno)
    {
        struct fileinfo const *f = sorted_file[filesno];
        size_t name_length = length_of_file_name_and_frills (f);
        size_t i;

        for (i = 0; i < max_cols; ++i)
        {
            if (column_info[i].valid_len)
            {
                size_t idx = (by_columns
                    ? filesno / ((cwd_n_used + i) / (i + 1))
                    : filesno % (i + 1));
                size_t real_length = name_length + (idx == i ? 0 : 2);

                if (column_info[i].col_arr[idx] < real_length)
                {
                    column_info[i].line_len += (real_length
                        - column_info[i].col_arr[idx]);
                    column_info[i].col_arr[idx] = real_length;
                    column_info[i].valid_len = (column_info[i].line_len
                        < line_length);
                }
            }
        }
    }

    /* Find maximum allowed columns. */
    for (cols = max_cols; 1 < cols; --cols)
    {
        if (column_info[cols - 1].valid_len)
            break;
    }

    return cols;
}

void
usage (int status)
{
    if (status != EXIT_SUCCESS)
        emit_try_help ();
    else
    {
        printf (_("Usage: %s [OPTION]... [FILE]...\n"), program_name);
        fputs (_("\n
List information about the FILES (the current directory by default).\n\
Sort entries alphabetically if none of -cftuvSUX nor --sort is specified.\n\
"), stdout);

        emit_mandatory_arg_note ();
    }
}

```

```

    fputs _("`
-a, --all                do not ignore entries starting with .\n
-A, --almost-all       do not list implied . and ..\n
    --author             with -l, print the author of each file\n
-b, --escape            print C-style escapes for nongraphic characters\n
"), stdout);
    fputs _("`
    --block-size=SIZE    scale sizes by SIZE before printing them; e.g.,\n
                        '--block-size=M' prints sizes in units of\n
                        1,048,576 bytes; see SIZE format below\n
-B, --ignore-backups    do not list implied entries ending with ~\n
-c                      with -lt: sort by, and show, ctime (time of last\n
                        modification of file status information);\n
                        with -l: show ctime and sort by name;\n
                        otherwise: sort by ctime, newest first\n
"), stdout);
    fputs _("`
-C                      list entries by columns\n
    --color[=WHEN]      colorize the output; WHEN can be 'always' (default\n
                        if omitted), 'auto', or 'never'; more info below\n
\n
\n
-d, --directory         list directories themselves, not their contents\n
-D, --dired             generate output designed for Emacs' dired mode\n
"), stdout);
    fputs _("`
-f                      do not sort, enable -aU, disable -ls --color\n
-F, --classify          append indicator (one of */=>@|) to entries\n
    --file-type          likewise, except do not append '*'\n
    --format=WORD       across -x, commas -m, horizontal -x, long -l,\n
                        single-column -l, verbose -l, vertical -C\n
                        like -l --time-style=full-iso\n
--full-time            like -l --time-style=full-iso\n
"), stdout);
    fputs _("`
-g                      like -l, but do not list owner\n
"), stdout);
    fputs _("`
    --group-directories-first\n
                        group directories before files;\n
                        can be augmented with a --sort option, but any\n
                        use of --sort=none (-U) disables grouping\n
"), stdout);
    fputs _("`
-G, --no-group          in a long listing, don't print group names\n
-h, --human-readable   with -l and/or -s, print human readable sizes\n
                        (e.g., 1K 234M 2G)\n
    --si                likewise, but use powers of 1000 not 1024\n
"), stdout);
    fputs _("`
-H, --dereference-command-line\n
                        follow symbolic links listed on the command line\n
    --dereference-command-line-symlink-to-dir\n
                        follow each command line symbolic link\n
                        that points to a directory\n
--hide=PATTERN         do not list implied entries matching shell PATTERN\n
\n
                        (overridden by -a or -A)\n
"), stdout);
    fputs _("`
--indicator-style=WORD append indicator with style WORD to entry names:\n
\n
                        none (default), slash (-p),\n
                        file-type (--file-type), classify (-F)\n
-i, --inode            print the index number of each file\n
-I, --ignore=PATTERN  do not list implied entries matching shell PATTERN\n
\n
-k, --kibibytes        default to 1024-byte blocks for disk usage\n
"), stdout);
    fputs _("`
-l                      use a long listing format\n
-L, --dereference      when showing file information for a symbolic\n
                        link, show information for the file the link\n
                        references rather than for the link itself\n
-m                    fill width with a comma separated list of entries\n
\n
"), stdout);
    fputs _("`
-n, --numeric-uid-gid  like -l, but list numeric user and group IDs\n
-N, --literal          print raw entry names (don't treat e.g. control\n
                        characters specially)\n
-o                    like -l, but do not list group information\n
-p, --indicator-style=slash\n
                        append / indicator to directories\n
"), stdout);
    fputs _("`
-q, --hide-control-chars print ? instead of nongraphic characters\n
    --show-control-chars show nongraphic characters as-is (the default,\n
                        unless program is 'ls' and output is a terminal)\n
\n
-Q, --quote-name        enclose entry names in double quotes\n
    --quoting-style=WORD use quoting style WORD for entry names:\n
                        literal, locale, shell, shell-always, c, escape\n
\n
"), stdout);
    fputs _("`
-r, --reverse          reverse order while sorting\n
-R, --recursive        list subdirectories recursively\n
-s, --size             print the allocated size of each file, in blocks\n

```

```

"), stdout);
    fputs _("\"
    -S                               sort by file size, largest first\n\"
    --sort=WORD                       sort by WORD instead of name: none (-U), size (-S)\
,\n\"
    --time=WORD                       time (-t), version (-v), extension (-X)\n\"
    with -l, show time as WORD instead of default\n\"
    modification time: atime or access or use (-u);\n
\n\"
    ctime or status (-c); also use specified time\n\"
    as sort key if --sort=time (newest first)\n\"
"), stdout);
    fputs _("\"
    --time-style=STYLE                with -l, show times using style STYLE:\n\"
    full-iso, long-iso, iso, locale, or +FORMAT;\n\"
    FORMAT is interpreted like in 'date'; if FORMAT\
\n\"
    is FORMAT1<newline>FORMAT2, then FORMAT1 applies\
\n\"
    to non-recent files and FORMAT2 to recent files;\n
\n\"
    if STYLE is prefixed with 'posix-', STYLE\n\"
    takes effect only outside the POSIX locale\n\"
"), stdout);
    fputs _("\"
    -t                               sort by modification time, newest first\n\"
    -T, --tabsize=COLS                assume tab stops at each COLS instead of 8\n\"
"), stdout);
    fputs _("\"
    -u                               with -lt: sort by, and show, access time;\n\"
    with -l: show access time and sort by name;\n\"
    otherwise: sort by access time, newest first\n\"
    do not sort; list entries in directory order\n\"
    natural sort of (version) numbers within text\n\"
    -U
    -v
"), stdout);
    fputs _("\"
    -w, --width=COLS                 assume screen width instead of current value\n\"
    -x                               list entries by lines instead of by columns\n\"
    -X                               sort alphabetically by entry extension\n\"
    -Z, --context                     print any security context of each file\n\"
    -l                               list one file per line. Avoid '\\n' with -q or -b\
\n\"
"), stdout);
    fputs (HELP_OPTION_DESCRIPTION, stdout);
    fputs (VERSION_OPTION_DESCRIPTION, stdout);
    emit_size_note ();
    fputs _("\"
\n\"
Using color to distinguish file types is disabled both by default and\n\"
with --color=never. With --color=auto, ls emits color codes only when\n\"
standard output is connected to a terminal. The LS_COLORS environment\n\"
variable can change the settings. Use the dircolors command to set it.\n\"
"), stdout);
    fputs _("\"
\n\"
Exit status:\n\"
0 if OK,\n\"
1 if minor problems (e.g., cannot access subdirectory),\n\"
2 if serious trouble (e.g., cannot access command-line argument).\n\"
"), stdout);
    emit_ancillary_info (PROGRAM_NAME);
}
exit (status);
}

```

---

## Notice for package(s)

### *lzo*

---

```

/* lzo_init.c -- initialization of the LZO library

```

This file is part of the LZO real-time data compression library.

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51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.

```
Markus F.X.J. Oberhumer
<markus@oberhumer.com>
http://www.oberhumer.com/opensource/lzo/
*/
```

```
#include "lzo_conf.h"
```

```
/*
*****
// Runtime check of the assumptions about the size of builtin types,
// memory model, byte order and other low-level constructs.
//
// We are really paranoid here - LZ0 should either fail
// at startup or not at all.
//
// Because of inlining much of these functions evaluates to nothing.
//
// And while many of the tests seem highly obvious and redundant they are
// here to catch compiler/optimizer bugs. Yes, these do exist.
*****
*/
```

```
#if !defined(__LZO_IN_MINILZO)
```

```
#define LZ0_WANT_ACC_CHK_CH 1
#undef LZ0CHK_ASSERT
#include "lzo_supp.h"
```

```
    LZ0CHK_ASSERT((LZO_UINT32_C(1) << (int)(8*sizeof(LZO_UINT32_C(1))-1)) > 0)
    LZ0CHK_ASSERT_IS_SIGNED_T(lzo_int)
    LZ0CHK_ASSERT_IS_UNSIGNED_T(lzo_uint)
    #if !(__LZO_UINTPTR_T_IS_POINTER)
    LZ0CHK_ASSERT_IS_UNSIGNED_T(lzo_uintptr_t)
    #endif
    LZ0CHK_ASSERT(sizeof(lzo_uintptr_t) >= sizeof(lzo_voidp))
    LZ0CHK_ASSERT_IS_UNSIGNED_T(lzo_xint)
```

```
#endif
#undef LZ0CHK_ASSERT
```

```
/*
*****
//
*****
*/
```

```
union lzo_config_check_union {
    lzo_uint a[2];
    unsigned char b[2*LZO_MAX(8, sizeof(lzo_uint))];
    #if defined(lzo_uint64_t)
    lzo_uint64_t c[2];
    #endif
};
```

```
#if 0
#define u2p(ptr, off) ((lzo_voidp) (((lzo_bytew) (lzo_voidp) (ptr)) + (off)))
#else
static __lzo_noinline lzo_voidp u2p(lzo_voidp ptr, lzo_uint off)
{
    return (lzo_voidp) ((lzo_bytew) ptr + off);
}
#endif
```

```
LZO_PUBLIC(int)
_lzo_config_check(void)
{
    #if (LZO_CC_CLANG && (LZO_CC_CLANG >= 0x030100ul && LZO_CC_CLANG < 0x030300ul))
    # if 0
    /* work around a clang 3.1 and clang 3.2 compiler bug; clang 3.3 and 3.4 work */
    volatile
    # endif
    #endif
    union lzo_config_check_union u;
    lzo_voidp p;
    unsigned r = 1;

    u.a[0] = u.a[1] = 0;
    p = u2p(&u, 0);
    r &= ((* (lzo_bytew) p) == 0);
    #if !(LZO_CFG_NO_CONFIG_CHECK)
    #if (LZO_ABI_BIG_ENDIAN)
    u.a[0] = u.a[1] = 0; u.b[sizeof(lzo_uint) - 1] = 128;
    p = u2p(&u, 0);
    r &= ((* (lzo_uintp) p) == 128);
    #endif
    #if (LZO_ABI_LITTLE_ENDIAN)
    u.a[0] = u.a[1] = 0; u.b[0] = 128;
    p = u2p(&u, 0);
    r &= ((* (lzo_uintp) p) == 128);
    #endif
    #endif
    u.a[0] = u.a[1] = 0;
    u.b[0] = 1; u.b[3] = 2;
    p = u2p(&u, 1);
    r &= UA_GET_NE16(p) == 0;
    r &= UA_GET_LE16(p) == 0;
    u.b[1] = 128;
    r &= UA_GET_LE16(p) == 128;
```

```

    u.b[2] = 129;
    r &= UA_GET_LE16(p) == LZO_UINT16_C(0x8180);
#if (LZO_ABI_BIG_ENDIAN)
    r &= UA_GET_NE16(p) == LZO_UINT16_C(0x8081);
#endif
#if (LZO_ABI_LITTLE_ENDIAN)
    r &= UA_GET_NE16(p) == LZO_UINT16_C(0x8180);
#endif
    u.a[0] = u.a[1] = 0;
    u.b[0] = 3; u.b[5] = 4;
    p = u2p(&u, 1);
    r &= UA_GET_NE32(p) == 0;
    r &= UA_GET_LE32(p) == 0;
    u.b[1] = 128;
    r &= UA_GET_LE32(p) == 128;
    u.b[2] = 129; u.b[3] = 130; u.b[4] = 131;
    r &= UA_GET_LE32(p) == LZO_UINT32_C(0x83828180);
#if (LZO_ABI_BIG_ENDIAN)
    r &= UA_GET_NE32(p) == LZO_UINT32_C(0x80818283);
#endif
#if (LZO_ABI_LITTLE_ENDIAN)
    r &= UA_GET_NE32(p) == LZO_UINT32_C(0x83828180);
#endif
#if defined(UA_GET_NE64)
    u.c[0] = u.c[1] = 0;
    u.b[0] = 5; u.b[9] = 6;
    p = u2p(&u, 1);
    u.c[0] = u.c[1] = 0;
    r &= UA_GET_NE64(p) == 0;
#endif
#if defined(UA_GET_LE64)
    r &= UA_GET_LE64(p) == 0;
    u.b[1] = 128;
    r &= UA_GET_LE64(p) == 128;
#endif
#endif
#endif
#if defined(lzo_bitops_ctlz32)
    { unsigned i = 0; lzo_uint32_t v;
      for (v = 1; v != 0 && r == 1; v <<= 1, i++) {
        r &= lzo_bitops_ctlz32(v) == 31 - i;
        r &= lzo_bitops_ctlz32_func(v) == 31 - i;
      }
    }
#endif
#if defined(lzo_bitops_ctlz64)
    { unsigned i = 0; lzo_uint64_t v;
      for (v = 1; v != 0 && r == 1; v <<= 1, i++) {
        r &= lzo_bitops_ctlz64(v) == 63 - i;
        r &= lzo_bitops_ctlz64_func(v) == 63 - i;
      }
    }
#endif
#if defined(lzo_bitops_cttz32)
    { unsigned i = 0; lzo_uint32_t v;
      for (v = 1; v != 0 && r == 1; v <<= 1, i++) {
        r &= lzo_bitops_cttz32(v) == i;
        r &= lzo_bitops_cttz32_func(v) == i;
      }
    }
#endif
#if defined(lzo_bitops_cttz64)
    { unsigned i = 0; lzo_uint64_t v;
      for (v = 1; v != 0 && r == 1; v <<= 1, i++) {
        r &= lzo_bitops_cttz64(v) == i;
        r &= lzo_bitops_cttz64_func(v) == i;
      }
    }
#endif
#endif
    LZO_UNUSED_FUNC(lzo_bitops_unused_funcs);

    return r == 1 ? LZO_E_OK : LZO_E_ERROR;
}

/*****
//
*****/

LZO_PUBLIC(int)
__lzo_init_v2(unsigned v, int s1, int s2, int s3, int s4, int s5,
              int s6, int s7, int s8, int s9)
{
    int r;

#if defined(__LZO_IN_MINILZO)
#elif (LZO_CC_MSC && ((_MSC_VER) < 700))
#else
#define LZO_WANT_ACC_CHK_CH 1
#undef LZOCHK_ASSERT
#define LZOCHK_ASSERT(expr) LZO_COMPILE_TIME_ASSERT(expr)
#include "lzo_suppl.h"
#endif
#undef LZOCHK_ASSERT

    if (v == 0)
        return LZO_E_ERROR;

    r = (s1 == -1 || s1 == (int) sizeof(short)) &&
        (s2 == -1 || s2 == (int) sizeof(int)) &&
        (s3 == -1 || s3 == (int) sizeof(long)) &&
        (s4 == -1 || s4 == (int) sizeof(lzo_uint32_t)) &&
        (s5 == -1 || s5 == (int) sizeof(lzo_uint)) &&

```

```

    (s6 == -1 || s6 == (int) lzo_sizeof_dict_t) &&
    (s7 == -1 || s7 == (int) sizeof(char *)) &&
    (s8 == -1 || s8 == (int) sizeof(lzo_voidp)) &&
    (s9 == -1 || s9 == (int) sizeof(lzo_callback_t));
if (!r)
    return LZO_E_ERROR;

r = _lzo_config_check();
if (r != LZO_E_OK)
    return r;

return r;
}

#if !defined(__LZO_IN_MINILZO)
#include "lzo_dll.ch"
#endif

```

```
/* vim:set ts=4 sw=4 et: */
```

---

## Notice for package(s)

### *zlib*

---

```
/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.8, April 28th, 2013
```

```
Copyright (C) 1995-2013 Jean-loup Gailly and Mark Adler
```

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```
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```

```
The data format used by the zlib library is described by RFCs (Request for
Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950
(zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).
```

```
*/
```

```
#ifndef ZLIB_H
#define ZLIB_H
```

```
#include "zconf.h"
```

```
#ifdef __cplusplus
extern "C" {
#endif
```

```
#define ZLIB_VERSION "1.2.8"
#define ZLIB_VERNUM 0x1280
#define ZLIB_VER_MAJOR 1
#define ZLIB_VER_MINOR 2
#define ZLIB_VER_REVISION 8
#define ZLIB_VER_SUBREVISION 0
```

```
/*
```

```
The 'zlib' compression library provides in-memory compression and
decompression functions, including integrity checks of the uncompressed data.
This version of the library supports only one compression method (deflation)
but other algorithms will be added later and will have the same stream
interface.
```

```
Compression can be done in a single step if the buffers are large enough,
or can be done by repeated calls of the compression function. In the latter
case, the application must provide more input and/or consume the output
(providing more output space) before each call.
```

```
The compressed data format used by default by the in-memory functions is
the zlib format, which is a zlib wrapper documented in RFC 1950, wrapped
around a deflate stream, which is itself documented in RFC 1951.
```

```
The library also supports reading and writing files in gzip (.gz) format
with an interface similar to that of stdio using the functions that start
with "gz". The gzip format is different from the zlib format. gzip is a
```

gzip wrapper, documented in RFC 1952, wrapped around a deflate stream.

This library can optionally read and write gzip streams in memory as well.

The zlib format was designed to be compact and fast for use in memory and on communications channels. The gzip format was designed for single-file compression on file systems, has a larger header than zlib to maintain directory information, and uses a different, slower check method than zlib.

The library does not install any signal handler. The decoder checks the consistency of the compressed data, so the library should never crash even in case of corrupted input.

\*/

```
typedef voidpf (*alloc_func) OF((voidpf opaque, uInt items, uInt size));
typedef void (*free_func) OF((voidpf opaque, voidpf address));
```

```
struct internal_state;
```

```
typedef struct z_stream_s {
    z_const Bytef *next_in; /* next input byte */
    uInt avail_in; /* number of bytes available at next_in */
    uLong total_in; /* total number of input bytes read so far */

    Bytef *next_out; /* next output byte should be put there */
    uInt avail_out; /* remaining free space at next_out */
    uLong total_out; /* total number of bytes output so far */

    z_const char *msg; /* last error message, NULL if no error */
    struct internal_state FAR *state; /* not visible by applications */

    alloc_func zalloc; /* used to allocate the internal state */
    free_func zfree; /* used to free the internal state */
    voidpf opaque; /* private data object passed to zalloc and zfree */

    int data_type; /* best guess about the data type: binary or text */
    uLong Adler; /* Adler32 value of the uncompressed data */
    uLong reserved; /* reserved for future use */
} z_stream;
```

```
typedef z_stream FAR *z_streamp;
```

/\*

gzip header information passed to and from zlib routines. See RFC 1952 for more details on the meanings of these fields.

\*/

```
typedef struct gz_header_s {
    int text; /* true if compressed data believed to be text */
    uLong time; /* modification time */
    int xflags; /* extra flags (not used when writing a gzip file) */
    int os; /* operating system */
    Bytef *extra; /* pointer to extra field or Z_NULL if none */
    uInt extra_len; /* extra field length (valid if extra != Z_NULL) */
    uInt extra_max; /* space at extra (only when reading header) */
    Bytef *name; /* pointer to zero-terminated file name or Z_NULL */
    uInt name_max; /* space at name (only when reading header) */
    Bytef *comment; /* pointer to zero-terminated comment or Z_NULL */
    uInt comm_max; /* space at comment (only when reading header) */
    int hcrc; /* true if there was or will be a header crc */
    int done; /* true when done reading gzip header (not used
              when writing a gzip file) */
} gz_header;
```

```
typedef gz_header FAR *gz_headerp;
```

/\*

The application must update next\_in and avail\_in when avail\_in has dropped to zero. It must update next\_out and avail\_out when avail\_out has dropped to zero. The application must initialize zalloc, zfree and opaque before calling the init function. All other fields are set by the compression library and must not be updated by the application.

The opaque value provided by the application will be passed as the first parameter for calls of zalloc and zfree. This can be useful for custom memory management. The compression library attaches no meaning to the opaque value.

zalloc must return Z\_NULL if there is not enough memory for the object. If zlib is used in a multi-threaded application, zalloc and zfree must be thread safe.

On 16-bit systems, the functions zalloc and zfree must be able to allocate exactly 65536 bytes, but will not be required to allocate more than this if the symbol MAXSEG\_64K is defined (see zconf.h). WARNING: On MSDOS, pointers returned by zalloc for objects of exactly 65536 bytes \*must\* have their offset normalized to zero. The default allocation function provided by this library ensures this (see zutil.c). To reduce memory requirements and avoid any allocation of 64K objects, at the expense of compression ratio, compile the library with -DMAX\_WBITS=14 (see zconf.h).

The fields total\_in and total\_out can be used for statistics or progress reports. After compression, total\_in holds the total size of the uncompressed data and may be saved for use in the decompressor (particularly if the decompressor wants to decompress everything in a single step).

\*/

/\* constants \*/

```

#define Z_NO_FLUSH      0
#define Z_PARTIAL_FLUSH 1
#define Z_SYNC_FLUSH   2
#define Z_FULL_FLUSH   3
#define Z_FINISH       4
#define Z_BLOCK        5
#define Z_TREES        6
/* Allowed flush values; see deflate() and inflate() below for details */

#define Z_OK            0
#define Z_STREAM_END   1
#define Z_NEED_DICT    2
#define Z_ERRNO        (-1)
#define Z_STREAM_ERROR (-2)
#define Z_DATA_ERROR   (-3)
#define Z_MEM_ERROR    (-4)
#define Z_BUF_ERROR    (-5)
#define Z_VERSION_ERROR (-6)
/* Return codes for the compression/decompression functions. Negative values
 * are errors, positive values are used for special but normal events.
 */

#define Z_NO_COMPRESSION      0
#define Z_BEST_SPEED          1
#define Z_BEST_COMPRESSION   9
#define Z_DEFAULT_COMPRESSION (-1)
/* compression levels */

#define Z_FILTERED            1
#define Z_HUFFMAN_ONLY       2
#define Z_RLE                 3
#define Z_FIXED              4
#define Z_DEFAULT_STRATEGY   0
/* compression strategy; see deflateInit2() below for details */

#define Z_BINARY      0
#define Z_TEXT        1
#define Z_ASCII       Z_TEXT /* for compatibility with 1.2.2 and earlier */
#define Z_UNKNOWN     2
/* Possible values of the data_type field (though see inflate()) */

#define Z_DEFLATED  8
/* The deflate compression method (the only one supported in this version) */

#define Z_NULL 0 /* for initializing zalloc, zfree, opaque */

#define zlib_version zlibVersion()
/* for compatibility with versions < 1.0.2 */

                /* basic functions */

ZEXTERN const char * ZEXPORT zlibVersion OF((void));
/* The application can compare zlibVersion and ZLIB_VERSION for consistency.
 * If the first character differs, the library code actually used is not
 * compatible with the zlib.h header file used by the application. This check
 * is automatically made by deflateInit and inflateInit.
 */

/*
ZEXTERN int ZEXPORT deflateInit OF((z_streamp strm, int level));

    Initializes the internal stream state for compression. The fields
    zalloc, zfree and opaque must be initialized before by the caller. If
    zalloc and zfree are set to Z_NULL, deflateInit updates them to use default
    allocation functions.

    The compression level must be Z_DEFAULT_COMPRESSION, or between 0 and 9:
    1 gives best speed, 9 gives best compression, 0 gives no compression at all
    (the input data is simply copied a block at a time). Z_DEFAULT_COMPRESSION
    requests a default compromise between speed and compression (currently
    equivalent to level 6).

    deflateInit returns Z_OK if success, Z_MEM_ERROR if there was not enough
    memory, Z_STREAM_ERROR if level is not a valid compression level, or
    Z_VERSION_ERROR if the zlib library version (zlib_version) is incompatible
    with the version assumed by the caller (ZLIB_VERSION). msg is set to null
    if there is no error message. deflateInit does not perform any compression:
    this will be done by deflate().
*/

ZEXTERN int ZEXPORT deflate OF((z_streamp strm, int flush));
/*
    deflate compresses as much data as possible, and stops when the input
    buffer becomes empty or the output buffer becomes full. It may introduce
    some output latency (reading input without producing any output) except when
    forced to flush.

    The detailed semantics are as follows. deflate performs one or both of the
    following actions:

    - Compress more input starting at next_in and update next_in and avail_in
      accordingly. If not all input can be processed (because there is not
      enough room in the output buffer), next_in and avail_in are updated and
      processing will resume at this point for the next call of deflate().

    - Provide more output starting at next_out and update next_out and avail_out

```

accordingly. This action is forced if the parameter flush is non zero. Forcing flush frequently degrades the compression ratio, so this parameter should be set only when necessary (in interactive applications). Some output may be provided even if flush is not set.

Before the call of deflate(), the application should ensure that at least one of the actions is possible, by providing more input and/or consuming more output, and updating avail\_in or avail\_out accordingly; avail\_out should never be zero before the call. The application can consume the compressed output when it wants, for example when the output buffer is full (avail\_out == 0), or after each call of deflate(). If deflate returns Z\_OK and with zero avail\_out, it must be called again after making room in the output buffer because there might be more output pending.

Normally the parameter flush is set to Z\_NO\_FLUSH, which allows deflate to decide how much data to accumulate before producing output, in order to maximize compression.

If the parameter flush is set to Z\_SYNC\_FLUSH, all pending output is flushed to the output buffer and the output is aligned on a byte boundary, so that the decompressor can get all input data available so far. (In particular avail\_in is zero after the call if enough output space has been provided before the call.) Flushing may degrade compression for some compression algorithms and so it should be used only when necessary. This completes the current deflate block and follows it with an empty stored block that is three bits plus filler bits to the next byte, followed by four bytes (00 00 ff ff).

If flush is set to Z\_PARTIAL\_FLUSH, all pending output is flushed to the output buffer, but the output is not aligned to a byte boundary. All of the input data so far will be available to the decompressor, as for Z\_SYNC\_FLUSH. This completes the current deflate block and follows it with an empty fixed codes block that is 10 bits long. This assures that enough bytes are output in order for the decompressor to finish the block before the empty fixed code block.

If flush is set to Z\_BLOCK, a deflate block is completed and emitted, as for Z\_SYNC\_FLUSH, but the output is not aligned on a byte boundary, and up to seven bits of the current block are held to be written as the next byte after the next deflate block is completed. In this case, the decompressor may not be provided enough bits at this point in order to complete decompression of the data provided so far to the compressor. It may need to wait for the next block to be emitted. This is for advanced applications that need to control the emission of deflate blocks.

If flush is set to Z\_FULL\_FLUSH, all output is flushed as with Z\_SYNC\_FLUSH, and the compression state is reset so that decompression can restart from this point if previous compressed data has been damaged or if random access is desired. Using Z\_FULL\_FLUSH too often can seriously degrade compression.

If deflate returns with avail\_out == 0, this function must be called again with the same value of the flush parameter and more output space (updated avail\_out), until the flush is complete (deflate returns with non-zero avail\_out). In the case of a Z\_FULL\_FLUSH or Z\_SYNC\_FLUSH, make sure that avail\_out is greater than six to avoid repeated flush markers due to avail\_out == 0 on return.

If the parameter flush is set to Z\_FINISH, pending input is processed, pending output is flushed and deflate returns with Z\_STREAM\_END if there was enough output space; if deflate returns with Z\_OK, this function must be called again with Z\_FINISH and more output space (updated avail\_out) but no more input data, until it returns with Z\_STREAM\_END or an error. After deflate has returned Z\_STREAM\_END, the only possible operations on the stream are deflateReset or deflateEnd.

Z\_FINISH can be used immediately after deflateInit if all the compression is to be done in a single step. In this case, avail\_out must be at least the value returned by deflateBound (see below). Then deflate is guaranteed to return Z\_STREAM\_END. If not enough output space is provided, deflate will not return Z\_STREAM\_END, and it must be called again as described above.

deflate() sets strm->adler to the Adler32 checksum of all input read so far (that is, total\_in bytes).

deflate() may update strm->data\_type if it can make a good guess about the input data type (Z\_BINARY or Z\_TEXT). In doubt, the data is considered binary. This field is only for information purposes and does not affect the compression algorithm in any manner.

deflate() returns Z\_OK if some progress has been made (more input processed or more output produced), Z\_STREAM\_END if all input has been consumed and all output has been produced (only when flush is set to Z\_FINISH), Z\_STREAM\_ERROR if the stream state was inconsistent (for example if next\_in or next\_out was Z\_NULL), Z\_BUF\_ERROR if no progress is possible (for example avail\_in or avail\_out was zero). Note that Z\_BUF\_ERROR is not fatal, and deflate() can be called again with more input and more output space to continue compressing.

\*/

```
ZEXTERN int ZEXPORT deflateEnd OF((z_streamp strm));
```

/\*

All dynamically allocated data structures for this stream are freed. This function discards any unprocessed input and does not flush any pending output.

deflateEnd returns Z\_OK if success, Z\_STREAM\_ERROR if the

stream state was inconsistent, Z\_DATA\_ERROR if the stream was freed prematurely (some input or output was discarded). In the error case, msg may be set but then points to a static string (which must not be deallocated).

\*/

```
/*  
ZEXTERN int ZEXPORT inflateInit OF((z_streamp strm));
```

Initializes the internal stream state for decompression. The fields next\_in, avail\_in, zalloc, zfree and opaque must be initialized before by the caller. If next\_in is not Z\_NULL and avail\_in is large enough (the exact value depends on the compression method), inflateInit determines the compression method from the zlib header and allocates all data structures accordingly; otherwise the allocation will be deferred to the first call of inflate. If zalloc and zfree are set to Z\_NULL, inflateInit updates them to use default allocation functions.

inflateInit returns Z\_OK if success, Z\_MEM\_ERROR if there was not enough memory, Z\_VERSION\_ERROR if the zlib library version is incompatible with the version assumed by the caller, or Z\_STREAM\_ERROR if the parameters are invalid, such as a null pointer to the structure. msg is set to null if there is no error message. inflateInit does not perform any decompression apart from possibly reading the zlib header if present: actual decompression will be done by inflate(). (So next\_in and avail\_in may be modified, but next\_out and avail\_out are unused and unchanged.) The current implementation of inflateInit() does not process any header information -- that is deferred until inflate() is called.

\*/

```
ZEXTERN int ZEXPORT inflate OF((z_streamp strm, int flush));
```

/\*

inflate decompresses as much data as possible, and stops when the input buffer becomes empty or the output buffer becomes full. It may introduce some output latency (reading input without producing any output) except when forced to flush.

The detailed semantics are as follows. inflate performs one or both of the following actions:

- Decompress more input starting at next\_in and update next\_in and avail\_in accordingly. If not all input can be processed (because there is not enough room in the output buffer), next\_in is updated and processing will resume at this point for the next call of inflate().
- Provide more output starting at next\_out and update next\_out and avail\_out accordingly. inflate() provides as much output as possible, until there is no more input data or no more space in the output buffer (see below about the flush parameter).

Before the call of inflate(), the application should ensure that at least one of the actions is possible, by providing more input and/or consuming more output, and updating the next\_\* and avail\_\* values accordingly. The application can consume the uncompressed output when it wants, for example when the output buffer is full (avail\_out == 0), or after each call of inflate(). If inflate returns Z\_OK and with zero avail\_out, it must be called again after making room in the output buffer because there might be more output pending.

The flush parameter of inflate() can be Z\_NO\_FLUSH, Z\_SYNC\_FLUSH, Z\_FINISH, Z\_BLOCK, or Z\_TREES. Z\_SYNC\_FLUSH requests that inflate() flush as much output as possible to the output buffer. Z\_BLOCK requests that inflate() stop if and when it gets to the next deflate block boundary. When decoding the zlib or gzip format, this will cause inflate() to return immediately after the header and before the first block. When doing a raw inflate, inflate() will go ahead and process the first block, and will return when it gets to the end of that block, or when it runs out of data.

The Z\_BLOCK option assists in appending to or combining deflate streams. Also to assist in this, on return inflate() will set strm->data\_type to the number of unused bits in the last byte taken from strm->next\_in, plus 64 if inflate() is currently decoding the last block in the deflate stream, plus 128 if inflate() returned immediately after decoding an end-of-block code or decoding the complete header up to just before the first byte of the deflate stream. The end-of-block will not be indicated until all of the uncompressed data from that block has been written to strm->next\_out. The number of unused bits may in general be greater than seven, except when bit 7 of data\_type is set, in which case the number of unused bits will be less than eight. data\_type is set as noted here every time inflate() returns for all flush options, and so can be used to determine the amount of currently consumed input in bits.

The Z\_TREES option behaves as Z\_BLOCK does, but it also returns when the end of each deflate block header is reached, before any actual data in that block is decoded. This allows the caller to determine the length of the deflate block header for later use in random access within a deflate block. 256 is added to the value of strm->data\_type when inflate() returns immediately after reaching the end of the deflate block header.

inflate() should normally be called until it returns Z\_STREAM\_END or an error. However if all decompression is to be performed in a single step (a single call of inflate), the parameter flush should be set to Z\_FINISH. In this case all pending input is processed and all pending output is flushed; avail\_out must be large enough to hold all of the uncompressed data for the operation to complete. (The size of the uncompressed data may have been saved by the compressor for this purpose.) The use of Z\_FINISH is not

required to perform an inflation in one step. However it may be used to inform inflate that a faster approach can be used for the single inflate() call. Z\_FINISH also informs inflate to not maintain a sliding window if the stream completes, which reduces inflate's memory footprint. If the stream does not complete, either because not all of the stream is provided or not enough output space is provided, then a sliding window will be allocated and inflate() can be called again to continue the operation as if Z\_NO\_FLUSH had been used.

In this implementation, inflate() always flushes as much output as possible to the output buffer, and always uses the faster approach on the first call. So the effects of the flush parameter in this implementation are on the return value of inflate() as noted below, when inflate() returns early when Z\_BLOCK or Z\_TREES is used, and when inflate() avoids the allocation of memory for a sliding window when Z\_FINISH is used.

If a preset dictionary is needed after this call (see inflateSetDictionary below), inflate sets strm->adler to the Adler-32 checksum of the dictionary chosen by the compressor and returns Z\_NEED\_DICT; otherwise it sets strm->adler to the Adler-32 checksum of all output produced so far (that is, total\_out bytes) and returns Z\_OK, Z\_STREAM\_END or an error code as described below. At the end of the stream, inflate() checks that its computed Adler32 checksum is equal to that saved by the compressor and returns Z\_STREAM\_END only if the checksum is correct.

inflate() can decompress and check either zlib-wrapped or gzip-wrapped deflate data. The header type is detected automatically, if requested when initializing with inflateInit2(). Any information contained in the gzip header is not retained, so applications that need that information should instead use raw inflate, see inflateInit2() below, or inflateBack() and perform their own processing of the gzip header and trailer. When processing gzip-wrapped deflate data, strm->adler32 is set to the CRC-32 of the output produced so far. The CRC-32 is checked against the gzip trailer.

inflate() returns Z\_OK if some progress has been made (more input processed or more output produced), Z\_STREAM\_END if the end of the compressed data has been reached and all uncompressed output has been produced, Z\_NEED\_DICT if a preset dictionary is needed at this point, Z\_DATA\_ERROR if the input data was corrupted (input stream not conforming to the zlib format or incorrect check value), Z\_STREAM\_ERROR if the stream structure was inconsistent (for example next\_in or next\_out was Z\_NULL), Z\_MEM\_ERROR if there was not enough memory, Z\_BUF\_ERROR if no progress is possible or if there was not enough room in the output buffer when Z\_FINISH is used. Note that Z\_BUF\_ERROR is not fatal, and inflate() can be called again with more input and more output space to continue decompressing. If Z\_DATA\_ERROR is returned, the application may then call inflateSync() to look for a good compression block if a partial recovery of the data is desired.

\*/

```
ZEXTERN int ZEXPORT inflateEnd OF((z_streamp strm));
```

/\*

All dynamically allocated data structures for this stream are freed. This function discards any unprocessed input and does not flush any pending output.

inflateEnd returns Z\_OK if success, Z\_STREAM\_ERROR if the stream state was inconsistent. In the error case, msg may be set but then points to a static string (which must not be deallocated).

\*/

/\* Advanced functions \*/

/\*

The following functions are needed only in some special applications.

\*/

/\*

```
ZEXTERN int ZEXPORT deflateInit2 OF((z_streamp strm,
    int level,
    int method,
    int windowBits,
    int memLevel,
    int strategy));
```

This is another version of deflateInit with more compression options. The fields next\_in, zalloc, zfree and opaque must be initialized before by the caller.

The method parameter is the compression method. It must be Z\_DEFLATED in this version of the library.

The windowBits parameter is the base two logarithm of the window size (the size of the history buffer). It should be in the range 8..15 for this version of the library. Larger values of this parameter result in better compression at the expense of memory usage. The default value is 15 if deflateInit is used instead.

windowBits can also be -8..-15 for raw deflate. In this case, -windowBits determines the window size. deflate() will then generate raw deflate data with no zlib header or trailer, and will not compute an Adler32 check value.

windowBits can also be greater than 15 for optional gzip encoding. Add 16 to windowBits to write a simple gzip header and trailer around the compressed data instead of a zlib wrapper. The gzip header will have no file name, no extra data, no comment, no modification time (set to zero), no header CRC, and the operating system will be set to 255 (unknown). If a

gzip stream is being written, strm->adler is a crc32 instead of an Adler32.

The memLevel parameter specifies how much memory should be allocated for the internal compression state. memLevel=1 uses minimum memory but is slow and reduces compression ratio; memLevel=9 uses maximum memory for optimal speed. The default value is 8. See zconf.h for total memory usage as a function of windowBits and memLevel.

The strategy parameter is used to tune the compression algorithm. Use the value Z\_DEFAULT\_STRATEGY for normal data, Z\_FILTERED for data produced by a filter (or predictor), Z\_HUFFMAN\_ONLY to force Huffman encoding only (no string match), or Z\_RLE to limit match distances to one (run-length encoding). Filtered data consists mostly of small values with a somewhat random distribution. In this case, the compression algorithm is tuned to compress them better. The effect of Z\_FILTERED is to force more Huffman coding and less string matching; it is somewhat intermediate between Z\_DEFAULT\_STRATEGY and Z\_HUFFMAN\_ONLY. Z\_RLE is designed to be almost as fast as Z\_HUFFMAN\_ONLY, but give better compression for PNG image data. The strategy parameter only affects the compression ratio but not the correctness of the compressed output even if it is not set appropriately. Z\_FIXED prevents the use of dynamic Huffman codes, allowing for a simpler decoder for special applications.

deflateInit2 returns Z\_OK if success, Z\_MEM\_ERROR if there was not enough memory, Z\_STREAM\_ERROR if any parameter is invalid (such as an invalid method), or Z\_VERSION\_ERROR if the zlib library version (zlib\_version) is incompatible with the version assumed by the caller (ZLIB\_VERSION). msg is set to null if there is no error message. deflateInit2 does not perform any compression: this will be done by deflate().

\*/

```
ZEXTERN int ZEXPORT deflateSetDictionary OF((z_streamp strm,
                                           const Bytef *dictionary,
                                           uInt dictLength));
```

/\*

Initializes the compression dictionary from the given byte sequence without producing any compressed output. When using the zlib format, this function must be called immediately after deflateInit, deflateInit2 or deflateReset, and before any call of deflate. When doing raw deflate, this function must be called either before any call of deflate, or immediately after the completion of a deflate block, i.e. after all input has been consumed and all output has been delivered when using any of the flush options Z\_BLOCK, Z\_PARTIAL\_FLUSH, Z\_SYNC\_FLUSH, or Z\_FULL\_FLUSH. The compressor and decompressor must use exactly the same dictionary (see inflateSetDictionary).

The dictionary should consist of strings (byte sequences) that are likely to be encountered later in the data to be compressed, with the most commonly used strings preferably put towards the end of the dictionary. Using a dictionary is most useful when the data to be compressed is short and can be predicted with good accuracy; the data can then be compressed better than with the default empty dictionary.

Depending on the size of the compression data structures selected by deflateInit or deflateInit2, a part of the dictionary may in effect be discarded, for example if the dictionary is larger than the window size provided in deflateInit or deflateInit2. Thus the strings most likely to be useful should be put at the end of the dictionary, not at the front. In addition, the current implementation of deflate will use at most the window size minus 262 bytes of the provided dictionary.

Upon return of this function, strm->adler is set to the Adler32 value of the dictionary; the decompressor may later use this value to determine which dictionary has been used by the compressor. (The Adler32 value applies to the whole dictionary even if only a subset of the dictionary is actually used by the compressor.) If a raw deflate was requested, then the Adler32 value is not computed and strm->adler is not set.

deflateSetDictionary returns Z\_OK if success, or Z\_STREAM\_ERROR if a parameter is invalid (e.g. dictionary being Z\_NULL) or the stream state is inconsistent (for example if deflate has already been called for this stream or if not at a block boundary for raw deflate). deflateSetDictionary does not perform any compression: this will be done by deflate().

\*/

```
ZEXTERN int ZEXPORT deflateCopy OF((z_streamp dest,
                                   z_streamp source));
```

/\*

Sets the destination stream as a complete copy of the source stream.

This function can be useful when several compression strategies will be tried, for example when there are several ways of pre-processing the input data with a filter. The streams that will be discarded should then be freed by calling deflateEnd. Note that deflateCopy duplicates the internal compression state which can be quite large, so this strategy is slow and can consume lots of memory.

deflateCopy returns Z\_OK if success, Z\_MEM\_ERROR if there was not enough memory, Z\_STREAM\_ERROR if the source stream state was inconsistent (such as zalloc being Z\_NULL). msg is left unchanged in both source and destination.

\*/

```
ZEXTERN int ZEXPORT deflateReset OF((z_streamp strm));
```

/\*

This function is equivalent to deflateEnd followed by deflateInit, but does not free and reallocate all the internal compression state. The stream will keep the same compression level and any other attributes that

```

may have been set by deflateInit2.

deflateReset returns Z_OK if success, or Z_STREAM_ERROR if the source
stream state was inconsistent (such as zalloc or state being Z_NULL).
*/

ZEXTERN int ZEXPORT deflateParams OF((z_streamp strm,
                                     int level,
                                     int strategy));

/*
Dynamically update the compression level and compression strategy. The
interpretation of level and strategy is as in deflateInit2. This can be
used to switch between compression and straight copy of the input data, or
to switch to a different kind of input data requiring a different strategy.
If the compression level is changed, the input available so far is
compressed with the old level (and may be flushed); the new level will take
effect only at the next call of deflate().

Before the call of deflateParams, the stream state must be set as for
a call of deflate(), since the currently available input may have to be
compressed and flushed. In particular, strm->avail_out must be non-zero.

deflateParams returns Z_OK if success, Z_STREAM_ERROR if the source
stream state was inconsistent or if a parameter was invalid, Z_BUF_ERROR if
strm->avail_out was zero.
*/

ZEXTERN int ZEXPORT deflateTune OF((z_streamp strm,
                                   int good_length,
                                   int max_lazy,
                                   int nice_length,
                                   int max_chain));

/*
Fine tune deflate's internal compression parameters. This should only be
used by someone who understands the algorithm used by zlib's deflate for
searching for the best matching string, and even then only by the most
fanatic optimizer trying to squeeze out the last compressed bit for their
specific input data. Read the deflate.c source code for the meaning of the
max_lazy, good_length, nice_length, and max_chain parameters.

deflateTune() can be called after deflateInit() or deflateInit2(), and
returns Z_OK on success, or Z_STREAM_ERROR for an invalid deflate stream.
*/

ZEXTERN uLong ZEXPORT deflateBound OF((z_streamp strm,
                                     uLong sourceLen));

/*
deflateBound() returns an upper bound on the compressed size after
deflation of sourceLen bytes. It must be called after deflateInit() or
deflateInit2(), and after deflateSetHeader(), if used. This would be used
to allocate an output buffer for deflation in a single pass, and so would be
called before deflate(). If that first deflate() call is provided the
sourceLen input bytes, an output buffer allocated to the size returned by
deflateBound(), and the flush value Z_FINISH, then deflate() is guaranteed
to return Z_STREAM_END. Note that it is possible for the compressed size to
be larger than the value returned by deflateBound() if flush options other
than Z_FINISH or Z_NO_FLUSH are used.
*/

ZEXTERN int ZEXPORT deflatePending OF((z_streamp strm,
                                     unsigned *pending,
                                     int *bits));

/*
deflatePending() returns the number of bytes and bits of output that have
been generated, but not yet provided in the available output. The bytes not
provided would be due to the available output space having been consumed.
The number of bits of output not provided are between 0 and 7, where they
await more bits to join them in order to fill out a full byte. If pending
or bits are Z_NULL, then those values are not set.

deflatePending returns Z_OK if success, or Z_STREAM_ERROR if the source
stream state was inconsistent.
*/

ZEXTERN int ZEXPORT deflatePrime OF((z_streamp strm,
                                    int bits,
                                    int value));

/*
deflatePrime() inserts bits in the deflate output stream. The intent
is that this function is used to start off the deflate output with the bits
leftover from a previous deflate stream when appending to it. As such, this
function can only be used for raw deflate, and must be used before the first
deflate() call after a deflateInit2() or deflateReset(). bits must be less
than or equal to 16, and that many of the least significant bits of value
will be inserted in the output.

deflatePrime returns Z_OK if success, Z_BUF_ERROR if there was not enough
room in the internal buffer to insert the bits, or Z_STREAM_ERROR if the
source stream state was inconsistent.
*/

ZEXTERN int ZEXPORT deflateSetHeader OF((z_streamp strm,
                                        gz_headerp head));

/*
deflateSetHeader() provides gzip header information for when a gzip
stream is requested by deflateInit2(). deflateSetHeader() may be called
after deflateInit2() or deflateReset() and before the first call of
deflate(). The text, time, os, extra field, name, and comment information

```

in the provided `gz_header` structure are written to the gzip header (`xflag` is ignored -- the extra flags are set according to the compression level). The caller must assure that, if not `Z_NULL`, name and comment are terminated with a zero byte, and that if extra is not `Z_NULL`, that extra\_len bytes are available there. If `hcrf` is true, a gzip header crc is included. Note that the current versions of the command-line version of gzip (up through version 1.3.x) do not support header crc's, and will report that it is a "multi-part gzip file" and give up.

If `deflateSetHeader` is not used, the default gzip header has text false, the time set to zero, and `os` set to 255, with no extra, name, or comment fields. The gzip header is returned to the default state by `deflateReset()`.

`deflateSetHeader` returns `Z_OK` if success, or `Z_STREAM_ERROR` if the source stream state was inconsistent.

\*/

```
/*
ZEXTERN int ZEXPORT inflateInit2 OF((z_streamp strm,
int windowBits));
```

This is another version of `inflateInit` with an extra parameter. The fields `next_in`, `avail_in`, `zalloc`, `zfree` and `opaque` must be initialized before by the caller.

The `windowBits` parameter is the base two logarithm of the maximum window size (the size of the history buffer). It should be in the range 8..15 for this version of the library. The default value is 15 if `inflateInit` is used instead. `windowBits` must be greater than or equal to the `windowBits` value provided to `deflateInit2()` while compressing, or it must be equal to 15 if `deflateInit2()` was not used. If a compressed stream with a larger window size is given as input, `inflate()` will return with the error code `Z_DATA_ERROR` instead of trying to allocate a larger window.

`windowBits` can also be zero to request that `inflate` use the window size in the zlib header of the compressed stream.

`windowBits` can also be -8..-15 for raw `inflate`. In this case, `-windowBits` determines the window size. `inflate()` will then process raw deflate data, not looking for a zlib or gzip header, not generating a check value, and not looking for any check values for comparison at the end of the stream. This is for use with other formats that use the deflate compressed data format such as zip. Those formats provide their own check values. If a custom format is developed using the raw deflate format for compressed data, it is recommended that a check value such as an `adler32` or a `crc32` be applied to the uncompressed data as is done in the zlib, gzip, and zip formats. For most applications, the zlib format should be used as is. Note that comments above on the use in `deflateInit2()` applies to the magnitude of `windowBits`.

`windowBits` can also be greater than 15 for optional gzip decoding. Add 32 to `windowBits` to enable zlib and gzip decoding with automatic header detection, or add 16 to decode only the gzip format (the zlib format will return a `Z_DATA_ERROR`). If a gzip stream is being decoded, `strm->adler` is a `crc32` instead of an `adler32`.

`inflateInit2` returns `Z_OK` if success, `Z_MEM_ERROR` if there was not enough memory, `Z_VERSION_ERROR` if the zlib library version is incompatible with the version assumed by the caller, or `Z_STREAM_ERROR` if the parameters are invalid, such as a null pointer to the structure. `msg` is set to null if there is no error message. `inflateInit2` does not perform any decompression apart from possibly reading the zlib header if present: actual decompression will be done by `inflate()`. (So `next_in` and `avail_in` may be modified, but `next_out` and `avail_out` are unused and unchanged.) The current implementation of `inflateInit2()` does not process any header information -- that is deferred until `inflate()` is called.

\*/

```
ZEXTERN int ZEXPORT inflateSetDictionary OF((z_streamp strm,
const Bytef *dictionary,
uInt dictLength));
```

/\*

Initializes the decompression dictionary from the given uncompressed byte sequence. This function must be called immediately after a call of `inflate`, if that call returned `Z_NEED_DICT`. The dictionary chosen by the compressor can be determined from the `adler32` value returned by that call of `inflate`. The compressor and decompressor must use exactly the same dictionary (see `deflateSetDictionary`). For raw `inflate`, this function can be called at any time to set the dictionary. If the provided dictionary is smaller than the window and there is already data in the window, then the provided dictionary will amend what's there. The application must insure that the dictionary that was used for compression is provided.

`inflateSetDictionary` returns `Z_OK` if success, `Z_STREAM_ERROR` if a parameter is invalid (e.g. dictionary being `Z_NULL`) or the stream state is inconsistent, `Z_DATA_ERROR` if the given dictionary doesn't match the expected one (incorrect `adler32` value). `inflateSetDictionary` does not perform any decompression: this will be done by subsequent calls of `inflate()`.

\*/

```
ZEXTERN int ZEXPORT inflateGetDictionary OF((z_streamp strm,
Bytef *dictionary,
uInt *dictLength));
```

/\*

Returns the sliding dictionary being maintained by `inflate`. `dictLength` is set to the number of bytes in the dictionary, and that many bytes are copied to dictionary. dictionary must have enough space, where 32768 bytes is always enough. If `inflateGetDictionary()` is called with dictionary equal to

Z\_NULL, then only the dictionary length is returned, and nothing is copied. Similarly, if dictLength is Z\_NULL, then it is not set.

inflateGetDictionary returns Z\_OK on success, or Z\_STREAM\_ERROR if the stream state is inconsistent.

\*/

```
ZEXTERN int ZEXPORT inflateSync OF((z_streamp strm));
```

/\*

Skips invalid compressed data until a possible full flush point (see above for the description of deflate with Z\_FULL\_FLUSH) can be found, or until all available input is skipped. No output is provided.

inflateSync searches for a 00 00 FF FF pattern in the compressed data. All full flush points have this pattern, but not all occurrences of this pattern are full flush points.

inflateSync returns Z\_OK if a possible full flush point has been found, Z\_BUF\_ERROR if no more input was provided, Z\_DATA\_ERROR if no flush point has been found, or Z\_STREAM\_ERROR if the stream structure was inconsistent. In the success case, the application may save the current current value of total\_in which indicates where valid compressed data was found. In the error case, the application may repeatedly call inflateSync, providing more input each time, until success or end of the input data.

\*/

```
ZEXTERN int ZEXPORT inflateCopy OF((z_streamp dest,  
                                   z_streamp source));
```

/\*

Sets the destination stream as a complete copy of the source stream.

This function can be useful when randomly accessing a large stream. The first pass through the stream can periodically record the inflate state, allowing restarting inflate at those points when randomly accessing the stream.

inflateCopy returns Z\_OK if success, Z\_MEM\_ERROR if there was not enough memory, Z\_STREAM\_ERROR if the source stream state was inconsistent (such as zalloc being Z\_NULL). msg is left unchanged in both source and destination.

\*/

```
ZEXTERN int ZEXPORT inflateReset OF((z_streamp strm));
```

/\*

This function is equivalent to inflateEnd followed by inflateInit, but does not free and reallocate all the internal decompression state. The stream will keep attributes that may have been set by inflateInit2.

inflateReset returns Z\_OK if success, or Z\_STREAM\_ERROR if the source stream state was inconsistent (such as zalloc or state being Z\_NULL).

\*/

```
ZEXTERN int ZEXPORT inflateReset2 OF((z_streamp strm,  
                                     int windowBits));
```

/\*

This function is the same as inflateReset, but it also permits changing the wrap and window size requests. The windowBits parameter is interpreted the same as it is for inflateInit2.

inflateReset2 returns Z\_OK if success, or Z\_STREAM\_ERROR if the source stream state was inconsistent (such as zalloc or state being Z\_NULL), or if the windowBits parameter is invalid.

\*/

```
ZEXTERN int ZEXPORT inflatePrime OF((z_streamp strm,  
                                    int bits,  
                                    int value));
```

/\*

This function inserts bits in the inflate input stream. The intent is that this function is used to start inflating at a bit position in the middle of a byte. The provided bits will be used before any bytes are used from next\_in. This function should only be used with raw inflate, and should be used before the first inflate() call after inflateInit2() or inflateReset(). bits must be less than or equal to 16, and that many of the least significant bits of value will be inserted in the input.

If bits is negative, then the input stream bit buffer is emptied. Then inflatePrime() can be called again to put bits in the buffer. This is used to clear out bits leftover after feeding inflate a block description prior to feeding inflate codes.

inflatePrime returns Z\_OK if success, or Z\_STREAM\_ERROR if the source stream state was inconsistent.

\*/

```
ZEXTERN long ZEXPORT inflateMark OF((z_streamp strm));
```

/\*

This function returns two values, one in the lower 16 bits of the return value, and the other in the remaining upper bits, obtained by shifting the return value down 16 bits. If the upper value is -1 and the lower value is zero, then inflate() is currently decoding information outside of a block. If the upper value is -1 and the lower value is non-zero, then inflate is in the middle of a stored block, with the lower value equaling the number of bytes from the input remaining to copy. If the upper value is not -1, then it is the number of bits back from the current bit position in the input of the code (literal or length/distance pair) currently being processed. In that case the lower value is the number of bytes already emitted for that code.

A code is being processed if inflate is waiting for more input to complete decoding of the code, or if it has completed decoding but is waiting for more output space to write the literal or match data.

inflateMark() is used to mark locations in the input data for random access, which may be at bit positions, and to note those cases where the output of a code may span boundaries of random access blocks. The current location in the input stream can be determined from avail\_in and data\_type as noted in the description for the Z\_BLOCK flush parameter for inflate.

inflateMark returns the value noted above or -1 << 16 if the provided source stream state was inconsistent.

\*/

```
ZEXTERN int ZEXPORT inflateGetHeader OF((z_streamp strm,
                                        gz_headerp head));
```

/\*

inflateGetHeader() requests that gzip header information be stored in the provided gz\_header structure. inflateGetHeader() may be called after inflateInit2() or inflateReset(), and before the first call of inflate(). As inflate() processes the gzip stream, head->done is zero until the header is completed, at which time head->done is set to one. If a zlib stream is being decoded, then head->done is set to -1 to indicate that there will be no gzip header information forthcoming. Note that Z\_BLOCK or Z\_TREES can be used to force inflate() to return immediately after header processing is complete and before any actual data is decompressed.

The text, time, xflags, and os fields are filled in with the gzip header contents. hcrc is set to true if there is a header CRC. (The header CRC was valid if done is set to one.) If extra is not Z\_NULL, then extra\_max contains the maximum number of bytes to write to extra. Once done is true, extra\_len contains the actual extra field length, and extra contains the extra field, or that field truncated if extra\_max is less than extra\_len. If name is not Z\_NULL, then up to name\_max characters are written there, terminated with a zero unless the length is greater than name\_max. If comment is not Z\_NULL, then up to comm\_max characters are written there, terminated with a zero unless the length is greater than comm\_max. When any of extra, name, or comment are not Z\_NULL and the respective field is not present in the header, then that field is set to Z\_NULL to signal its absence. This allows the use of deflateSetHeader() with the returned structure to duplicate the header. However if those fields are set to allocated memory, then the application will need to save those pointers elsewhere so that they can be eventually freed.

If inflateGetHeader is not used, then the header information is simply discarded. The header is always checked for validity, including the header CRC if present. inflateReset() will reset the process to discard the header information. The application would need to call inflateGetHeader() again to retrieve the header from the next gzip stream.

inflateGetHeader returns Z\_OK if success, or Z\_STREAM\_ERROR if the source stream state was inconsistent.

\*/

```
/*
ZEXTERN int ZEXPORT inflateBackInit OF((z_streamp strm, int windowBits,
                                       unsigned char FAR *window));
```

Initialize the internal stream state for decompression using inflateBack() calls. The fields zalloc, zfree and opaque in strm must be initialized before the call. If zalloc and zfree are Z\_NULL, then the default library-derived memory allocation routines are used. windowBits is the base two logarithm of the window size, in the range 8..15. window is a caller supplied buffer of that size. Except for special applications where it is assured that deflate was used with small window sizes, windowBits must be 15 and a 32K byte window must be supplied to be able to decompress general deflate streams.

See inflateBack() for the usage of these routines.

inflateBackInit will return Z\_OK on success, Z\_STREAM\_ERROR if any of the parameters are invalid, Z\_MEM\_ERROR if the internal state could not be allocated, or Z\_VERSION\_ERROR if the version of the library does not match the version of the header file.

\*/

```
typedef unsigned (*in_func) OF((void FAR *,
                               z_const unsigned char FAR * FAR *));
typedef int (*out_func) OF((void FAR *, unsigned char FAR *, unsigned));
```

```
ZEXTERN int ZEXPORT inflateBack OF((z_streamp strm,
                                    in_func in, void FAR *in_desc,
                                    out_func out, void FAR *out_desc));
```

/\*

inflateBack() does a raw inflate with a single call using a call-back interface for input and output. This is potentially more efficient than inflate() for file i/o applications, in that it avoids copying between the output and the sliding window by simply making the window itself the output buffer. inflate() can be faster on modern CPUs when used with large buffers. inflateBack() trusts the application to not change the output buffer passed by the output function, at least until inflateBack() returns.

inflateBackInit() must be called first to allocate the internal state and to initialize the state with the user-provided window buffer. inflateBack() may then be used multiple times to inflate a complete, raw deflate stream with each call. inflateBackEnd() is then called to free the allocated state.

A raw deflate stream is one with no zlib or gzip header or trailer. This routine would normally be used in a utility that reads zip or gzip files and writes out uncompressed files. The utility would decode the header and process the trailer on its own, hence this routine expects only the raw deflate stream to decompress. This is different from the normal behavior of inflate(), which expects either a zlib or gzip header and trailer around the deflate stream.

inflateBack() uses two subroutines supplied by the caller that are then called by inflateBack() for input and output. inflateBack() calls those routines until it reads a complete deflate stream and writes out all of the uncompressed data, or until it encounters an error. The function's parameters and return types are defined above in the in\_func and out\_func typedefs. inflateBack() will call in(in\_desc, &buf) which should return the number of bytes of provided input, and a pointer to that input in buf. If there is no input available, in() must return zero--buf is ignored in that case--and inflateBack() will return a buffer error. inflateBack() will call out(out\_desc, buf, len) to write the uncompressed data buf[0..len-1]. out() should return zero on success, or non-zero on failure. If out() returns non-zero, inflateBack() will return with an error. Neither in() nor out() are permitted to change the contents of the window provided to inflateBackInit(), which is also the buffer that out() uses to write from. The length written by out() will be at most the window size. Any non-zero amount of input may be provided by in().

For convenience, inflateBack() can be provided input on the first call by setting strm->next\_in and strm->avail\_in. If that input is exhausted, then in() will be called. Therefore strm->next\_in must be initialized before calling inflateBack(). If strm->next\_in is Z\_NULL, then in() will be called immediately for input. If strm->next\_in is not Z\_NULL, then strm->avail\_in must also be initialized, and then if strm->avail\_in is not zero, input will initially be taken from strm->next\_in[0 .. strm->avail\_in - 1].

The in\_desc and out\_desc parameters of inflateBack() is passed as the first parameter of in() and out() respectively when they are called. These descriptors can be optionally used to pass any information that the caller-supplied in() and out() functions need to do their job.

On return, inflateBack() will set strm->next\_in and strm->avail\_in to pass back any unused input that was provided by the last in() call. The return values of inflateBack() can be Z\_STREAM\_END on success, Z\_BUF\_ERROR if in() or out() returned an error, Z\_DATA\_ERROR if there was a format error in the deflate stream (in which case strm->msg is set to indicate the nature of the error), or Z\_STREAM\_ERROR if the stream was not properly initialized. In the case of Z\_BUF\_ERROR, an input or output error can be distinguished using strm->next\_in which will be Z\_NULL only if in() returned an error. If strm->next\_in is not Z\_NULL, then the Z\_BUF\_ERROR was due to out() returning non-zero. (in() will always be called before out(), so strm->next\_in is assured to be defined if out() returns non-zero.) Note that inflateBack() cannot return Z\_OK.

\*/

```
ZEXTERN int ZEXPORT inflateBackEnd OF((z_streamp strm));
```

/\*

All memory allocated by inflateBackInit() is freed.

inflateBackEnd() returns Z\_OK on success, or Z\_STREAM\_ERROR if the stream state was inconsistent.

\*/

```
ZEXTERN uLong ZEXPORT zlibCompileFlags OF((void));
```

/\* Return flags indicating compile-time options.

Type sizes, two bits each, 00 = 16 bits, 01 = 32, 10 = 64, 11 = other:

1.0: size of uInt  
3.2: size of uLong  
5.4: size of voidpf (pointer)  
7.6: size of z\_off\_t

Compiler, assembler, and debug options:

8: DEBUG  
9: ASMV or ASMINF -- use ASM code  
10: ZLIB\_WINAPI -- exported functions use the WINAPI calling convention  
11: 0 (reserved)

One-time table building (smaller code, but not thread-safe if true):

12: BUILDFIXED -- build static block decoding tables when needed  
13: DYNAMIC\_CRC\_TABLE -- build CRC calculation tables when needed  
14,15: 0 (reserved)

Library content (indicates missing functionality):

16: NO\_GZCOMPRESS -- gz\* functions cannot compress (to avoid linking deflate code when not needed)  
17: NO\_GZIP -- deflate can't write gzip streams, and inflate can't detect and decode gzip streams (to avoid linking crc code)  
18-19: 0 (reserved)

Operation variations (changes in library functionality):

20: PKZIP\_BUG\_WORKAROUND -- slightly more permissive inflate  
21: FASTEST -- deflate algorithm with only one, lowest compression level  
22,23: 0 (reserved)

The sprintf variant used by gzprintf (zero is best):

24: 0 = vs\*, 1 = s\* -- 1 means limited to 20 arguments after the format  
25: 0 = \*nprintf, 1 = \*printf -- 1 means gzprintf() not secure!  
26: 0 = returns value, 1 = void -- 1 means inferred string length returned

```

    Remainder:
    27-31: 0 (reserved)
*/
#endif Z_SOLO

    /* utility functions */

/*
    The following utility functions are implemented on top of the basic
    stream-oriented functions. To simplify the interface, some default options
    are assumed (compression level and memory usage, standard memory allocation
    functions). The source code of these utility functions can be modified if
    you need special options.
*/

ZEXTERN int ZEXPORT compress OF((Bytef *dest,   uLongf *destLen,
                                const Bytef *source, uLong sourceLen));
/*
    Compresses the source buffer into the destination buffer. sourceLen is
    the byte length of the source buffer. Upon entry, destLen is the total size
    of the destination buffer, which must be at least the value returned by
    compressBound(sourceLen). Upon exit, destLen is the actual size of the
    compressed buffer.

    compress returns Z_OK if success, Z_MEM_ERROR if there was not
    enough memory, Z_BUF_ERROR if there was not enough room in the output
    buffer.
*/

ZEXTERN int ZEXPORT compress2 OF((Bytef *dest,   uLongf *destLen,
                                  const Bytef *source, uLong sourceLen,
                                  int level));
/*
    Compresses the source buffer into the destination buffer. The level
    parameter has the same meaning as in deflateInit. sourceLen is the byte
    length of the source buffer. Upon entry, destLen is the total size of the
    destination buffer, which must be at least the value returned by
    compressBound(sourceLen). Upon exit, destLen is the actual size of the
    compressed buffer.

    compress2 returns Z_OK if success, Z_MEM_ERROR if there was not enough
    memory, Z_BUF_ERROR if there was not enough room in the output buffer,
    Z_STREAM_ERROR if the level parameter is invalid.
*/

ZEXTERN uLong ZEXPORT compressBound OF((uLong sourceLen));
/*
    compressBound() returns an upper bound on the compressed size after
    compress() or compress2() on sourceLen bytes. It would be used before a
    compress() or compress2() call to allocate the destination buffer.
*/

ZEXTERN int ZEXPORT uncompress OF((Bytef *dest,   uLongf *destLen,
                                   const Bytef *source, uLong sourceLen));
/*
    Decompresses the source buffer into the destination buffer. sourceLen is
    the byte length of the source buffer. Upon entry, destLen is the total size
    of the destination buffer, which must be large enough to hold the entire
    uncompressed data. (The size of the uncompressed data must have been saved
    previously by the compressor and transmitted to the decompressor by some
    mechanism outside the scope of this compression library.) Upon exit, destLen
    is the actual size of the uncompressed buffer.

    uncompress returns Z_OK if success, Z_MEM_ERROR if there was not
    enough memory, Z_BUF_ERROR if there was not enough room in the output
    buffer, or Z_DATA_ERROR if the input data was corrupted or incomplete. In
    the case where there is not enough room, uncompress() will fill the output
    buffer with the uncompressed data up to that point.
*/

    /* gzip file access functions */

/*
    This library supports reading and writing files in gzip (.gz) format with
    an interface similar to that of stdio, using the functions that start with
    "gz". The gzip format is different from the zlib format. gzip is a gzip
    wrapper, documented in RFC 1952, wrapped around a deflate stream.
*/

typedef struct gzFile_s *gzFile;    /* semi-opaque gzip file descriptor */

/*
ZEXTERN gzFile ZEXPORT gzopen OF((const char *path, const char *mode));

    Opens a gzip (.gz) file for reading or writing. The mode parameter is as
    in fopen ("rb" or "wb") but can also include a compression level ("wb9") or
    a strategy: 'f' for filtered data as in "wb6f", 'h' for Huffman-only
    compression as in "wblh", 'R' for run-length encoding as in "wblR", or 'F'
    for fixed code compression as in "wb9F". (See the description of
    deflateInit2 for more information about the strategy parameter.) 'T' will
    request transparent writing or appending with no compression and not using
    the gzip format.

    "a" can be used instead of "w" to request that the gzip stream that will
    be written be appended to the file. "+" will result in an error, since
    reading and writing to the same gzip file is not supported. The addition of
    "x" when writing will create the file exclusively, which fails if the file

```

already exists. On systems that support it, the addition of "e" when reading or writing will set the flag to close the file on an `execve()` call.

These functions, as well as `gzip`, will read and decode a sequence of `gzip` streams in a file. The `append` function of `gzopen()` can be used to create such a file. (Also see `gzflush()` for another way to do this.) When appending, `gzopen` does not test whether the file begins with a `gzip` stream, nor does it look for the end of the `gzip` streams to begin appending. `gzopen` will simply append a `gzip` stream to the existing file.

`gzopen` can be used to read a file which is not in `gzip` format; in this case `gzread` will directly read from the file without decompression. When reading, this will be detected automatically by looking for the magic two-byte `gzip` header.

`gzopen` returns `NULL` if the file could not be opened, if there was insufficient memory to allocate the `gzFile` state, or if an invalid mode was specified (an 'r', 'w', or 'a' was not provided, or '+' was provided). `errno` can be checked to determine if the reason `gzopen` failed was that the file could not be opened.

\*/

```
ZEXTERN gzFile ZEXPORT gzopen OF((int fd, const char *mode));
```

/\*

`gzopen` associates a `gzFile` with the file descriptor `fd`. File descriptors are obtained from calls like `open`, `dup`, `creat`, `pipe` or `fileno` (if the file has been previously opened with `fopen`). The mode parameter is as in `gzopen`.

The next call of `gzclose` on the returned `gzFile` will also close the file descriptor `fd`, just like `fclose(fdopen(fd, mode))` closes the file descriptor `fd`. If you want to keep `fd` open, use `fd = dup(fd_keep); gz = gzopen(fd, mode);`. The duplicated descriptor should be saved to avoid a leak, since `gzopen` does not close `fd` if it fails. If you are using `fileno()` to get the file descriptor from a `FILE *`, then you will have to use `dup()` to avoid double-close()ing the file descriptor. Both `gzclose()` and `fclose()` will close the associated file descriptor, so they need to have different file descriptors.

`gzopen` returns `NULL` if there was insufficient memory to allocate the `gzFile` state, if an invalid mode was specified (an 'r', 'w', or 'a' was not provided, or '+' was provided), or if `fd` is `-1`. The file descriptor is not used until the next `gz*` read, write, seek, or close operation, so `gzopen` will not detect if `fd` is invalid (unless `fd` is `-1`).

\*/

```
ZEXTERN int ZEXPORT gzbuffer OF((gzFile file, unsigned size));
```

/\*

Set the internal buffer size used by this library's functions. The default buffer size is 8192 bytes. This function must be called after `gzopen()` or `gzopen2()`, and before any other calls that read or write the file. The buffer memory allocation is always deferred to the first read or write. Two buffers are allocated, either both of the specified size when writing, or one of the specified size and the other twice that size when reading. A larger buffer size of, for example, 64K or 128K bytes will noticeably increase the speed of decompression (reading).

The new buffer size also affects the maximum length for `gzprintf()`.

`gzbuffer()` returns 0 on success, or `-1` on failure, such as being called too late.

\*/

```
ZEXTERN int ZEXPORT gzsetparams OF((gzFile file, int level, int strategy));
```

/\*

Dynamically update the compression level or strategy. See the description of `deflateInit2` for the meaning of these parameters.

`gzsetparams` returns `Z_OK` if success, or `Z_STREAM_ERROR` if the file was not opened for writing.

\*/

```
ZEXTERN int ZEXPORT gzread OF((gzFile file, voidp buf, unsigned len));
```

/\*

Reads the given number of uncompressed bytes from the compressed file. If the input file is not in `gzip` format, `gzread` copies the given number of bytes into the buffer directly from the file.

After reaching the end of a `gzip` stream in the input, `gzread` will continue to read, looking for another `gzip` stream. Any number of `gzip` streams may be concatenated in the input file, and will all be decompressed by `gzread()`. If something other than a `gzip` stream is encountered after a `gzip` stream, that remaining trailing garbage is ignored (and no error is returned).

`gzread` can be used to read a `gzip` file that is being concurrently written. Upon reaching the end of the input, `gzread` will return with the available data. If the error code returned by `gzerror` is `Z_OK` or `Z_BUF_ERROR`, then `gzclearerr` can be used to clear the end of file indicator in order to permit `gzread` to be tried again. `Z_OK` indicates that a `gzip` stream was completed on the last `gzread`. `Z_BUF_ERROR` indicates that the input file ended in the middle of a `gzip` stream. Note that `gzread` does not return `-1` in the event of an incomplete `gzip` stream. This error is deferred until `gzclose()`, which will return `Z_BUF_ERROR` if the last `gzread` ended in the middle of a `gzip` stream. Alternatively, `gzerror` can be used before `gzclose` to detect this case.

`gzread` returns the number of uncompressed bytes actually read, less than `len` for end of file, or `-1` for error.

\*/

```

ZEXTERN int ZEXPORT gzwrite OF((gzFile file,
                               voidpc buf, unsigned len));
/*
  Writes the given number of uncompressed bytes into the compressed file.
  gzwrite returns the number of uncompressed bytes written or 0 in case of
  error.
*/
ZEXTERN int ZEXPORTVA gzprintf Z_ARG((gzFile file, const char *format, ...));
/*
  Converts, formats, and writes the arguments to the compressed file under
  control of the format string, as in fprintf. gzprintf returns the number of
  uncompressed bytes actually written, or 0 in case of error. The number of
  uncompressed bytes written is limited to 8191, or one less than the buffer
  size given to gzbuffer(). The caller should assure that this limit is not
  exceeded. If it is exceeded, then gzprintf() will return an error (0) with
  nothing written. In this case, there may also be a buffer overflow with
  unpredictable consequences, which is possible only if zlib was compiled with
  the insecure functions sprintf() or vsprintf() because the secure snprintf()
  or vsnprintf() functions were not available. This can be determined using
  zlibCompileFlags().
*/
ZEXTERN int ZEXPORT gzputs OF((gzFile file, const char *s));
/*
  Writes the given null-terminated string to the compressed file, excluding
  the terminating null character.

  gzputs returns the number of characters written, or -1 in case of error.
*/
ZEXTERN char * ZEXPORT gzgets OF((gzFile file, char *buf, int len));
/*
  Reads bytes from the compressed file until len-1 characters are read, or a
  newline character is read and transferred to buf, or an end-of-file
  condition is encountered. If any characters are read or if len == 1, the
  string is terminated with a null character. If no characters are read due
  to an end-of-file or len < 1, then the buffer is left untouched.

  gzgets returns buf which is a null-terminated string, or it returns NULL
  for end-of-file or in case of error. If there was an error, the contents at
  buf are indeterminate.
*/
ZEXTERN int ZEXPORT gzputc OF((gzFile file, int c));
/*
  Writes c, converted to an unsigned char, into the compressed file. gzputc
  returns the value that was written, or -1 in case of error.
*/
ZEXTERN int ZEXPORT gzgetc OF((gzFile file));
/*
  Reads one byte from the compressed file. gzgetc returns this byte or -1
  in case of end of file or error. This is implemented as a macro for speed.
  As such, it does not do all of the checking the other functions do. I.e.
  it does not check to see if file is NULL, nor whether the structure file
  points to has been clobbered or not.
*/
ZEXTERN int ZEXPORT gzungetc OF((int c, gzFile file));
/*
  Push one character back onto the stream to be read as the first character
  on the next read. At least one character of push-back is allowed.
  gzungetc() returns the character pushed, or -1 on failure. gzungetc() will
  fail if c is -1, and may fail if a character has been pushed but not read
  yet. If gzungetc is used immediately after gzopen or gzdopen, at least the
  output buffer size of pushed characters is allowed. (See gzbuffer above.)
  The pushed character will be discarded if the stream is repositioned with
  gzseek() or gzrewind().
*/
ZEXTERN int ZEXPORT gzflush OF((gzFile file, int flush));
/*
  Flushes all pending output into the compressed file. The parameter flush
  is as in the deflate() function. The return value is the zlib error number
  (see function gzerror below). gzflush is only permitted when writing.

  If the flush parameter is Z_FINISH, the remaining data is written and the
  gzip stream is completed in the output. If gzwrite() is called again, a new
  gzip stream will be started in the output. gzread() is able to read such
  concatenated gzip streams.

  gzflush should be called only when strictly necessary because it will
  degrade compression if called too often.
*/
/*
ZEXTERN z_off_t ZEXPORT gzseek OF((gzFile file,
                                  z_off_t offset, int whence));

  Sets the starting position for the next gzread or gzwrite on the given
  compressed file. The offset represents a number of bytes in the
  uncompressed data stream. The whence parameter is defined as in lseek(2);
  the value SEEK_END is not supported.

  If the file is opened for reading, this function is emulated but can be
  extremely slow. If the file is opened for writing, only forward seeks are

```

```

supported; gzseek then compresses a sequence of zeroes up to the new
starting position.

gzseek returns the resulting offset location as measured in bytes from
the beginning of the uncompressed stream, or -1 in case of error, in
particular if the file is opened for writing and the new starting position
would be before the current position.
*/

ZEXTERN int ZEXPORT gzrewind OF((gzFile file));
/*
Rewinds the given file. This function is supported only for reading.

gzrewind(file) is equivalent to (int)gzseek(file, 0L, SEEK_SET)
*/

/*
ZEXTERN z_off_t ZEXPORT gztell OF((gzFile file));

Returns the starting position for the next gzread or gzwrite on the given
compressed file. This position represents a number of bytes in the
uncompressed data stream, and is zero when starting, even if appending or
reading a gzip stream from the middle of a file using gzdopen().

gztell(file) is equivalent to gzseek(file, 0L, SEEK_CUR)
*/

/*
ZEXTERN z_off_t ZEXPORT gzoffset OF((gzFile file));

Returns the current offset in the file being read or written. This offset
includes the count of bytes that precede the gzip stream, for example when
appending or when using gzdopen() for reading. When reading, the offset
does not include as yet unused buffered input. This information can be used
for a progress indicator. On error, gzoffset() returns -1.
*/

ZEXTERN int ZEXPORT gzeof OF((gzFile file));
/*
Returns true (1) if the end-of-file indicator has been set while reading,
false (0) otherwise. Note that the end-of-file indicator is set only if the
read tried to go past the end of the input, but came up short. Therefore,
just like feof(), gzeof() may return false even if there is no more data to
read, in the event that the last read request was for the exact number of
bytes remaining in the input file. This will happen if the input file size
is an exact multiple of the buffer size.

If gzeof() returns true, then the read functions will return no more data,
unless the end-of-file indicator is reset by gzclearerr() and the input file
has grown since the previous end of file was detected.
*/

ZEXTERN int ZEXPORT gzdirect OF((gzFile file));
/*
Returns true (1) if file is being copied directly while reading, or false
(0) if file is a gzip stream being decompressed.

If the input file is empty, gzdirect() will return true, since the input
does not contain a gzip stream.

If gzdirect() is used immediately after gzopen() or gzdopen() it will
cause buffers to be allocated to allow reading the file to determine if it
is a gzip file. Therefore if gzbuffer() is used, it should be called before
gzdirect().

When writing, gzdirect() returns true (1) if transparent writing was
requested ("wt" for the gzopen() mode), or false (0) otherwise. (Note:
gzdirect() is not needed when writing. Transparent writing must be
explicitly requested, so the application already knows the answer. When
linking statically, using gzdirect() will include all of the zlib code for
gzip file reading and decompression, which may not be desired.)
*/

ZEXTERN int ZEXPORT gzclose OF((gzFile file));
/*
Flushes all pending output if necessary, closes the compressed file and
deallocates the (de)compression state. Note that once file is closed, you
cannot call gzerror with file, since its structures have been deallocated.
gzclose must not be called more than once on the same file, just as free
must not be called more than once on the same allocation.

gzclose will return Z_STREAM_ERROR if file is not valid, Z_ERRNO on a
file operation error, Z_MEM_ERROR if out of memory, Z_BUF_ERROR if the
last read ended in the middle of a gzip stream, or Z_OK on success.
*/

ZEXTERN int ZEXPORT gzclose_r OF((gzFile file));
ZEXTERN int ZEXPORT gzclose_w OF((gzFile file));
/*
Same as gzclose(), but gzclose_r() is only for use when reading, and
gzclose_w() is only for use when writing or appending. The advantage to
using these instead of gzclose() is that they avoid linking in zlib
compression or decompression code that is not used when only reading or only
writing respectively. If gzclose() is used, then both compression and
decompression code will be included the application when linking to a static
zlib library.
*/

```

```

ZEXTERN const char * ZEXPORT gzerror OF((gzFile file, int *errnum));
/*
  Returns the error message for the last error which occurred on the given
  compressed file.  errnum is set to zlib error number.  If an error occurred
  in the file system and not in the compression library, errnum is set to
  Z_ERRNO and the application may consult errno to get the exact error code.

  The application must not modify the returned string.  Future calls to
  this function may invalidate the previously returned string.  If file is
  closed, then the string previously returned by gzerror will no longer be
  available.

  gzerror() should be used to distinguish errors from end-of-file for those
  functions above that do not distinguish those cases in their return values.
*/

ZEXTERN void ZEXPORT gzcLEARerr OF((gzFile file));
/*
  Clears the error and end-of-file flags for file.  This is analogous to the
  clearerr() function in stdio.  This is useful for continuing to read a gzip
  file that is being written concurrently.
*/

#endif /* !Z_SOLO */

        /* checksum functions */

/*
  These functions are not related to compression but are exported
  anyway because they might be useful in applications using the compression
  library.
*/

ZEXTERN uLong ZEXPORT Adler32 OF((uLong Adler, const Bytef *buf, uInt len));
/*
  Update a running Adler-32 checksum with the bytes buf[0..len-1] and
  return the updated checksum.  If buf is Z_NULL, this function returns the
  required initial value for the checksum.

  An Adler-32 checksum is almost as reliable as a CRC32 but can be computed
  much faster.

  Usage example:

  uLong Adler = Adler32(0L, Z_NULL, 0);

  while (read_buffer(buffer, length) != EOF) {
    Adler = Adler32(Adler, buffer, length);
  }
  if (Adler != original_Adler) error();
*/

/*
ZEXTERN uLong ZEXPORT Adler32_combine OF((uLong Adler1, uLong Adler2,
                                         z_off_t len2));

  Combine two Adler-32 checksums into one.  For two sequences of bytes, seq1
  and seq2 with lengths len1 and len2, Adler-32 checksums were calculated for
  each, Adler1 and Adler2.  Adler32_combine() returns the Adler-32 checksum of
  seq1 and seq2 concatenated, requiring only Adler1, Adler2, and len2.  Note
  that the z_off_t type (like off_t) is a signed integer.  If len2 is
  negative, the result has no meaning or utility.
*/

ZEXTERN uLong ZEXPORT CRC32 OF((uLong CRC, const Bytef *buf, uInt len));
/*
  Update a running CRC-32 with the bytes buf[0..len-1] and return the
  updated CRC-32.  If buf is Z_NULL, this function returns the required
  initial value for the CRC.  Pre- and post-conditioning (one's complement) is
  performed within this function so it shouldn't be done by the application.

  Usage example:

  uLong CRC = CRC32(0L, Z_NULL, 0);

  while (read_buffer(buffer, length) != EOF) {
    CRC = CRC32(CRC, buffer, length);
  }
  if (CRC != original_CRC) error();
*/

/*
ZEXTERN uLong ZEXPORT CRC32_combine OF((uLong CRC1, uLong CRC2, z_off_t len2));

  Combine two CRC-32 check values into one.  For two sequences of bytes,
  seq1 and seq2 with lengths len1 and len2, CRC-32 check values were
  calculated for each, CRC1 and CRC2.  CRC32_combine() returns the CRC-32
  check value of seq1 and seq2 concatenated, requiring only CRC1, CRC2, and
  len2.
*/

        /* various hacks, don't look :) */

/* deflateInit and inflateInit are macros to allow checking the zlib version
 * and the compiler's view of z_stream:
 */
ZEXTERN int ZEXPORT deflateInit_ OF((z_stream strm, int level,

```

```

        const char *version, int stream_size));
ZEXTERN int ZEXPORT inflateInit_ OF((z_streamp strm,
        const char *version, int stream_size));
ZEXTERN int ZEXPORT deflateInit2_ OF((z_streamp strm, int level, int method,
        int windowBits, int memLevel,
        int strategy, const char *version,
        int stream_size));
ZEXTERN int ZEXPORT inflateInit2_ OF((z_streamp strm, int windowBits,
        const char *version, int stream_size));
ZEXTERN int ZEXPORT inflateBackInit_ OF((z_streamp strm, int windowBits,
        unsigned char FAR *window,
        const char *version,
        int stream_size));

#define deflateInit(strm, level) \
    deflateInit_((strm), (level), ZLIB_VERSION, (int)sizeof(z_stream))
#define inflateInit(strm) \
    inflateInit_((strm), ZLIB_VERSION, (int)sizeof(z_stream))
#define deflateInit2(strm, level, method, windowBits, memLevel, strategy) \
    deflateInit2_((strm), (level), (method), (windowBits), (memLevel), \
        (strategy), ZLIB_VERSION, (int)sizeof(z_stream))
#define inflateInit2(strm, windowBits) \
    inflateInit2_((strm), (windowBits), ZLIB_VERSION, \
        (int)sizeof(z_stream))
#define inflateBackInit(strm, windowBits, window) \
    inflateBackInit_((strm), (windowBits), (window), \
        ZLIB_VERSION, (int)sizeof(z_stream))

#ifndef Z_SOLO

/* gzgetc() macro and its supporting function and exposed data structure. Note
 * that the real internal state is much larger than the exposed structure.
 * This abbreviated structure exposes just enough for the gzgetc() macro. The
 * user should not mess with these exposed elements, since their names or
 * behavior could change in the future, perhaps even capriciously. They can
 * only be used by the gzgetc() macro. You have been warned.
 */
struct gzFile_s {
    unsigned have;
    unsigned char *next;
    z_off64_t pos;
};
ZEXTERN int ZEXPORT gzgetc_ OF((gzFile file)); /* backward compatibility */
#ifdef Z_PREFIX_SET
# undef z_gzgetc
# define z_gzgetc(g) \
    ((g)->have ? ((g)->have--, (g)->pos++, *((g)->next)++) : gzgetc(g))
#else
# define gzgetc(g) \
    ((g)->have ? ((g)->have--, (g)->pos++, *((g)->next)++) : gzgetc(g))
#endif

/* provide 64-bit offset functions if _LARGEFILE64_SOURCE defined, and/or
 * change the regular functions to 64 bits if _FILE_OFFSET_BITS is 64 (if
 * both are true, the application gets the *64 functions, and the regular
 * functions are changed to 64 bits) -- in case these are set on systems
 * without large file support, _LFS64_LARGEFILE must also be true
 */
#ifdef Z_LARGE64
ZEXTERN gzFile ZEXPORT gzopen64 OF((const char *, const char *));
ZEXTERN z_off64_t ZEXPORT gzseek64 OF((gzFile, z_off64_t, int));
ZEXTERN z_off64_t ZEXPORT gztell64 OF((gzFile));
ZEXTERN z_off64_t ZEXPORT gzoffset64 OF((gzFile));
ZEXTERN uLong ZEXPORT Adler32_combine64 OF((uLong, uLong, z_off64_t));
ZEXTERN uLong ZEXPORT crc32_combine64 OF((uLong, uLong, z_off64_t));
#endif

#if !defined(ZLIB_INTERNAL) && defined(Z_WANT64)
# ifdef Z_PREFIX_SET
#   define z_gzopen z_gzopen64
#   define z_gzseek z_gzseek64
#   define z_gztell z_gztell64
#   define z_gzoffset z_gzoffset64
#   define z_adler32_combine z_adler32_combine64
#   define z_crc32_combine z_crc32_combine64
# else
#   define gzopen gzopen64
#   define gzseek gzseek64
#   define gztell gztell64
#   define gzoffset gzoffset64
#   define Adler32_combine Adler32_combine64
#   define crc32_combine crc32_combine64
# endif
# ifdef Z_LARGE64
ZEXTERN gzFile ZEXPORT gzopen64 OF((const char *, const char *));
ZEXTERN z_off_t ZEXPORT gzseek64 OF((gzFile, z_off_t, int));
ZEXTERN z_off_t ZEXPORT gztell64 OF((gzFile));
ZEXTERN z_off_t ZEXPORT gzoffset64 OF((gzFile));
ZEXTERN uLong ZEXPORT Adler32_combine64 OF((uLong, uLong, z_off_t));
ZEXTERN uLong ZEXPORT crc32_combine64 OF((uLong, uLong, z_off_t));
# endif
#else
ZEXTERN gzFile ZEXPORT gzopen OF((const char *, const char *));
ZEXTERN z_off_t ZEXPORT gzseek OF((gzFile, z_off_t, int));
ZEXTERN z_off_t ZEXPORT gztell OF((gzFile));
ZEXTERN z_off_t ZEXPORT gzoffset OF((gzFile));
ZEXTERN uLong ZEXPORT Adler32_combine OF((uLong, uLong, z_off_t));
ZEXTERN uLong ZEXPORT crc32_combine OF((uLong, uLong, z_off_t));
#endif
#endif

```

```

#else /* Z_SOLO */

    ZEXTERN uLong ZEXPORT Adler32_combine OF((uLong, uLong, z_off_t));
    ZEXTERN uLong ZEXPORT crc32_combine OF((uLong, uLong, z_off_t));

#endif /* !Z_SOLO */

/* hack for buggy compilers */
#if !defined(ZUTIL_H) && !defined(NO_DUMMY_DECL)
    struct internal_state {int dummy;};
#endif

/* undocumented functions */
ZEXTERN const char * ZEXPORT zError OF((int));
ZEXTERN int ZEXPORT inflateSyncPoint OF((z_streamp));
ZEXTERN const z_crc_t FAR * ZEXPORT get_crc_table OF((void));
ZEXTERN int ZEXPORT inflateUndermine OF((z_streamp, int));
ZEXTERN int ZEXPORT inflateResetKeep OF((z_streamp));
ZEXTERN int ZEXPORT deflateResetKeep OF((z_streamp));
#if defined(_WIN32) && !defined(Z_SOLO)
ZEXTERN gzFile ZEXPORT gzopen_w OF((const wchar_t *path,
                                   const char *mode));
#endif
#if defined(STDC) || defined(Z_HAVE_STDARG_H)
# ifndef Z_SOLO
ZEXTERN int ZEXPORTVA gzvprintf Z_ARG((gzFile file,
                                       const char *format,
                                       va_list va));
# endif
#endif
#endif

#ifdef __cplusplus
}
#endif

#endif /* ZLIB_H */

```

---

## Notice for package(s)

### *hdparm*

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Version 2, June 1991

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```

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<signature of Ty Coon>, 1 April 1989
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## Notice for package(s)

*lsb*

---

LSB version query program (lsb\_release) by Dominique Massonnie  
(mdomi@users.sourceforge.net)

This program forms part of the required functionality of the LSB  
(Linux Standard Base) specification.

The program queries the installed state of the distribution to display  
certain properties such as the version of the LSB against which the  
distribution claims compliance as well. It can also attempt to display  
the name and release of the distribution along with an identifier of  
who produces the distribution.

---

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## Notice for package(s)

*sysvinit*

---

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Send patches to sysvinit-devel@nongnu.org

The of the start-stop-daemon

\* A rewrite of the original Debian's start-stop-daemon Perl script  
\* in C (faster - it is executed many times during system startup).  
\*  
\* Written by Marek Michalkiewicz <marekm@i17linuxb.ists.pwr.wroc.pl>,  
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## Notice for package(s)

*db*

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```

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Also add information on how to contact you by electronic and paper mail.

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```
Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
```

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```
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```

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

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---

## Notice for package(s)

### *ethtool*

---

```
/*
 * ethtool.c: Linux ethernet device configuration tool.
 *
 * Copyright (C) 1998 David S. Miller (davem@dm.cobaltmicro.com)
 * Portions Copyright 2001 Sun Microsystems
 * Kernel 2.4 update Copyright 2001 Jeff Garzik <jgarzik@mandrakesoft.com>
 * Wake-on-LAN,natsemi,misc support by Tim Hockin <thockin@sun.com>
 * Portions Copyright 2002 Intel
 * Portions Copyright (C) Sun Microsystems 2008
 * do_test support by Eli Kupermann <eli.kupermann@intel.com>
 * ETHTOOL_PHYS_ID support by Chris Leech <christopher.leech@intel.com>
 * e1000 support by Scott Feldman <scott.feldman@intel.com>
 * e100 support by Wen Tao <wen-hwa.tao@intel.com>
 * ixgb support by Nicholas Nunley <Nicholas.d.nunley@intel.com>
 * amd8111e support by Reeya John <reeja.john@amd.com>
 * long arguments by Andi Kleen.
 * SMSC LAN911x support by Steve Glendinning <steve.glendinning@smc.com>
 * Rx Network Flow Control configuration support <santwona.behera@sun.com>
 * Various features by Ben Hutchings <bhutchings@solarflare.com>;
 * Copyright 2009, 2010 Solarflare Communications
 * MDI-X set support by Jesse Brandeburg <jesse.brandeburg@intel.com>
 * Copyright 2012 Intel Corporation
 *
 * TODO:
 * * show settings for all devices
 */

#include "internal.h"
#include <string.h>
#include <stdlib.h>
#include <sys/stat.h>
#include <stdio.h>
#include <stddef.h>
#include <errno.h>
#include <sys/utsname.h>
#include <limits.h>
#include <ctype.h>

#include <sys/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>

#include <linux/sockios.h>

#ifndef MAX_ADDR_LEN
#define MAX_ADDR_LEN 32
#endif

#define ALL_ADVERTISED_MODES \
    (ADVERTISED_10baseT_Half | \
    ADVERTISED_10baseT_Full | \
    ADVERTISED_100baseT_Half | \
    ADVERTISED_100baseT_Full | \
    ADVERTISED_1000baseT_Half | \
    ADVERTISED_1000baseT_Full | \
    ADVERTISED_1000baseKX_Full | \
    ADVERTISED_2500baseX_Full | \
    ADVERTISED_10000baseT_Full | \
    ADVERTISED_10000baseKX4_Full | \
```

```

    ADVERTISED_10000baseKR_Full | \
    ADVERTISED_10000base_FEC | \
    ADVERTISED_20000baseMLD2_Full | \
    ADVERTISED_20000baseKR2_Full | \
    ADVERTISED_40000baseKR4_Full | \
    ADVERTISED_40000baseCR4_Full | \
    ADVERTISED_40000baseSR4_Full | \
    ADVERTISED_40000baseLR4_Full | \
    ADVERTISED_56000baseKR4_Full | \
    ADVERTISED_56000baseCR4_Full | \
    ADVERTISED_56000baseSR4_Full | \
    ADVERTISED_56000baseLR4_Full)

#define ALL_ADVERTISED_FLAGS \
    (ADVERTISED_Autoneg | \
    ADVERTISED_TP | \
    ADVERTISED_AUI | \
    ADVERTISED_MII | \
    ADVERTISED_FIBRE | \
    ADVERTISED_BNC | \
    ADVERTISED_Pause | \
    ADVERTISED_Asym_Pause | \
    ADVERTISED_Backplane | \
    ALL_ADVERTISED_MODES)

#ifndef HAVE_NETIF_MSG
enum {
    NETIF_MSG_DRV = 0x0001,
    NETIF_MSG_PROBE = 0x0002,
    NETIF_MSG_LINK = 0x0004,
    NETIF_MSG_TIMER = 0x0008,
    NETIF_MSG_IFDOWN = 0x0010,
    NETIF_MSG_IFUP = 0x0020,
    NETIF_MSG_RX_ERR = 0x0040,
    NETIF_MSG_TX_ERR = 0x0080,
    NETIF_MSG_TX_QUEUED = 0x0100,
    NETIF_MSG_INTR = 0x0200,
    NETIF_MSG_TX_DONE = 0x0400,
    NETIF_MSG_RX_STATUS = 0x0800,
    NETIF_MSG_PKTDATA = 0x1000,
    NETIF_MSG_HW = 0x2000,
    NETIF_MSG_WOL = 0x4000,
};
#endif

#define KERNEL_VERSION(a,b,c) (((a) << 16) + ((b) << 8) + (c))

static void exit_bad_args(void) __attribute__((noreturn));

static void exit_bad_args(void)
{
    fprintf(stderr,
            "ethtool: bad command line argument(s)\n"
            "For more information run ethtool -h\n");
    exit(1);
}

typedef enum {
    CMDL_NONE,
    CMDL_BOOL,
    CMDL_S32,
    CMDL_U8,
    CMDL_U16,
    CMDL_U32,
    CMDL_U64,
    CMDL_BE16,
    CMDL_IP4,
    CMDL_STR,
    CMDL_FLAG,
    CMDL_MAC,
} cmdline_type_t;

struct cmdline_info {
    const char *name;
    cmdline_type_t type;
    /* Points to int (BOOL), s32, u16, u32 (U32/FLAG/IP4), u64,
     * char * (STR) or u8[6] (MAC). For FLAG, the value accumulates
     * all flags to be set. */
    void *wanted_val;
    void *ioctl_val;
    /* For FLAG, the flag value to be set/cleared */
    u32 flag_val;
    /* For FLAG, points to u32 and accumulates all flags seen.
     * For anything else, points to int and is set if the option is
     * seen. */
    void *seen_val;
};

struct flag_info {
    const char *name;
    u32 value;
};

static const struct flag_info flags_msglvl[] = {
    { "drv", NETIF_MSG_DRV },
    { "probe", NETIF_MSG_PROBE },
    { "link", NETIF_MSG_LINK },
    { "timer", NETIF_MSG_TIMER },
};

```

```

    { "ifdown",    NETIF_MSG_IFDOWN },
    { "ifup",     NETIF_MSG_IFUP },
    { "rx_err",   NETIF_MSG_RX_ERR },
    { "tx_err",   NETIF_MSG_TX_ERR },
    { "tx_queued", NETIF_MSG_TX_QUEUED },
    { "intr",     NETIF_MSG_INTR },
    { "tx_done",  NETIF_MSG_TX_DONE },
    { "rx_status", NETIF_MSG_RX_STATUS },
    { "pktdata",  NETIF_MSG_PKTDATA },
    { "hw",       NETIF_MSG_HW },
    { "wol",      NETIF_MSG_WOL },
};

struct off_flag_def {
    const char *short_name;
    const char *long_name;
    const char *kernel_name;
    u32 get_cmd, set_cmd;
    u32 value;
    /* For features exposed through ETHTOOL_GFLAGS, the oldest
     * kernel version for which we can trust the result. Where
     * the flag was added at the same time the kernel started
     * supporting the feature, this is 0 (to allow for backports).
     * Where the feature was supported before the flag was added,
     * it is the version that introduced the flag.
     */
    u32 min_kernel_ver;
};

static const struct off_flag_def off_flag_def[] = {
    { "rx", "rx-checksumming", "rx-checksum",
      ETHTOOL_GRXCSUM, ETHTOOL_SRXCSUM, ETH_FLAG_RXCSUM, 0 },
    { "tx", "tx-checksumming", "tx-checksum-*",
      ETHTOOL_GTXCSUM, ETHTOOL_STXCSUM, ETH_FLAG_TXCSUM, 0 },
    { "sg", "scatter-gather", "tx-scatter-gather*",
      ETHTOOL_GSG, ETHTOOL_SSG, ETH_FLAG_SG, 0 },
    { "tso", "tcp-segmentation-offload", "tx-tcp*-segmentation",
      ETHTOOL_GTSO, ETHTOOL_STSO, ETH_FLAG_TSO, 0 },
    { "ufo", "udp-fragmentation-offload", "tx-udp-fragmentation",
      ETHTOOL_GUFO, ETHTOOL_SUFO, ETH_FLAG_UFO, 0 },
    { "gso", "generic-segmentation-offload", "tx-generic-segmentation",
      ETHTOOL_GGSO, ETHTOOL_SGSO, ETH_FLAG_GSO, 0 },
    { "gro", "generic-receive-offload", "rx-gro",
      ETHTOOL_GGRO, ETHTOOL_SGRO, ETH_FLAG_GRO, 0 },
    { "lro", "large-receive-offload", "rx-lro",
      0, 0, ETH_FLAG_LRO,
      KERNEL_VERSION(2,6,24) },
    { "rxvlan", "rx-vlan-offload", "rx-vlan-hw-parse",
      0, 0, ETH_FLAG_RXVLAN,
      KERNEL_VERSION(2,6,37) },
    { "txvlan", "tx-vlan-offload", "tx-vlan-hw-insert",
      0, 0, ETH_FLAG_TXVLAN,
      KERNEL_VERSION(2,6,37) },
    { "ntuple", "ntuple-filters", "rx-ntuple-filter",
      0, 0, ETH_FLAG_NTUPLE, 0 },
    { "rxhash", "receive-hashing", "rx-hashing",
      0, 0, ETH_FLAG_RXHASH, 0 },
};

struct feature_def {
    char name[ETH_GSTRING_LEN];
    int off_flag_index; /* index in off_flag_def; negative if none match */
};

struct feature_defs {
    size_t n_features;
    /* Number of features each offload flag is associated with */
    unsigned int off_flag_matched[ARRAY_SIZE(off_flag_def)];
    /* Name and offload flag index for each feature */
    struct feature_def def[0];
};

#define FEATURE_BITS_TO_BLOCKS(n_bits) DIV_ROUND_UP(n_bits, 32U)
#define FEATURE_WORD(blocks, index, field) ((blocks)[(index) / 32U].field)
#define FEATURE_FIELD_FLAG(index) (1U << (index) % 32U)
#define FEATURE_BIT_SET(blocks, index, field) \
    (FEATURE_WORD(blocks, index, field) |= FEATURE_FIELD_FLAG(index))
#define FEATURE_BIT_CLEAR(blocks, index, field) \
    (FEATURE_WORD(blocks, index, field) &= ~FEATURE_FIELD_FLAG(index))
#define FEATURE_BIT_IS_SET(blocks, index, field) \
    (FEATURE_WORD(blocks, index, field) & FEATURE_FIELD_FLAG(index))

static long long
get_int_range(char *str, int base, long long min, long long max)
{
    long long v;
    char *endp;

    if (!str)
        exit_bad_args();
    errno = 0;
    v = strtoll(str, &endp, base);
    if (errno || *endp || v < min || v > max)
        exit_bad_args();
    return v;
}

static unsigned long long
get_uint_range(char *str, int base, unsigned long long max)

```

```

{
    unsigned long long v;
    char *endp;

    if (!str)
        exit_bad_args();
    errno = 0;
    v = strtoull(str, &endp, base);
    if (errno || *endp || v > max)
        exit_bad_args();
    return v;
}

static int get_int(char *str, int base)
{
    return get_int_range(str, base, INT_MIN, INT_MAX);
}

static u32 get_u32(char *str, int base)
{
    return get_uint_range(str, base, 0xffffffff);
}

static void get_mac_addr(char *src, unsigned char *dest)
{
    int count;
    int i;
    int buf[ETH_ALEN];

    count = sscanf(src, "%2x:%2x:%2x:%2x:%2x:%2x",
        &buf[0], &buf[1], &buf[2], &buf[3], &buf[4], &buf[5]);
    if (count != ETH_ALEN)
        exit_bad_args();

    for (i = 0; i < count; i++) {
        dest[i] = buf[i];
    }
}

static void parse_generic_cmdline(struct cmd_context *ctx,
    int *changed,
    struct cmdline_info *info,
    unsigned int n_info)
{
    int argc = ctx->argc;
    char **argp = ctx->argp;
    int i, idx;
    int found;

    for (i = 0; i < argc; i++) {
        found = 0;
        for (idx = 0; idx < n_info; idx++) {
            if (!strcmp(info[idx].name, argp[i])) {
                found = 1;
                *changed = 1;
                if (info[idx].type != CMDL_FLAG &&
                    info[idx].seen_val)
                    *(int *)info[idx].seen_val = 1;
                i += 1;
                if (i >= argc)
                    exit_bad_args();
                switch (info[idx].type) {
                    case CMDL_BOOL: {
                        int *p = info[idx].wanted_val;
                        if (!strcmp(argp[i], "on"))
                            *p = 1;
                        else if (!strcmp(argp[i], "off"))
                            *p = 0;
                        else
                            exit_bad_args();
                        break;
                    }
                    case CMDL_S32: {
                        s32 *p = info[idx].wanted_val;
                        *p = get_int_range(argp[i], 0,
                            -0x80000000LL,
                            0x7fffffff);
                        break;
                    }
                    case CMDL_U8: {
                        u8 *p = info[idx].wanted_val;
                        *p = get_uint_range(argp[i], 0, 0xff);
                        break;
                    }
                    case CMDL_U16: {
                        u16 *p = info[idx].wanted_val;
                        *p = get_uint_range(argp[i], 0, 0xffff);
                        break;
                    }
                    case CMDL_U32: {
                        u32 *p = info[idx].wanted_val;
                        *p = get_uint_range(argp[i], 0,
                            0xffffffff);
                        break;
                    }
                    case CMDL_U64: {
                        u64 *p = info[idx].wanted_val;
                        *p = get_uint_range(

```

```

        argp[i], 0,
        0xffffffffffffffffLL);
    break;
}
case CMDL_BE16: {
    u16 *p = info[idx].wanted_val;
    *p = cpu_to_be16(
        get_uint_range(argp[i], 0,
            0xffff));
    break;
}
case CMDL_IP4: {
    u32 *p = info[idx].wanted_val;
    struct in_addr in;
    if (!inet_aton(argp[i], &in))
        exit_bad_args();
    *p = in.s_addr;
    break;
}
case CMDL_MAC:
    get_mac_addr(argp[i],
        info[idx].wanted_val);
    break;
case CMDL_FLAG: {
    u32 *p;
    p = info[idx].seen_val;
    *p |= info[idx].flag_val;
    if (!strcmp(argp[i], "on")) {
        p = info[idx].wanted_val;
        *p |= info[idx].flag_val;
    } else if (strcmp(argp[i], "off")) {
        exit_bad_args();
    }
    break;
}
case CMDL_STR: {
    char **s = info[idx].wanted_val;
    *s = strdup(argp[i]);
    break;
}
default:
    exit_bad_args();
}
break;
}
}
if( !found)
    exit_bad_args();
}
}

static void flag_to_cmdline_info(const char *name, u32 value,
    u32 *wanted, u32 *mask,
    struct cmdline_info *cli)
{
    memset(cli, 0, sizeof(*cli));
    cli->name = name;
    cli->type = CMDL_FLAG;
    cli->flag_val = value;
    cli->wanted_val = wanted;
    cli->seen_val = mask;
}

static void
print_flags(const struct flag_info *info, unsigned int n_info, u32 value)
{
    const char *sep = "";

    while (n_info) {
        if (value & info->value) {
            printf("%s%s", sep, info->name);
            sep = " ";
            value &= ~info->value;
        }
        ++info;
        --n_info;
    }

    /* Print any unrecognised flags in hex */
    if (value)
        printf("%s%#x", sep, value);
}

static int rxflow_str_to_type(const char *str)
{
    int flow_type = 0;

    if (!strcmp(str, "tcp4"))
        flow_type = TCP_V4_FLOW;
    else if (!strcmp(str, "udp4"))
        flow_type = UDP_V4_FLOW;
    else if (!strcmp(str, "ah4") || !strcmp(str, "esp4"))
        flow_type = AH_ESP_V4_FLOW;
    else if (!strcmp(str, "sctp4"))
        flow_type = SCTP_V4_FLOW;
    else if (!strcmp(str, "tcp6"))
        flow_type = TCP_V6_FLOW;
    else if (!strcmp(str, "udp6"))

```

```

        flow_type = UDP_V6_FLOW;
    else if (!strcmp(str, "ah6") || !strcmp(str, "esp6"))
        flow_type = AH_ESP_V6_FLOW;
    else if (!strcmp(str, "sctp6"))
        flow_type = SCTP_V6_FLOW;
    else if (!strcmp(str, "ether"))
        flow_type = ETHER_FLOW;

    return flow_type;
}

static int do_version(struct cmd_context *ctx)
{
    fprintf(stdout,
            PACKAGE " version " VERSION
#ifdef ETHTOOL_ENABLE_PRETTY_DUMP
            " (pretty dumps disabled)"
#endif
            "\n");
    return 0;
}

static void dump_link_caps(const char *prefix, const char *an_prefix, u32 mask,
                          int link_mode_only);

static void dump_supported(struct ethtool_cmd *ep)
{
    u32 mask = ep->supported;

    fprintf(stdout, "      Supported ports: [ ");
    if (mask & SUPPORTED_TP)
        fprintf(stdout, "TP ");
    if (mask & SUPPORTED_AUI)
        fprintf(stdout, "AUI ");
    if (mask & SUPPORTED_BNC)
        fprintf(stdout, "BNC ");
    if (mask & SUPPORTED_MII)
        fprintf(stdout, "MII ");
    if (mask & SUPPORTED_FIBRE)
        fprintf(stdout, "FIBRE ");
    if (mask & SUPPORTED_Backplane)
        fprintf(stdout, "Backplane ");
    fprintf(stdout, "]\n");

    dump_link_caps("Supported", "Supports", mask, 0);
}

/* Print link capability flags (supported, advertised or lp_advertised).
 * Assumes that the corresponding SUPPORTED and ADVERTISED flags are equal.
 */
static void
dump_link_caps(const char *prefix, const char *an_prefix, u32 mask,
               int link_mode_only)
{
    static const struct {
        int same_line; /* print on same line as previous */
        u32 value;
        const char *name;
    } mode_defs[] = {
        { 0, ADVERTISED_10baseT_Half, "10baseT/Half" },
        { 1, ADVERTISED_10baseT_Full, "10baseT/Full" },
        { 0, ADVERTISED_100baseT_Half, "100baseT/Half" },
        { 1, ADVERTISED_100baseT_Full, "100baseT/Full" },
        { 0, ADVERTISED_1000baseT_Half, "1000baseT/Half" },
        { 1, ADVERTISED_1000baseT_Full, "1000baseT/Full" },
        { 0, ADVERTISED_1000baseKX_Full, "1000baseKX/Full" },
        { 0, ADVERTISED_2500baseX_Full, "2500baseX/Full" },
        { 0, ADVERTISED_10000baseT_Full, "10000baseT/Full" },
        { 0, ADVERTISED_10000baseKX4_Full, "10000baseKX4/Full" },
        { 0, ADVERTISED_10000baseKR_Full, "10000baseKR/Full" },
        { 0, ADVERTISED_20000baseMLD2_Full, "20000baseMLD2/Full" },
        { 0, ADVERTISED_20000baseKR2_Full, "20000baseKR2/Full" },
        { 0, ADVERTISED_40000baseKR4_Full, "40000baseKR4/Full" },
        { 0, ADVERTISED_40000baseCR4_Full, "40000baseCR4/Full" },
        { 0, ADVERTISED_40000baseSR4_Full, "40000baseSR4/Full" },
        { 0, ADVERTISED_40000baseLR4_Full, "40000baseLR4/Full" },
        { 0, ADVERTISED_56000baseKR4_Full, "56000baseKR4/Full" },
        { 0, ADVERTISED_56000baseCR4_Full, "56000baseCR4/Full" },
        { 0, ADVERTISED_56000baseSR4_Full, "56000baseSR4/Full" },
        { 0, ADVERTISED_56000baseLR4_Full, "56000baseLR4/Full" },
    };
    int indent;
    int did1, new_line_pend, i;

    /* Indent just like the separate functions used to */
    indent = strlen(prefix) + 14;
    if (indent < 24)
        indent = 24;

    fprintf(stdout, "      %s link modes:%*s", prefix,
            indent - (int)strlen(prefix) - 12, "");
    did1 = 0;
    new_line_pend = 0;
    for (i = 0; i < ARRAY_SIZE(mode_defs); i++) {
        if (did1 && !mode_defs[i].same_line)
            new_line_pend = 1;
        if (mask & mode_defs[i].value) {
            if (new_line_pend) {

```

```

                fprintf(stdout, "\n");
                fprintf(stdout, "    %s", indent, "");
                new_line_pend = 0;
            }
            didl++;
            fprintf(stdout, "%s ", mode_defs[i].name);
        }
    }
    if (didl == 0)
        fprintf(stdout, "Not reported");
    fprintf(stdout, "\n");

    if (!link_mode_only) {
        fprintf(stdout, "    %s pause frame use: ", prefix);
        if (mask & ADVERTISED_Pause) {
            fprintf(stdout, "Symmetric");
            if (mask & ADVERTISED_Asym_Pause)
                fprintf(stdout, " Receive-only");
            fprintf(stdout, "\n");
        } else {
            if (mask & ADVERTISED_Asym_Pause)
                fprintf(stdout, "Transmit-only\n");
            else
                fprintf(stdout, "No\n");
        }

        fprintf(stdout, "    %s auto-negotiation: ", an_prefix);
        if (mask & ADVERTISED_Autoneg)
            fprintf(stdout, "Yes\n");
        else
            fprintf(stdout, "No\n");
    }
}

static int dump_ecmd(struct ethtool_cmd *ep)
{
    u32 speed;

    dump_supported(ep);
    dump_link_caps("Advertised", "Advertised", ep->advertising, 0);
    if (ep->lp_advertising)
        dump_link_caps("Link partner advertised",
                      "Link partner advertised", ep->lp_advertising,
                      0);

    fprintf(stdout, "    Speed: ");
    speed = ethtool_cmd_speed(ep);
    if (speed == 0 || speed == (u16)(-1) || speed == (u32)(-1))
        fprintf(stdout, "Unknown!\n");
    else
        fprintf(stdout, "%uMb/s\n", speed);

    fprintf(stdout, "    Duplex: ");
    switch (ep->duplex) {
    case DUPLEX_HALF:
        fprintf(stdout, "Half\n");
        break;
    case DUPLEX_FULL:
        fprintf(stdout, "Full\n");
        break;
    default:
        fprintf(stdout, "Unknown! (%i)\n", ep->duplex);
        break;
    };

    fprintf(stdout, "    Port: ");
    switch (ep->port) {
    case PORT_TP:
        fprintf(stdout, "Twisted Pair\n");
        break;
    case PORT_AUI:
        fprintf(stdout, "AUI\n");
        break;
    case PORT_BNC:
        fprintf(stdout, "BNC\n");
        break;
    case PORT_MII:
        fprintf(stdout, "MII\n");
        break;
    case PORT_FIBRE:
        fprintf(stdout, "FIBRE\n");
        break;
    case PORT_DA:
        fprintf(stdout, "Direct Attach Copper\n");
        break;
    case PORT_NONE:
        fprintf(stdout, "None\n");
        break;
    case PORT_OTHER:
        fprintf(stdout, "Other\n");
        break;
    default:
        fprintf(stdout, "Unknown! (%i)\n", ep->port);
        break;
    };

    fprintf(stdout, "    PHYAD: %d\n", ep->phy_address);
    fprintf(stdout, "    Transceiver: ");

```

```

switch (ep->transceiver) {
case XCVR_INTERNAL:
    fprintf(stdout, "internal\n");
    break;
case XCVR_EXTERNAL:
    fprintf(stdout, "external\n");
    break;
default:
    fprintf(stdout, "Unknown!\n");
    break;
};

fprintf(stdout, "    Auto-negotiation: %s\n",
        (ep->autoneg == AUTONEG_DISABLE) ?
        "off" : "on");

if (ep->port == PORT_TP) {
    fprintf(stdout, "        MDI-X: ");
    if (ep->eth_tp_mdix_ctrl == ETH_TP_MDI) {
        fprintf(stdout, "off (forced)\n");
    } else if (ep->eth_tp_mdix_ctrl == ETH_TP_MDI_X) {
        fprintf(stdout, "on (forced)\n");
    } else {
        switch (ep->eth_tp_mdix) {
        case ETH_TP_MDI:
            fprintf(stdout, "off");
            break;
        case ETH_TP_MDI_X:
            fprintf(stdout, "on");
            break;
        default:
            fprintf(stdout, "Unknown");
            break;
        }
        if (ep->eth_tp_mdix_ctrl == ETH_TP_MDI_AUTO)
            fprintf(stdout, " (auto)");
        fprintf(stdout, "\n");
    }
}

return 0;
}

static int dump_drvinfo(struct ethtool_drvinfo *info)
{
    fprintf(stdout,
        "driver: %.*s\n"
        "version: %.*s\n"
        "firmware-version: %.*s\n"
        "expansion-rom-version: %.*s\n"
        "bus-info: %.*s\n"
        "supports-statistics: %s\n"
        "supports-test: %s\n"
        "supports-eprom-access: %s\n"
        "supports-register-dump: %s\n"
        "supports-priv-flags: %s\n",
        (int)sizeof(info->driver), info->driver,
        (int)sizeof(info->version), info->version,
        (int)sizeof(info->fw_version), info->fw_version,
        (int)sizeof(info->erom_version), info->erom_version,
        (int)sizeof(info->bus_info), info->bus_info,
        info->n_stats ? "yes" : "no",
        info->testinfo_len ? "yes" : "no",
        info->eedump_len ? "yes" : "no",
        info->regdump_len ? "yes" : "no",
        info->n_priv_flags ? "yes" : "no");

    return 0;
}

static int parse_wolopts(char *optstr, u32 *data)
{
    *data = 0;
    while (*optstr) {
        switch (*optstr) {
        case 'p':
            *data |= WAKE_PHY;
            break;
        case 'u':
            *data |= WAKE_UCAST;
            break;
        case 'm':
            *data |= WAKE_MCAST;
            break;
        case 'b':
            *data |= WAKE_BCAST;
            break;
        case 'a':
            *data |= WAKE_ARP;
            break;
        case 'g':
            *data |= WAKE_MAGIC;
            break;
        case 's':
            *data |= WAKE_MAGICSECURE;
            break;
        case 'd':
            *data = 0;

```

```

                break;
            default:
                return -1;
        }
        optstr++;
    }
    return 0;
}

static char *unparse_wolopts(int wolopts)
{
    static char buf[16];
    char *p = buf;

    memset(buf, 0, sizeof(buf));

    if (wolopts) {
        if (wolopts & WAKE_PHY)
            *p++ = 'p';
        if (wolopts & WAKE_UCAST)
            *p++ = 'u';
        if (wolopts & WAKE_MCAST)
            *p++ = 'm';
        if (wolopts & WAKE_BCAST)
            *p++ = 'b';
        if (wolopts & WAKE_ARP)
            *p++ = 'a';
        if (wolopts & WAKE_MAGIC)
            *p++ = 'g';
        if (wolopts & WAKE_MAGICSECURE)
            *p++ = 's';
    } else {
        *p = 'd';
    }

    return buf;
}

static int dump_wol(struct ethtool_wolinfo *wol)
{
    fprintf(stdout, "    Supports Wake-on: %s\n",
            unparse_wolopts(wol->supported));
    fprintf(stdout, "    Wake-on: %s\n",
            unparse_wolopts(wol->wolopts));
    if (wol->supported & WAKE_MAGICSECURE) {
        int i;
        int delim = 0;
        fprintf(stdout, "    SecureOn password: ");
        for (i = 0; i < SOPASS_MAX; i++) {
            fprintf(stdout, "%s%02x", delim?" ":"", wol->sopass[i]);
            delim=1;
        }
        fprintf(stdout, "\n");
    }

    return 0;
}

static int parse_rxfhashopts(char *optstr, u32 *data)
{
    *data = 0;
    while (*optstr) {
        switch (*optstr) {
            case 'm':
                *data |= RXH_L2DA;
                break;
            case 'v':
                *data |= RXH_VLAN;
                break;
            case 't':
                *data |= RXH_L3_PROTO;
                break;
            case 's':
                *data |= RXH_IP_SRC;
                break;
            case 'd':
                *data |= RXH_IP_DST;
                break;
            case 'f':
                *data |= RXH_L4_B_0_1;
                break;
            case 'n':
                *data |= RXH_L4_B_2_3;
                break;
            case 'r':
                *data |= RXH_DISCARD;
                break;
            default:
                return -1;
        }
        optstr++;
    }
    return 0;
}

static char *unparse_rxfhashopts(u64 opts)
{
    static char buf[300];

```

```

memset(buf, 0, sizeof(buf));

if (opts) {
    if (opts & RXH_L2DA) {
        strcat(buf, "L2DA\n");
    }
    if (opts & RXH_VLAN) {
        strcat(buf, "VLAN tag\n");
    }
    if (opts & RXH_L3_PROTO) {
        strcat(buf, "L3 proto\n");
    }
    if (opts & RXH_IP_SRC) {
        strcat(buf, "IP SA\n");
    }
    if (opts & RXH_IP_DST) {
        strcat(buf, "IP DA\n");
    }
    if (opts & RXH_L4_B_0_1) {
        strcat(buf, "L4 bytes 0 & 1 [TCP/UDP src port]\n");
    }
    if (opts & RXH_L4_B_2_3) {
        strcat(buf, "L4 bytes 2 & 3 [TCP/UDP dst port]\n");
    }
} else {
    sprintf(buf, "None");
}

return buf;
}

static int convert_string_to_hashkey(char *rss_hkey, u32 key_size,
                                     const char *rss_hkey_string)
{
    u32 i = 0;
    int hex_byte, len;

    do {
        if (i > (key_size - 1)) {
            fprintf(stderr,
                    "Key is too long for device (%u > %u)\n",
                    i + 1, key_size);
            goto err;
        }

        if (sscanf(rss_hkey_string, "%2x%n", &hex_byte, &len) < 1 ||
            len != 2) {
            fprintf(stderr, "Invalid RSS hash key format\n");
            goto err;
        }

        rss_hkey[i++] = hex_byte;
        rss_hkey_string += 2;

        if (*rss_hkey_string == ':') {
            rss_hkey_string++;
        } else if (*rss_hkey_string != '\0') {
            fprintf(stderr, "Invalid RSS hash key format\n");
            goto err;
        }
    } while (*rss_hkey_string);

    if (i != key_size) {
        fprintf(stderr, "Key is too short for device (%u < %u)\n",
                i, key_size);
        goto err;
    }

    return 0;
err:
    return 2;
}

static int parse_hkey(char **rss_hkey, u32 key_size,
                     const char *rss_hkey_string)
{
    if (!key_size) {
        fprintf(stderr,
                "Cannot set RX flow hash configuration:\n"
                " Hash key setting not supported\n");
        return 1;
    }

    *rss_hkey = malloc(key_size);
    if (!*rss_hkey) {
        perror("Cannot allocate memory for RSS hash key");
        return 1;
    }

    if (convert_string_to_hashkey(*rss_hkey, key_size,
                                  rss_hkey_string)) {
        free(*rss_hkey);
        *rss_hkey = NULL;
        return 2;
    }
    return 0;
}

```

```

}

static const struct {
    const char *name;
    int (*func)(struct ethtool_drvinfo *info, struct ethtool_regs *regs);
} driver_list[] = {
#ifdef ETHTOOL_ENABLE_PRETTY_DUMP
    { "8139cp", realtek_dump_regs },
    { "8139too", realtek_dump_regs },
    { "r8169", realtek_dump_regs },
    { "de2104x", de2104x_dump_regs },
    { "e1000", e1000_dump_regs },
    { "e1000e", e1000_dump_regs },
    { "igb", igb_dump_regs },
    { "ixgb", ixgb_dump_regs },
    { "ixgbe", ixgbe_dump_regs },
    { "ixgbev", ixgbev_dump_regs },
    { "natsemi", natsemi_dump_regs },
    { "e100", e100_dump_regs },
    { "amd8111e", amd8111e_dump_regs },
    { "pcnet32", pcnet32_dump_regs },
    { "fec_8xx", fec_8xx_dump_regs },
    { "ibm_emac", ibm_emac_dump_regs },
    { "tg3", tg3_dump_regs },
    { "skge", skge_dump_regs },
    { "sky2", sky2_dump_regs },
    { "vioc", vioc_dump_regs },
    { "smc911x", smc911x_dump_regs },
    { "at76c50x-usb", at76c50x_usb_dump_regs },
    { "sfc", sfc_dump_regs },
    { "st_mac100", st_mac100_dump_regs },
    { "st_gmac", st_gmac_dump_regs },
    { "et131x", et131x_dump_regs },
    { "altera_tse", altera_tse_dump_regs },
#endif
};

void dump_hex(FILE *file, const u8 *data, int len, int offset)
{
    int i;

    fprintf(file, "Offset\t\t\tValues\n");
    fprintf(file, "-----\t\t\t-----");
    for (i = 0; i < len; i++) {
        if (i % 16 == 0)
            fprintf(file, "\n0x%04x:\t\t", i + offset);
        fprintf(file, "%02x ", data[i]);
    }
    fprintf(file, "\n");
}

static int dump_regs(int gregs_dump_raw, int gregs_dump_hex,
                    const char *gregs_dump_file,
                    struct ethtool_drvinfo *info, struct ethtool_regs *regs)
{
    int i;

    if (gregs_dump_raw) {
        fwrite(regs->data, regs->len, 1, stdout);
        return 0;
    }

    if (gregs_dump_file) {
        FILE *f = fopen(gregs_dump_file, "r");
        struct stat st;

        if (!f || fstat(fileno(f), &st) < 0) {
            fprintf(stderr, "Can't open '%s': %s\n",
                    gregs_dump_file, strerror(errno));
            return -1;
        }

        regs = realloc(regs, sizeof(*regs) + st.st_size);
        regs->len = st.st_size;
        fread(regs->data, regs->len, 1, f);
        fclose(f);
    }

    if (!gregs_dump_hex)
        for (i = 0; i < ARRAY_SIZE(driver_list); i++)
            if (!strncmp(driver_list[i].name, info->driver,
                        ETHTOOL_BUSINFO_LEN)) {
                if (driver_list[i].func(info, regs) == 0)
                    return 0;
                /* This version (or some other
                 * variation in the dump format) is
                 * not handled; fall back to hex
                 */
                break;
            }

    dump_hex(stdout, regs->data, regs->len, 0);

    return 0;
}

static int dump_eeprom(int geeeprom_dump_raw, struct ethtool_drvinfo *info,

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```

        struct ethtool_eeeprom *ee)
{
    if (geeprom_dump_raw) {
        fwrite(ee->data, 1, ee->len, stdout);
        return 0;
    }
#ifdef ETHTOOL_ENABLE_PRETTY_DUMP
    if (!strcmp("natsemi", info->driver, ETHTOOL_BUSINFO_LEN)) {
        return natsemi_dump_eeeprom(info, ee);
    } else if (!strcmp("tg3", info->driver, ETHTOOL_BUSINFO_LEN)) {
        return tg3_dump_eeeprom(info, ee);
    }
#endif
    dump_hex(stdout, ee->data, ee->len, ee->offset);

    return 0;
}

static int dump_test(struct ethtool_test *test,
                    struct ethtool_gstrings *strings)
{
    int i, rc;

    rc = test->flags & ETH_TEST_FL_FAILED;
    fprintf(stdout, "The test result is %s\n", rc ? "FAIL" : "PASS");

    if (test->flags & ETH_TEST_FL_EXTERNAL_LB)
        fprintf(stdout, "External loopback test was %sexecuted\n",
                (test->flags & ETH_TEST_FL_EXTERNAL_LB_DONE) ?
                "" : "not ");

    if (strings->len)
        fprintf(stdout, "The test extra info:\n");

    for (i = 0; i < strings->len; i++) {
        fprintf(stdout, "%s\t %d\n",
                (char *) (strings->data + i * ETH_GSTRING_LEN),
                (u32) test->data[i]);
    }

    fprintf(stdout, "\n");
    return rc;
}

static int dump_pause(const struct ethtool_pauseparam *epause,
                    u32 advertising, u32 lp_advertising)
{
    fprintf(stdout,
            "Autonegotiate: %s\n"
            "RX: %s\n"
            "TX: %s\n",
            epause->autoneg ? "on" : "off",
            epause->rx_pause ? "on" : "off",
            epause->tx_pause ? "on" : "off");

    if (lp_advertising) {
        int an_rx = 0, an_tx = 0;

        /* Work out negotiated pause frame usage per
         * IEEE 802.3-2005 table 28B-3.
         */
        if (advertising & lp_advertising & ADVERTISED_Pause) {
            an_tx = 1;
            an_rx = 1;
        } else if (advertising & lp_advertising &
                   ADVERTISED_Asym_Pause) {
            if (advertising & ADVERTISED_Pause)
                an_rx = 1;
            else if (lp_advertising & ADVERTISED_Pause)
                an_tx = 1;
        }

        fprintf(stdout,
                "RX negotiated: %s\n"
                "TX negotiated: %s\n",
                an_rx ? "on" : "off",
                an_tx ? "on" : "off");
    }

    fprintf(stdout, "\n");
    return 0;
}

static int dump_ring(const struct ethtool_ringparam *ering)
{
    fprintf(stdout,
            "Pre-set maximums:\n"
            "RX: %u\n"
            "RX Mini: %u\n"
            "RX Jumbo: %u\n"
            "TX: %u\n",
            ering->rx_max_pending,
            ering->rx_mini_max_pending,
            ering->rx_jumbo_max_pending,
            ering->tx_max_pending);

    fprintf(stdout,
            "Current hardware settings:\n"

```

```

        "RX:          %u\n"
        "RX Mini:     %u\n"
        "RX Jumbo:    %u\n"
        "TX:          %u\n",
        ering->rx_pending,
        ering->rx_mini_pending,
        ering->rx_jumbo_pending,
        ering->tx_pending);

    fprintf(stdout, "\n");
    return 0;
}

static int dump_channels(const struct ethtool_channels *echannels)
{
    fprintf(stdout,
        "Pre-set maximums:\n"
        "RX:          %u\n"
        "TX:          %u\n"
        "Other:       %u\n"
        "Combined:    %u\n",
        echannels->max_rx, echannels->max_tx,
        echannels->max_other,
        echannels->max_combined);

    fprintf(stdout,
        "Current hardware settings:\n"
        "RX:          %u\n"
        "TX:          %u\n"
        "Other:       %u\n"
        "Combined:    %u\n",
        echannels->rx_count, echannels->tx_count,
        echannels->other_count,
        echannels->combined_count);

    fprintf(stdout, "\n");
    return 0;
}

static int dump_coalesce(const struct ethtool_coalesce *ecoal)
{
    fprintf(stdout, "Adaptive RX: %s TX: %s\n",
        ecoal->use_adaptive_rx_coalesce ? "on" : "off",
        ecoal->use_adaptive_tx_coalesce ? "on" : "off");

    fprintf(stdout,
        "stats-block-usecs: %u\n"
        "sample-interval: %u\n"
        "pkt-rate-low: %u\n"
        "pkt-rate-high: %u\n"
        "\n"
        "rx-usecs: %u\n"
        "rx-frames: %u\n"
        "rx-usecs-irq: %u\n"
        "rx-frames-irq: %u\n"
        "\n"
        "tx-usecs: %u\n"
        "tx-frames: %u\n"
        "tx-usecs-irq: %u\n"
        "tx-frames-irq: %u\n"
        "\n"
        "rx-usecs-low: %u\n"
        "rx-frame-low: %u\n"
        "tx-usecs-low: %u\n"
        "tx-frame-low: %u\n"
        "\n"
        "rx-usecs-high: %u\n"
        "rx-frame-high: %u\n"
        "tx-usecs-high: %u\n"
        "tx-frame-high: %u\n"
        "\n",
        ecoal->stats_block_coalesce_usecs,
        ecoal->rate_sample_interval,
        ecoal->pkt_rate_low,
        ecoal->pkt_rate_high,

        ecoal->rx_coalesce_usecs,
        ecoal->rx_max_coalesced_frames,
        ecoal->rx_coalesce_usecs_irq,
        ecoal->rx_max_coalesced_frames_irq,

        ecoal->tx_coalesce_usecs,
        ecoal->tx_max_coalesced_frames,
        ecoal->tx_coalesce_usecs_irq,
        ecoal->tx_max_coalesced_frames_irq,

        ecoal->rx_coalesce_usecs_low,
        ecoal->rx_max_coalesced_frames_low,
        ecoal->tx_coalesce_usecs_low,
        ecoal->tx_max_coalesced_frames_low,

        ecoal->rx_coalesce_usecs_high,
        ecoal->rx_max_coalesced_frames_high,
        ecoal->tx_coalesce_usecs_high,
        ecoal->tx_max_coalesced_frames_high);

    return 0;
}

```

```

struct feature_state {
    u32 off_flags;
    struct ethtool_gfeatures features;
};

static void dump_one_feature(const char *indent, const char *name,
                            const struct feature_state *state,
                            const struct feature_state *ref_state,
                            u32 index)
{
    if (ref_state &&
        !(FEATURE_BIT_IS_SET(state->features.features, index, active) ^
          FEATURE_BIT_IS_SET(ref_state->features.features, index, active)))
        return;

    printf("%s%s: %s%s\n",
           indent, name,
           FEATURE_BIT_IS_SET(state->features.features, index, active) ?
           "on" : "off",
           (!FEATURE_BIT_IS_SET(state->features.features, index, available)
            || FEATURE_BIT_IS_SET(state->features.features, index,
                                never_changed))
           ? " [fixed]"
           : (FEATURE_BIT_IS_SET(state->features.features, index, requested)
              ^ FEATURE_BIT_IS_SET(state->features.features, index, active))
           ? (FEATURE_BIT_IS_SET(state->features.features, index, requested)
              ? " [requested on]" : " [requested off]")
           : "");
}

static int linux_version_code(void)
{
    struct utsname utsname;
    unsigned version, patchlevel, sublevel = 0;

    if (uname(&utsname))
        return -1;
    if (sscanf(utsname.release, "%u.%u.%u", &version, &patchlevel, &sublevel) < 2)
        return -1;
    return KERNEL_VERSION(version, patchlevel, sublevel);
}

static void dump_features(const struct feature_defs *defs,
                         const struct feature_state *state,
                         const struct feature_state *ref_state)
{
    int kernel_ver = linux_version_code();
    u32 value;
    int indent;
    int i, j;

    for (i = 0; i < ARRAY_SIZE(off_flag_def); i++) {
        /* Don't show features whose state is unknown on this
         * kernel version
         */
        if (defs->off_flag_matched[i] == 0 &&
            off_flag_def[i].get_cmd == 0 &&
            kernel_ver < off_flag_def[i].min_kernel_ver)
            continue;

        value = off_flag_def[i].value;

        /* If this offload flag matches exactly one generic
         * feature then it's redundant to show the flag and
         * feature states separately. Otherwise, show the
         * flag state first.
         */
        if (defs->off_flag_matched[i] != 1 &&
            (!ref_state ||
             (state->off_flags ^ ref_state->off_flags) & value)) {
            printf("%s: %s\n",
                   off_flag_def[i].long_name,
                   (state->off_flags & value) ? "on" : "off");
            indent = 1;
        } else {
            indent = 0;
        }

        /* Show matching features */
        for (j = 0; j < defs->n_features; j++) {
            if (defs->def[j].off_flag_index != i)
                continue;
            if (defs->off_flag_matched[i] != 1)
                /* Show all matching feature states */
                dump_one_feature(indent ? "\t" : "",
                                defs->def[j].name,
                                state, ref_state, j);
            else
                /* Show full state with the old flag name */
                dump_one_feature("", off_flag_def[i].long_name,
                                state, ref_state, j);
        }
    }

    /* Show all unmatched features that have non-null names */
    for (j = 0; j < defs->n_features; j++)
        if (defs->def[j].off_flag_index < 0 && defs->def[j].name[0])

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        dump_one_feature("", defs->def[j].name,
                        state, ref_state, j);
}

static int dump_rxfhash(int fhash, u64 val)
{
    switch (fhash) {
    case TCP_V4_FLOW:
        fprintf(stdout, "TCP over IPV4 flows");
        break;
    case UDP_V4_FLOW:
        fprintf(stdout, "UDP over IPV4 flows");
        break;
    case SCTP_V4_FLOW:
        fprintf(stdout, "SCTP over IPV4 flows");
        break;
    case AH_ESP_V4_FLOW:
    case AH_V4_FLOW:
    case ESP_V4_FLOW:
        fprintf(stdout, "IPSEC AH/ESP over IPV4 flows");
        break;
    case TCP_V6_FLOW:
        fprintf(stdout, "TCP over IPV6 flows");
        break;
    case UDP_V6_FLOW:
        fprintf(stdout, "UDP over IPV6 flows");
        break;
    case SCTP_V6_FLOW:
        fprintf(stdout, "SCTP over IPV6 flows");
        break;
    case AH_ESP_V6_FLOW:
    case AH_V6_FLOW:
    case ESP_V6_FLOW:
        fprintf(stdout, "IPSEC AH/ESP over IPV6 flows");
        break;
    default:
        break;
    }

    if (val & RXH_DISCARD) {
        fprintf(stdout, " - All matching flows discarded on RX\n");
        return 0;
    }
    fprintf(stdout, " use these fields for computing Hash flow key:\n");

    fprintf(stdout, "%s\n", unparse_rxfhashopts(val));

    return 0;
}

static void dump_eeecmd(struct ethtool_eee *ep)
{
    fprintf(stdout, "      EEE status: ");
    if (!ep->supported) {
        fprintf(stdout, "not supported\n");
        return;
    } else if (!ep->eee_enabled) {
        fprintf(stdout, "disabled\n");
    } else {
        fprintf(stdout, "enabled - ");
        if (ep->eee_active)
            fprintf(stdout, "active\n");
        else
            fprintf(stdout, "inactive\n");
    }

    fprintf(stdout, "      Tx LPI:");
    if (ep->tx_lpi_enabled)
        fprintf(stdout, " %d (us)\n", ep->tx_lpi_timer);
    else
        fprintf(stdout, " disabled\n");

    dump_link_caps("Supported EEE", "", ep->supported, 1);
    dump_link_caps("Advertised EEE", "", ep->advertised, 1);
    dump_link_caps("Link partner advertised EEE", "", ep->lp_advertised, 1);
}

#define N_SOTS 7

static char *so_timestamping_labels[N_SOTS] = {
    "hardware-transmit    (SOF_TIMESTAMPING_TX_HARDWARE)",
    "software-transmit    (SOF_TIMESTAMPING_TX_SOFTWARE)",
    "hardware-receive     (SOF_TIMESTAMPING_RX_HARDWARE)",
    "software-receive     (SOF_TIMESTAMPING_RX_SOFTWARE)",
    "software-system-clock (SOF_TIMESTAMPING_SOFTWARE)",
    "hardware-legacy-clock (SOF_TIMESTAMPING_SYS_HARDWARE)",
    "hardware-raw-clock   (SOF_TIMESTAMPING_RAW_HARDWARE)",
};

#define N_TX_TYPES (HWTSTAMP_TX_ONESTEP_SYNC + 1)

static char *tx_type_labels[N_TX_TYPES] = {
    "off    (HWTSTAMP_TX_OFF)",
    "on     (HWTSTAMP_TX_ON)",
    "one-step-sync (HWTSTAMP_TX_ONESTEP_SYNC)",
};

```

```

#define N_RX_FILTERS (HWTSTAMP_FILTER_PTP_V2_DELAY_REQ + 1)

static char *rx_filter_labels[N_RX_FILTERS] = {
    "none                (HWTSTAMP_FILTER_NONE)",
    "all                 (HWTSTAMP_FILTER_ALL)",
    "some                (HWTSTAMP_FILTER_SOME)",
    "ptpv1-l4-event      (HWTSTAMP_FILTER_PTP_V1_L4_EVENT)",
    "ptpv1-l4-sync       (HWTSTAMP_FILTER_PTP_V1_L4_SYNC)",
    "ptpv1-l4-delay-req  (HWTSTAMP_FILTER_PTP_V1_L4_DELAY_REQ)",
    "ptpv2-l4-event      (HWTSTAMP_FILTER_PTP_V2_L4_EVENT)",
    "ptpv2-l4-sync       (HWTSTAMP_FILTER_PTP_V2_L4_SYNC)",
    "ptpv2-l4-delay-req  (HWTSTAMP_FILTER_PTP_V2_L4_DELAY_REQ)",
    "ptpv2-l2-event      (HWTSTAMP_FILTER_PTP_V2_L2_EVENT)",
    "ptpv2-l2-sync       (HWTSTAMP_FILTER_PTP_V2_L2_SYNC)",
    "ptpv2-l2-delay-req  (HWTSTAMP_FILTER_PTP_V2_L2_DELAY_REQ)",
    "ptpv2-event         (HWTSTAMP_FILTER_PTP_V2_EVENT)",
    "ptpv2-sync          (HWTSTAMP_FILTER_PTP_V2_SYNC)",
    "ptpv2-delay-req     (HWTSTAMP_FILTER_PTP_V2_DELAY_REQ)",
};

static int dump_tsinfo(const struct ethtool_ts_info *info)
{
    int i;

    fprintf(stdout, "Capabilities:\n");

    for (i = 0; i < N_SOTS; i++) {
        if (info->so_timestamping & (1 << i))
            fprintf(stdout, "\t%s\n", so_timestamping_labels[i]);
    }

    fprintf(stdout, "PTP Hardware Clock: ");

    if (info->phc_index < 0)
        fprintf(stdout, "none\n");
    else
        fprintf(stdout, "%d\n", info->phc_index);

    fprintf(stdout, "Hardware Transmit Timestamp Modes:");

    if (!info->tx_types)
        fprintf(stdout, " none\n");
    else
        fprintf(stdout, "\n");

    for (i = 0; i < N_TX_TYPES; i++) {
        if (info->tx_types & (1 << i))
            fprintf(stdout, "\t%s\n", tx_type_labels[i]);
    }

    fprintf(stdout, "Hardware Receive Filter Modes:");

    if (!info->rx_filters)
        fprintf(stdout, " none\n");
    else
        fprintf(stdout, "\n");

    for (i = 0; i < N_RX_FILTERS; i++) {
        if (info->rx_filters & (1 << i))
            fprintf(stdout, "\t%s\n", rx_filter_labels[i]);
    }

    return 0;
}

static struct ethtool_gstrings *
get_stringset(struct cmd_context *ctx, enum ethtool_stringset set_id,
              ptrdiff_t drvinfo_offset, int null_terminate)
{
    struct {
        struct ethtool_sset_info hdr;
        u32 buf[1];
    } sset_info;
    struct ethtool_drvinfo drvinfo;
    u32 len, i;
    struct ethtool_gstrings *strings;

    sset_info.hdr.cmd = ETHTOOL_GSSET_INFO;
    sset_info.hdr.reserved = 0;
    sset_info.hdr.sset_mask = 1ULL << set_id;
    if (send_ioctl(ctx, &sset_info) == 0) {
        len = sset_info.hdr.sset_mask ? sset_info.hdr.data[0] : 0;
    } else if (errno == EOPNOTSUPP && drvinfo_offset != 0) {
        /* Fallback for old kernel versions */
        drvinfo.cmd = ETHTOOL_GDRVINFO;
        if (send_ioctl(ctx, &drvinfo))
            return NULL;
        len = *(u32 *)((char *)&drvinfo + drvinfo_offset);
    } else {
        return NULL;
    }

    strings = calloc(1, sizeof(*strings) + len * ETH_GSTRING_LEN);
    if (!strings)
        return NULL;

    strings->cmd = ETHTOOL_GSTRINGS;
    strings->string_set = set_id;

```

```

strings->len = len;
if (len != 0 && send_ioctl(ctx, strings)) {
    free(strings);
    return NULL;
}

if (null_terminate)
    for (i = 0; i < len; i++)
        strings->data[(i + 1) * ETH_GSTRING_LEN - 1] = 0;

return strings;
}

static struct feature_defs *get_feature_defs(struct cmd_context *ctx)
{
    struct ethtool_gstrings *names;
    struct feature_defs *defs;
    u32 n_features;
    int i, j;

    names = get_stringset(ctx, ETH_SS_FEATURES, 0, 1);
    if (names) {
        n_features = names->len;
    } else if (errno == EOPNOTSUPP || errno == EINVAL) {
        /* Kernel doesn't support named features; not an error */
        n_features = 0;
    } else if (errno == EPERM) {
        /* Kernel bug: ETHTOOL_GSSET_INFO was privileged.
         * Work around it. */
        n_features = 0;
    } else {
        return NULL;
    }

    defs = malloc(sizeof(*defs) + sizeof(defs->def[0]) * n_features);
    if (!defs)
        return NULL;

    defs->n_features = n_features;
    memset(defs->off_flag_matched, 0, sizeof(defs->off_flag_matched));

    /* Copy out feature names and find those associated with legacy flags */
    for (i = 0; i < defs->n_features; i++) {
        memcpy(defs->def[i].name, names->data + i * ETH_GSTRING_LEN,
              ETH_GSTRING_LEN);
        defs->def[i].off_flag_index = -1;

        for (j = 0;
             j < ARRAY_SIZE(off_flag_def) &&
             defs->def[i].off_flag_index < 0;
             j++) {
            const char *pattern =
                off_flag_def[j].kernel_name;
            const char *name = defs->def[i].name;
            for (;;) {
                if (*pattern == '*') {
                    /* There is only one wildcard; so
                     * switch to a suffix comparison */
                    size_t pattern_len =
                        strlen(pattern + 1);
                    size_t name_len = strlen(name);
                    if (name_len < pattern_len)
                        break; /* name is too short */
                    name += name_len - pattern_len;
                    ++pattern;
                } else if (*pattern != *name) {
                    break; /* mismatch */
                } else if (*pattern == 0) {
                    defs->def[i].off_flag_index = j;
                    defs->off_flag_matched[j]++;
                    break;
                } else {
                    ++name;
                    ++pattern;
                }
            }
        }
    }

    free(names);
    return defs;
}

static int do_gdrv(struct cmd_context *ctx)
{
    int err;
    struct ethtool_drvinfo drvinfo;

    if (ctx->argc != 0)
        exit_bad_args();

    drvinfo.cmd = ETHTOOL_GDRVINFO;
    err = send_ioctl(ctx, &drvinfo);
    if (err < 0) {
        perror("Cannot get driver information");
        return 71;
    }
    return dump_drvinfo(&drvinfo);
}

```

```

}

static int do_gpause(struct cmd_context *ctx)
{
    struct ethtool_pauseparam epause;
    struct ethtool_cmd ecmd;
    int err;

    if (ctx->argc != 0)
        exit_bad_args();

    fprintf(stdout, "Pause parameters for %s:\n", ctx->devname);

    epause.cmd = ETHTOOL_GPAUSEPARAM;
    err = send_ioctl(ctx, &epause);
    if (err) {
        perror("Cannot get device pause settings");
        return 76;
    }

    if (epause.autoneg) {
        ecmd.cmd = ETHTOOL_GSET;
        err = send_ioctl(ctx, &ecmd);
        if (err) {
            perror("Cannot get device settings");
            return 1;
        }
        dump_pause(&epause, ecmd.advertising, ecmd.lp_advertising);
    } else {
        dump_pause(&epause, 0, 0);
    }

    return 0;
}

static void do_generic_set1(struct cmdline_info *info, int *changed_out)
{
    int wanted, *v1, *v2;

    v1 = info->wanted_val;
    wanted = *v1;

    if (wanted < 0)
        return;

    v2 = info->ioctl_val;
    if (wanted == *v2) {
        fprintf(stderr, "%s unmodified, ignoring\n", info->name);
    } else {
        *v2 = wanted;
        *changed_out = 1;
    }
}

static void do_generic_set(struct cmdline_info *info,
                           unsigned int n_info,
                           int *changed_out)
{
    unsigned int i;

    for (i = 0; i < n_info; i++)
        do_generic_set1(&info[i], changed_out);
}

static int do_spause(struct cmd_context *ctx)
{
    struct ethtool_pauseparam epause;
    int gpause_changed = 0;
    int pause_autoneg_wanted = -1;
    int pause_rx_wanted = -1;
    int pause_tx_wanted = -1;
    struct cmdline_info cmdline_pause[] = {
        { "autoneg", CMDL_BOOL, &pause_autoneg_wanted,
          &epause.autoneg },
        { "rx", CMDL_BOOL, &pause_rx_wanted, &epause.rx_pause },
        { "tx", CMDL_BOOL, &pause_tx_wanted, &epause.tx_pause },
    };
    int err, changed = 0;

    parse_generic_cmdline(ctx, &gpause_changed,
                          cmdline_pause, ARRAY_SIZE(cmdline_pause));

    epause.cmd = ETHTOOL_GPAUSEPARAM;
    err = send_ioctl(ctx, &epause);
    if (err) {
        perror("Cannot get device pause settings");
        return 77;
    }

    do_generic_set(cmdline_pause, ARRAY_SIZE(cmdline_pause), &changed);

    if (!changed) {
        fprintf(stderr, "no pause parameters changed, aborting\n");
        return 78;
    }

    epause.cmd = ETHTOOL_SPAUSEPARAM;
    err = send_ioctl(ctx, &epause);
}

```

```

    if (err) {
        perror("Cannot set device pause parameters");
        return 79;
    }

    return 0;
}

static int do_sring(struct cmd_context *ctx)
{
    struct ethtool_ringparam ering;
    int gring_changed = 0;
    s32 ring_rx_wanted = -1;
    s32 ring_rx_mini_wanted = -1;
    s32 ring_rx_jumbo_wanted = -1;
    s32 ring_tx_wanted = -1;
    struct cmdline_info cmdline_ring[] = {
        { "rx", CMDL_S32, &ring_rx_wanted, &ering.rx_pending },
        { "rx-mini", CMDL_S32, &ring_rx_mini_wanted,
          &ering.rx_mini_pending },
        { "rx-jumbo", CMDL_S32, &ring_rx_jumbo_wanted,
          &ering.rx_jumbo_pending },
        { "tx", CMDL_S32, &ring_tx_wanted, &ering.tx_pending },
    };
    int err, changed = 0;

    parse_generic_cmdline(ctx, &gring_changed,
                          cmdline_ring, ARRAY_SIZE(cmdline_ring));

    ering.cmd = ETHTOOL_GRINGPARAM;
    err = send_ioctl(ctx, &ering);
    if (err) {
        perror("Cannot get device ring settings");
        return 76;
    }

    do_generic_set(cmdline_ring, ARRAY_SIZE(cmdline_ring), &changed);

    if (!changed) {
        fprintf(stderr, "no ring parameters changed, aborting\n");
        return 80;
    }

    ering.cmd = ETHTOOL_SRINGPARAM;
    err = send_ioctl(ctx, &ering);
    if (err) {
        perror("Cannot set device ring parameters");
        return 81;
    }

    return 0;
}

static int do_gring(struct cmd_context *ctx)
{
    struct ethtool_ringparam ering;
    int err;

    if (ctx->argc != 0)
        exit_bad_args();

    fprintf(stdout, "Ring parameters for %s:\n", ctx->devname);

    ering.cmd = ETHTOOL_GRINGPARAM;
    err = send_ioctl(ctx, &ering);
    if (err == 0) {
        err = dump_ring(&ering);
        if (err)
            return err;
    } else {
        perror("Cannot get device ring settings");
        return 76;
    }

    return 0;
}

static int do_schannels(struct cmd_context *ctx)
{
    struct ethtool_channels echannels;
    int gchannels_changed;
    s32 channels_rx_wanted = -1;
    s32 channels_tx_wanted = -1;
    s32 channels_other_wanted = -1;
    s32 channels_combined_wanted = -1;
    struct cmdline_info cmdline_channels[] = {
        { "rx", CMDL_S32, &channels_rx_wanted, &echannels.rx_count },
        { "tx", CMDL_S32, &channels_tx_wanted, &echannels.tx_count },
        { "other", CMDL_S32, &channels_other_wanted,
          &echannels.other_count },
        { "combined", CMDL_S32, &channels_combined_wanted,
          &echannels.combined_count },
    };
    int err, changed = 0;

    parse_generic_cmdline(ctx, &gchannels_changed,
                          cmdline_channels, ARRAY_SIZE(cmdline_channels));

```

```

echannels.cmd = ETHTOOL_GCHANNELS;
err = send_ioctl(ctx, &echannels);
if (err) {
    perror("Cannot get device channel parameters");
    return 1;
}

do_generic_set(cmdline_channels, ARRAY_SIZE(cmdline_channels),
               &changed);

if (!changed) {
    fprintf(stderr, "no channel parameters changed, aborting\n");
    fprintf(stderr, "current values: tx %u rx %u other %u\n",
            " combined %u\n", echannels.rx_count,
            echannels.tx_count, echannels.other_count,
            echannels.combined_count);
    return 1;
}

echannels.cmd = ETHTOOL_SCHANNELS;
err = send_ioctl(ctx, &echannels);
if (err) {
    perror("Cannot set device channel parameters");
    return 1;
}

return 0;
}

static int do_gchannels(struct cmd_context *ctx)
{
    struct ethtool_channels echannels;
    int err;

    if (ctx->argc != 0)
        exit_bad_args();

    fprintf(stdout, "Channel parameters for %s:\n", ctx->devname);

    echannels.cmd = ETHTOOL_GCHANNELS;
    err = send_ioctl(ctx, &echannels);
    if (err == 0) {
        err = dump_channels(&echannels);
        if (err)
            return err;
    } else {
        perror("Cannot get device channel parameters\n");
        return 1;
    }
    return 0;
}

static int do_gcoalesce(struct cmd_context *ctx)
{
    struct ethtool_coalesce ecoal;
    int err;

    if (ctx->argc != 0)
        exit_bad_args();

    fprintf(stdout, "Coalesce parameters for %s:\n", ctx->devname);

    ecoal.cmd = ETHTOOL_GCOALESCE;
    err = send_ioctl(ctx, &ecoal);
    if (err == 0) {
        err = dump_coalesce(&ecoal);
        if (err)
            return err;
    } else {
        perror("Cannot get device coalesce settings");
        return 82;
    }

    return 0;
}

static int do_scoalesce(struct cmd_context *ctx)
{
    struct ethtool_coalesce ecoal;
    int gcoalesce_changed = 0;
    s32 coal_stats_wanted = -1;
    int coal_adaptive_rx_wanted = -1;
    int coal_adaptive_tx_wanted = -1;
    s32 coal_sample_rate_wanted = -1;
    s32 coal_pkt_rate_low_wanted = -1;
    s32 coal_pkt_rate_high_wanted = -1;
    s32 coal_rx_usec_wanted = -1;
    s32 coal_rx_frames_wanted = -1;
    s32 coal_rx_usec_irq_wanted = -1;
    s32 coal_rx_frames_irq_wanted = -1;
    s32 coal_tx_usec_wanted = -1;
    s32 coal_tx_frames_wanted = -1;
    s32 coal_tx_usec_irq_wanted = -1;
    s32 coal_tx_frames_irq_wanted = -1;
    s32 coal_rx_usec_low_wanted = -1;
    s32 coal_rx_frames_low_wanted = -1;
    s32 coal_tx_usec_low_wanted = -1;

```

```

s32 coal_tx_frames_low_wanted = -1;
s32 coal_rx_usec_high_wanted = -1;
s32 coal_rx_frames_high_wanted = -1;
s32 coal_tx_usec_high_wanted = -1;
s32 coal_tx_frames_high_wanted = -1;
struct cmdline_info cmdline_coalesce[] = {
    { "adaptive-rx", CMDL_BOOL, &coal_adaptive_rx_wanted,
      &ecoal.use_adaptive_rx_coalesce },
    { "adaptive-tx", CMDL_BOOL, &coal_adaptive_tx_wanted,
      &ecoal.use_adaptive_tx_coalesce },
    { "sample-interval", CMDL_S32, &coal_sample_rate_wanted,
      &ecoal.rate_sample_interval },
    { "stats-block-usecs", CMDL_S32, &coal_stats_wanted,
      &ecoal.stats_block_coalesce_usecs },
    { "pkt-rate-low", CMDL_S32, &coal_pkt_rate_low_wanted,
      &ecoal.pkt_rate_low },
    { "pkt-rate-high", CMDL_S32, &coal_pkt_rate_high_wanted,
      &ecoal.pkt_rate_high },
    { "rx-usecs", CMDL_S32, &coal_rx_usec_wanted,
      &ecoal.rx_coalesce_usecs },
    { "rx-frames", CMDL_S32, &coal_rx_frames_wanted,
      &ecoal.rx_max_coalesced_frames },
    { "rx-usecs-irq", CMDL_S32, &coal_rx_usec_irq_wanted,
      &ecoal.rx_coalesce_usecs_irq },
    { "rx-frames-irq", CMDL_S32, &coal_rx_frames_irq_wanted,
      &ecoal.rx_max_coalesced_frames_irq },
    { "tx-usecs", CMDL_S32, &coal_tx_usec_wanted,
      &ecoal.tx_coalesce_usecs },
    { "tx-frames", CMDL_S32, &coal_tx_frames_wanted,
      &ecoal.tx_max_coalesced_frames },
    { "tx-usecs-irq", CMDL_S32, &coal_tx_usec_irq_wanted,
      &ecoal.tx_coalesce_usecs_irq },
    { "tx-frames-irq", CMDL_S32, &coal_tx_frames_irq_wanted,
      &ecoal.tx_max_coalesced_frames_irq },
    { "rx-usecs-low", CMDL_S32, &coal_rx_usec_low_wanted,
      &ecoal.rx_coalesce_usecs_low },
    { "rx-frames-low", CMDL_S32, &coal_rx_frames_low_wanted,
      &ecoal.rx_max_coalesced_frames_low },
    { "tx-usecs-low", CMDL_S32, &coal_tx_usec_low_wanted,
      &ecoal.tx_coalesce_usecs_low },
    { "tx-frames-low", CMDL_S32, &coal_tx_frames_low_wanted,
      &ecoal.tx_max_coalesced_frames_low },
    { "rx-usecs-high", CMDL_S32, &coal_rx_usec_high_wanted,
      &ecoal.rx_coalesce_usecs_high },
    { "rx-frames-high", CMDL_S32, &coal_rx_frames_high_wanted,
      &ecoal.rx_max_coalesced_frames_high },
    { "tx-usecs-high", CMDL_S32, &coal_tx_usec_high_wanted,
      &ecoal.tx_coalesce_usecs_high },
    { "tx-frames-high", CMDL_S32, &coal_tx_frames_high_wanted,
      &ecoal.tx_max_coalesced_frames_high },
};
int err, changed = 0;

parse_generic_cmdline(ctx, &gcoalesce_changed,
    cmdline_coalesce, ARRAY_SIZE(cmdline_coalesce));

ecoal.cmd = ETHTOOL_GCOALESCE;
err = send_ioctl(ctx, &ecoal);
if (err) {
    perror("Cannot get device coalesce settings");
    return 76;
}

do_generic_set(cmdline_coalesce, ARRAY_SIZE(cmdline_coalesce),
    &changed);

if (!changed) {
    fprintf(stderr, "no coalesce parameters changed, aborting\n");
    return 80;
}

ecoal.cmd = ETHTOOL_SCOALESCE;
err = send_ioctl(ctx, &ecoal);
if (err) {
    perror("Cannot set device coalesce parameters");
    return 81;
}

return 0;
}

static struct feature_state *
get_features(struct cmd_context *ctx, const struct feature_defs *defs)
{
    struct feature_state *state;
    struct ethtool_value eval;
    int err, allfail = 1;
    u32 value;
    int i;

    state = malloc(sizeof(*state) +
        FEATURE_BITS_TO_BLOCKS(defs->n_features) *
        sizeof(state->features.features[0]));
    if (!state)
        return NULL;

    state->off_flags = 0;

```

```

for (i = 0; i < ARRAY_SIZE(off_flag_def); i++) {
    value = off_flag_def[i].value;
    if (!off_flag_def[i].get_cmd)
        continue;
    eval.cmd = off_flag_def[i].get_cmd;
    err = send_ioctl(ctx, &eval);
    if (err) {
        fprintf(stderr,
            "Cannot get device %s settings: %m\n",
            off_flag_def[i].long_name);
    } else {
        if (eval.data)
            state->off_flags |= value;
        allfail = 0;
    }
}

eval.cmd = ETHTOOL_GFLAGS;
err = send_ioctl(ctx, &eval);
if (err) {
    perror("Cannot get device flags");
} else {
    state->off_flags |= eval.data & ETH_FLAG_EXT_MASK;
    allfail = 0;
}

if (defs->n_features) {
    state->features.cmd = ETHTOOL_GFEATURES;
    state->features.size = FEATURE_BITS_TO_BLOCKS(defs->n_features);
    err = send_ioctl(ctx, &state->features);
    if (err)
        perror("Cannot get device generic features");
    else
        allfail = 0;
}

if (allfail) {
    free(state);
    return NULL;
}

return state;
}

static int do_gfeatures(struct cmd_context *ctx)
{
    struct feature_defs *defs;
    struct feature_state *features;

    if (ctx->argc != 0)
        exit_bad_args();

    defs = get_feature_defs(ctx);
    if (!defs) {
        perror("Cannot get device feature names");
        return 1;
    }

    fprintf(stdout, "Features for %s:\n", ctx->devname);

    features = get_features(ctx, defs);
    if (!features) {
        fprintf(stdout, "no feature info available\n");
        return 1;
    }

    dump_features(defs, features, NULL);
    return 0;
}

static int do_sfeatures(struct cmd_context *ctx)
{
    struct feature_defs *defs;
    int any_changed = 0, any_mismatch = 0;
    u32 off_flags_wanted = 0;
    u32 off_flags_mask = 0;
    struct ethtool_sfeatures *efeatures;
    struct cmdline_info *cmdline_features;
    struct feature_state *old_state, *new_state;
    struct ethtool_value eval;
    int err;
    int i, j;

    defs = get_feature_defs(ctx);
    if (!defs) {
        perror("Cannot get device feature names");
        return 1;
    }

    if (defs->n_features) {
        efeatures = malloc(sizeof(*efeatures) +
            FEATURE_BITS_TO_BLOCKS(defs->n_features) *
            sizeof(efeatures->features[0]));

        if (!efeatures) {
            perror("Cannot parse arguments");
            return 1;
        }

        efeatures->cmd = ETHTOOL_SFEATURES;
        efeatures->size = FEATURE_BITS_TO_BLOCKS(defs->n_features);

```

```

        memset(efeatures->features, 0,
               FEATURE_BITS_TO_BLOCKS(defs->n_features) *
               sizeof(efeatures->features[0]));
    } else {
        efeatures = NULL;
    }

    /* Generate cmdline_info for legacy flags and kernel-named
     * features, and parse our arguments.
     */
    cmdline_features = calloc(ARRAY_SIZE(off_flag_def) + defs->n_features,
                              sizeof(cmdline_features[0]));
    if (!cmdline_features) {
        perror("Cannot parse arguments");
        return 1;
    }
    for (i = 0; i < ARRAY_SIZE(off_flag_def); i++)
        flag_to_cmdline_info(off_flag_def[i].short_name,
                              off_flag_def[i].value,
                              &off_flags_wanted, &off_flags_mask,
                              &cmdline_features[i]);
    for (i = 0; i < defs->n_features; i++)
        flag_to_cmdline_info(
            defs->def[i].name, FEATURE_FIELD_FLAG(i),
            &FEATURE_WORD(efeatures->features, i, requested),
            &FEATURE_WORD(efeatures->features, i, valid),
            &cmdline_features[ARRAY_SIZE(off_flag_def) + i]);
    parse_generic_cmdline(ctx, &any_changed, cmdline_features,
                          ARRAY_SIZE(off_flag_def) + defs->n_features);
    free(cmdline_features);

    if (!any_changed) {
        fprintf(stdout, "no features changed\n");
        return 0;
    }

    old_state = get_features(ctx, defs);
    if (!old_state)
        return 1;

    if (efeatures) {
        /* For each offload that the user specified, update any
         * related features that the user did not specify and that
         * are not fixed. Warn if all related features are fixed.
         */
        for (i = 0; i < ARRAY_SIZE(off_flag_def); i++) {
            int fixed = 1;

            if (!(off_flags_mask & off_flag_def[i].value))
                continue;

            for (j = 0; j < defs->n_features; j++) {
                if (defs->def[j].off_flag_index != i ||
                    !FEATURE_BIT_IS_SET(
                        old_state->features.features,
                        j, available) ||
                    FEATURE_BIT_IS_SET(
                        old_state->features.features,
                        j, never_changed))
                    continue;

                fixed = 0;
                if (!FEATURE_BIT_IS_SET(efeatures->features,
                                        j, valid)) {
                    FEATURE_BIT_SET(efeatures->features,
                                    j, valid);
                    if (off_flags_wanted &
                        off_flag_def[i].value)
                        FEATURE_BIT_SET(
                            efeatures->features,
                            j, requested);
                }
            }

            if (fixed)
                fprintf(stderr, "Cannot change %s\n",
                        off_flag_def[i].long_name);
        }

        err = send_ioctl(ctx, efeatures);
        if (err < 0) {
            perror("Cannot set device feature settings");
            return 1;
        }
    }
} else {
    for (i = 0; i < ARRAY_SIZE(off_flag_def); i++) {
        if (!off_flag_def[i].set_cmd)
            continue;
        if (off_flags_mask & off_flag_def[i].value) {
            eval.cmd = off_flag_def[i].set_cmd;
            eval.data = !(off_flags_wanted &
                          off_flag_def[i].value);
            err = send_ioctl(ctx, &eval);
            if (err) {
                fprintf(stderr,
                        "Cannot set device %s settings: %m\n",
                        off_flag_def[i].long_name);
                return 1;
            }
        }
    }
}

```

```

        }
    }
}

if (off_flags_mask & ETH_FLAG_EXT_MASK) {
    eval.cmd = ETHTOOL_SFLAGS;
    eval.data = (old_state->off_flags & ~off_flags_mask &
                ETH_FLAG_EXT_MASK);
    eval.data |= off_flags_wanted & ETH_FLAG_EXT_MASK;

    err = send_ioctl(ctx, &eval);
    if (err) {
        perror("Cannot set device flag settings");
        return 92;
    }
}

/* Compare new state with requested state */
new_state = get_features(ctx, defs);
if (!new_state)
    return 1;
any_changed = new_state->off_flags != old_state->off_flags;
any_mismatch = (new_state->off_flags !=
                ((old_state->off_flags & ~off_flags_mask) |
                 off_flags_wanted));
for (i = 0; i < FEATURE_BITS_TO_BLOCKS(defs->n_features); i++) {
    if (new_state->features.features[i].active !=
        old_state->features.features[i].active)
        any_changed = 1;
    if (new_state->features.features[i].active !=
        ((old_state->features.features[i].active &
         ~efeatures->features[i].valid) |
         efeatures->features[i].requested))
        any_mismatch = 1;
}
if (any_mismatch) {
    if (!any_changed) {
        fprintf(stderr,
                "Could not change any device features\n");
        return 1;
    }
    printf("Actual changes:\n");
    dump_features(defs, new_state, old_state);
}

return 0;
}

static int do_gset(struct cmd_context *ctx)
{
    int err;
    struct ethtool_cmd ecmd;
    struct ethtool_wolinfo wolinfo;
    struct ethtool_value edata;
    int allfail = 1;

    if (ctx->argc != 0)
        exit_bad_args();

    fprintf(stdout, "Settings for %s:\n", ctx->devname);

    ecmd.cmd = ETHTOOL_GSET;
    err = send_ioctl(ctx, &ecmd);
    if (err == 0) {
        err = dump_ecmd(&ecmd);
        if (err)
            return err;
        allfail = 0;
    } else if (errno != EOPNOTSUPP) {
        perror("Cannot get device settings");
    }

    wolinfo.cmd = ETHTOOL_GWOL;
    err = send_ioctl(ctx, &wolinfo);
    if (err == 0) {
        err = dump_wol(&wolinfo);
        if (err)
            return err;
        allfail = 0;
    } else if (errno != EOPNOTSUPP) {
        perror("Cannot get wake-on-lan settings");
    }

    edata.cmd = ETHTOOL_GMSGLVL;
    err = send_ioctl(ctx, &edata);
    if (err == 0) {
        fprintf(stdout, "          Current message level: 0x%08x (%d)\n"
                "          ",
                edata.data, edata.data);
        print_flags(flags_msglvl, ARRAY_SIZE(flags_msglvl),
                   edata.data);
        fprintf(stdout, "\n");
        allfail = 0;
    } else if (errno != EOPNOTSUPP) {
        perror("Cannot get message level");
    }
}

```

```

edata.cmd = ETHTOOL_GLINK;
err = send_ioctl(ctx, &edata);
if (err == 0) {
    fprintf(stdout, "          Link detected: %s\n",
            edata.data ? "yes":"no");
    allfail = 0;
} else if (errno != EOPNOTSUPP) {
    perror("Cannot get link status");
}

if (allfail) {
    fprintf(stdout, "No data available\n");
    return 75;
}
return 0;
}

static int do_sset(struct cmd_context *ctx)
{
    int speed_wanted = -1;
    int duplex_wanted = -1;
    int port_wanted = -1;
    int mdix_wanted = -1;
    int autoneg_wanted = -1;
    int phyad_wanted = -1;
    int xcvr_wanted = -1;
    int full_advertising_wanted = -1;
    int advertising_wanted = -1;
    int gset_changed = 0; /* did anything in GSET change? */
    u32 wol_wanted = 0;
    int wol_change = 0;
    u8 sopass_wanted[SOPASS_MAX];
    int sopass_change = 0;
    int gwol_changed = 0; /* did anything in GWOL change? */
    int msglvl_changed = 0;
    u32 msglvl_wanted = 0;
    u32 msglvl_mask = 0;
    struct cmdline_info cmdline_msglvl[ARRAY_SIZE(flags_msglvl)];
    int argc = ctx->argc;
    char **argp = ctx->argp;
    int i;
    int err;

    for (i = 0; i < ARRAY_SIZE(flags_msglvl); i++)
        flag_to_cmdline_info(flags_msglvl[i].name,
                             flags_msglvl[i].value,
                             &msglvl_wanted, &msglvl_mask,
                             &cmdline_msglvl[i]);

    for (i = 0; i < argc; i++) {
        if (!strcmp(argp[i], "speed")) {
            gset_changed = 1;
            i += 1;
            if (i >= argc)
                exit_bad_args();
            speed_wanted = get_int(argp[i], 10);
        } else if (!strcmp(argp[i], "duplex")) {
            gset_changed = 1;
            i += 1;
            if (i >= argc)
                exit_bad_args();
            if (!strcmp(argp[i], "half"))
                duplex_wanted = DUPLEX_HALF;
            else if (!strcmp(argp[i], "full"))
                duplex_wanted = DUPLEX_FULL;
            else
                exit_bad_args();
        } else if (!strcmp(argp[i], "port")) {
            gset_changed = 1;
            i += 1;
            if (i >= argc)
                exit_bad_args();
            if (!strcmp(argp[i], "tp"))
                port_wanted = PORT_TP;
            else if (!strcmp(argp[i], "aui"))
                port_wanted = PORT_AUI;
            else if (!strcmp(argp[i], "bnc"))
                port_wanted = PORT_BNC;
            else if (!strcmp(argp[i], "mii"))
                port_wanted = PORT_MII;
            else if (!strcmp(argp[i], "fibre"))
                port_wanted = PORT_FIBRE;
            else
                exit_bad_args();
        } else if (!strcmp(argp[i], "mdix")) {
            gset_changed = 1;
            i += 1;
            if (i >= argc)
                exit_bad_args();
            if (!strcmp(argp[i], "auto"))
                mdix_wanted = ETH_TP_MDI_AUTO;
            else if (!strcmp(argp[i], "on"))
                mdix_wanted = ETH_TP_MDI_X;
            else if (!strcmp(argp[i], "off"))
                mdix_wanted = ETH_TP_MDI;
            else
                exit_bad_args();
        } else if (!strcmp(argp[i], "autoneg")) {

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```

        i += 1;
        if (i >= argc)
            exit_bad_args();
        if (!strcmp(argp[i], "on")) {
            gset_changed = 1;
            autoneg_wanted = AUTONEG_ENABLE;
        } else if (!strcmp(argp[i], "off")) {
            gset_changed = 1;
            autoneg_wanted = AUTONEG_DISABLE;
        } else {
            exit_bad_args();
        }
    } else if (!strcmp(argp[i], "advertise")) {
        gset_changed = 1;
        i += 1;
        if (i >= argc)
            exit_bad_args();
        full_advertising_wanted = get_int(argp[i], 16);
    } else if (!strcmp(argp[i], "phyad")) {
        gset_changed = 1;
        i += 1;
        if (i >= argc)
            exit_bad_args();
        phyad_wanted = get_int(argp[i], 0);
    } else if (!strcmp(argp[i], "xcvr")) {
        gset_changed = 1;
        i += 1;
        if (i >= argc)
            exit_bad_args();
        if (!strcmp(argp[i], "internal"))
            xcvr_wanted = XCVR_INTERNAL;
        else if (!strcmp(argp[i], "external"))
            xcvr_wanted = XCVR_EXTERNAL;
        else
            exit_bad_args();
    } else if (!strcmp(argp[i], "wol")) {
        gwol_changed = 1;
        i++;
        if (i >= argc)
            exit_bad_args();
        if (parse_wolopts(argp[i], &wol_wanted) < 0)
            exit_bad_args();
        wol_change = 1;
    } else if (!strcmp(argp[i], "sopass")) {
        gwol_changed = 1;
        i++;
        if (i >= argc)
            exit_bad_args();
        get_mac_addr(argp[i], sopass_wanted);
        sopass_change = 1;
    } else if (!strcmp(argp[i], "msglvl")) {
        i++;
        if (i >= argc)
            exit_bad_args();
        if (isdigit((unsigned char)argp[i][0])) {
            msglvl_changed = 1;
            msglvl_mask = ~0;
            msglvl_wanted =
                get_uint_range(argp[i], 0,
                               0xffffffff);
        } else {
            ctx->argc -= i;
            ctx->argp += i;
            parse_generic_cmdline(
                ctx, &msglvl_changed,
                cmdline_msglvl,
                ARRAY_SIZE(cmdline_msglvl));
            break;
        }
    } else {
        exit_bad_args();
    }
}

if (full_advertising_wanted < 0) {
    /* User didn't supply a full advertisement bitfield:
     * construct one from the specified speed and duplex.
     */
    if (speed_wanted == SPEED_10 && duplex_wanted == DUPLEX_HALF)
        advertising_wanted = ADVERTISED_10baseT_Half;
    else if (speed_wanted == SPEED_10 &&
             duplex_wanted == DUPLEX_FULL)
        advertising_wanted = ADVERTISED_10baseT_Full;
    else if (speed_wanted == SPEED_100 &&
             duplex_wanted == DUPLEX_HALF)
        advertising_wanted = ADVERTISED_100baseT_Half;
    else if (speed_wanted == SPEED_100 &&
             duplex_wanted == DUPLEX_FULL)
        advertising_wanted = ADVERTISED_100baseT_Full;
    else if (speed_wanted == SPEED_1000 &&
             duplex_wanted == DUPLEX_HALF)
        advertising_wanted = ADVERTISED_1000baseT_Half;
    else if (speed_wanted == SPEED_1000 &&
             duplex_wanted == DUPLEX_FULL)
        advertising_wanted = ADVERTISED_1000baseT_Full;
    else if (speed_wanted == SPEED_2500 &&
             duplex_wanted == DUPLEX_FULL)
        advertising_wanted = ADVERTISED_2500baseX_Full;
}

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```

else if (speed_wanted == SPEED_10000 &&
        duplex_wanted == DUPLEX_FULL)
    advertising_wanted = ADVERTISED_10000baseT_Full;
else
    /* auto negotiate without forcing,
     * all supported speed will be assigned below
     */
    advertising_wanted = 0;
}

if (gset_changed) {
    struct ethtool_cmd ecmd;

    ecmd.cmd = ETHTOOL_GSET;
    err = send_ioctl(ctx, &ecmd);
    if (err < 0) {
        perror("Cannot get current device settings");
    } else {
        /* Change everything the user specified. */
        if (speed_wanted != -1)
            ethtool_cmd_speed_set(&ecmd, speed_wanted);
        if (duplex_wanted != -1)
            ecmd.duplex = duplex_wanted;
        if (port_wanted != -1)
            ecmd.port = port_wanted;
        if (mdix_wanted != -1) {
            /* check driver supports MDI-X */
            if (ecmd.eth_tp_mdix_ctrl != ETH_TP_MDI_INVALID)
                ecmd.eth_tp_mdix_ctrl = mdix_wanted;
            else
                fprintf(stderr, "setting MDI not supported\n");
        }
        if (autoneg_wanted != -1)
            ecmd.autoneg = autoneg_wanted;
        if (phyad_wanted != -1)
            ecmd.phy_address = phyad_wanted;
        if (xcvr_wanted != -1)
            ecmd.transceiver = xcvr_wanted;
        /* XXX If the user specified speed or duplex
         * then we should mask the advertised modes
         * accordingly. For now, warn that we aren't
         * doing that.
         */
        if ((speed_wanted != -1 || duplex_wanted != -1) &&
            ecmd.autoneg && advertising_wanted == 0) {
            fprintf(stderr, "Cannot advertise");
            if (speed_wanted >= 0)
                fprintf(stderr, " speed %d",
                        speed_wanted);
            if (duplex_wanted >= 0)
                fprintf(stderr, " duplex %s",
                        duplex_wanted ?
                        "full" : "half");
            fprintf(stderr, "\n");
        }
        if (autoneg_wanted == AUTONEG_ENABLE &&
            advertising_wanted == 0) {
            /* Auto negotiation enabled, but with
             * unspecified speed and duplex: enable all
             * supported speeds and duplexes.
             */
            ecmd.advertising =
                (ecmd.advertising &
                 ~ALL_ADVERTISED_MODES) |
                (ALL_ADVERTISED_MODES & ecmd.supported);

            /* If driver supports unknown flags, we cannot
             * be sure that we enable all link modes.
             */
            if ((ecmd.supported & ALL_ADVERTISED_FLAGS) !=
                ecmd.supported) {
                fprintf(stderr, "Driver supports one "
                        "or more unknown flags\n");
            }
        } else if (advertising_wanted > 0) {
            /* Enable all requested modes */
            ecmd.advertising =
                (ecmd.advertising &
                 ~ALL_ADVERTISED_MODES) |
                advertising_wanted;
        } else if (full_advertising_wanted > 0) {
            ecmd.advertising = full_advertising_wanted;
        }

        /* Try to perform the update. */
        ecmd.cmd = ETHTOOL_SSET;
        err = send_ioctl(ctx, &ecmd);
        if (err < 0)
            perror("Cannot set new settings");
    }
}

if (err < 0) {
    if (speed_wanted != -1)
        fprintf(stderr, " not setting speed\n");
    if (duplex_wanted != -1)
        fprintf(stderr, " not setting duplex\n");
    if (port_wanted != -1)
        fprintf(stderr, " not setting port\n");
    if (autoneg_wanted != -1)

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        fprintf(stderr, " not setting autoneg\n");
        if (phyad_wanted != -1)
            fprintf(stderr, " not setting phy_address\n");
        if (xcvr_wanted != -1)
            fprintf(stderr, " not setting transceiver\n");
        if (mdix_wanted != -1)
            fprintf(stderr, " not setting mdix\n");
    }
}

if (gwol_changed) {
    struct ethtool_wolinfo wol;

    wol.cmd = ETHTOOL_GWOL;
    err = send_ioctl(ctx, &wol);
    if (err < 0) {
        perror("Cannot get current wake-on-lan settings");
    } else {
        /* Change everything the user specified. */
        if (wol_change) {
            wol.wolopts = wol_wanted;
        }
        if (sopass_change) {
            int i;
            for (i = 0; i < SOPASS_MAX; i++) {
                wol.sopass[i] = sopass_wanted[i];
            }
        }

        /* Try to perform the update. */
        wol.cmd = ETHTOOL_SWOL;
        err = send_ioctl(ctx, &wol);
        if (err < 0)
            perror("Cannot set new wake-on-lan settings");
    }
    if (err < 0) {
        if (wol_change)
            fprintf(stderr, " not setting wol\n");
        if (sopass_change)
            fprintf(stderr, " not setting sopass\n");
    }
}

if (msglvl_changed) {
    struct ethtool_value edata;

    edata.cmd = ETHTOOL_GMSGVLV;
    err = send_ioctl(ctx, &edata);
    if (err < 0) {
        perror("Cannot get msglvl");
    } else {
        edata.cmd = ETHTOOL_SMSGLVL;
        edata.data = ((edata.data & ~msglvl_mask) |
                    msglvl_wanted);
        err = send_ioctl(ctx, &edata);
        if (err < 0)
            perror("Cannot set new msglvl");
    }
}

return 0;
}

static int do_gregs(struct cmd_context *ctx)
{
    int gregs_changed = 0;
    int gregs_dump_raw = 0;
    int gregs_dump_hex = 0;
    char *gregs_dump_file = NULL;
    struct cmdline_info cmdline_gregs[] = {
        { "raw", CMDL_BOOL, &gregs_dump_raw, NULL },
        { "hex", CMDL_BOOL, &gregs_dump_hex, NULL },
        { "file", CMDL_STR, &gregs_dump_file, NULL },
    };
};
int err;
struct ethtool_drvinfo drvinfo;
struct ethtool_regs *regs;

parse_generic_cmdline(ctx, &gregs_changed,
                    cmdline_gregs, ARRAY_SIZE(cmdline_gregs));

drvinfo.cmd = ETHTOOL_GDRVINFO;
err = send_ioctl(ctx, &drvinfo);
if (err < 0) {
    perror("Cannot get driver information");
    return 72;
}

regs = calloc(1, sizeof(*regs)+drvinfo.regdump_len);
if (!regs) {
    perror("Cannot allocate memory for register dump");
    return 73;
}

regs->cmd = ETHTOOL_GREGS;
regs->len = drvinfo.regdump_len;
err = send_ioctl(ctx, regs);
if (err < 0) {
    perror("Cannot get register dump");
}

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        free(regs);
        return 74;
    }
    if (dump_regs(gregs_dump_raw, gregs_dump_hex, gregs_dump_file,
        &drvinfo, regs) < 0) {
        fprintf(stderr, "Cannot dump registers\n");
        free(regs);
        return 75;
    }
    free(regs);

    return 0;
}

static int do_nway_rst(struct cmd_context *ctx)
{
    struct ethtool_value edata;
    int err;

    if (ctx->argc != 0)
        exit_bad_args();

    edata.cmd = ETHTOOL_NWAY_RST;
    err = send_ioctl(ctx, &edata);
    if (err < 0)
        perror("Cannot restart autonegotiation");

    return err;
}

static int do_geeprom(struct cmd_context *ctx)
{
    int geeprom_changed = 0;
    int geeprom_dump_raw = 0;
    u32 geeprom_offset = 0;
    u32 geeprom_length = -1;
    struct cmdline_info cmdline_geeprom[] = {
        { "offset", CMDL_U32, &geeprom_offset, NULL },
        { "length", CMDL_U32, &geeprom_length, NULL },
        { "raw", CMDL_BOOL, &geeprom_dump_raw, NULL },
    };
    int err;
    struct ethtool_drvinfo drvinfo;
    struct ethtool_eeeprom *eeeprom;

    parse_generic_cmdline(ctx, &geeprom_changed,
        cmdline_geeprom, ARRAY_SIZE(cmdline_geeprom));

    drvinfo.cmd = ETHTOOL_GDRVINFO;
    err = send_ioctl(ctx, &drvinfo);
    if (err < 0) {
        perror("Cannot get driver information");
        return 74;
    }

    if (geeprom_length == -1)
        geeprom_length = drvinfo.eedump_len;

    if (drvinfo.eedump_len < geeprom_offset + geeprom_length)
        geeprom_length = drvinfo.eedump_len - geeprom_offset;

    eeeprom = calloc(1, sizeof(*eeeprom)+geeprom_length);
    if (!eeeprom) {
        perror("Cannot allocate memory for EEPROM data");
        return 75;
    }
    eeeprom->cmd = ETHTOOL_GEEPROM;
    eeeprom->len = geeprom_length;
    eeeprom->offset = geeprom_offset;
    err = send_ioctl(ctx, eeeprom);
    if (err < 0) {
        perror("Cannot get EEPROM data");
        free(eeeprom);
        return 74;
    }
    err = dump_eeeprom(geeprom_dump_raw, &drvinfo, eeeprom);
    free(eeeprom);

    return err;
}

static int do_seeprom(struct cmd_context *ctx)
{
    int seeprom_changed = 0;
    u32 seeprom_magic = 0;
    u32 seeprom_length = -1;
    u32 seeprom_offset = 0;
    u8 seeprom_value = 0;
    int seeprom_value_seen = 0;
    struct cmdline_info cmdline_seeprom[] = {
        { "magic", CMDL_U32, &seeprom_magic, NULL },
        { "offset", CMDL_U32, &seeprom_offset, NULL },
        { "length", CMDL_U32, &seeprom_length, NULL },
        { "value", CMDL_U8, &seeprom_value, NULL,
            0, &seeprom_value_seen },
    };
    int err;
    struct ethtool_drvinfo drvinfo;

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```

struct ethtool_eeeprom *eeeprom;

parse_generic_cmdline(ctx, &seeprom_changed,
                     cmdline_seeprom, ARRAY_SIZE(cmdline_seeprom));

drvinfo.cmd = ETHTOOL_GDRVINFO;
err = send_ioctl(ctx, &drvinfo);
if (err < 0) {
    perror("Cannot get driver information");
    return 74;
}

if (seeprom_value_seen)
    seeprom_length = 1;

if (seeprom_length == -1)
    seeprom_length = drvinfo.eedump_len;

if (drvinfo.eedump_len < seeprom_offset + seeprom_length)
    seeprom_length = drvinfo.eedump_len - seeprom_offset;

eeeprom = calloc(1, sizeof(*eeeprom)+seeprom_length);
if (!eeeprom) {
    perror("Cannot allocate memory for EEPROM data");
    return 75;
}

eeeprom->cmd = ETHTOOL_SEEPROM;
eeeprom->len = seeprom_length;
eeeprom->offset = seeprom_offset;
eeeprom->magic = seeprom_magic;
eeeprom->data[0] = seeprom_value;

/* Multi-byte write: read input from stdin */
if (!seeprom_value_seen)
    eeeprom->len = fread(eeeprom->data, 1, eeeprom->len, stdin);

err = send_ioctl(ctx, eeeprom);
if (err < 0) {
    perror("Cannot set EEPROM data");
    err = 87;
}
free(eeeprom);

return err;
}

static int do_test(struct cmd_context *ctx)
{
    enum {
        ONLINE=0,
        OFFLINE,
        EXTERNAL_LB,
    } test_type;
    int err;
    struct ethtool_test *test;
    struct ethtool_gstrings *strings;

    if (ctx->argc > 1)
        exit_bad_args();
    if (ctx->argc == 1) {
        if (!strcmp(ctx->argv[0], "online")) {
            test_type = ONLINE;
        } else if (!strcmp(*ctx->argv, "offline")) {
            test_type = OFFLINE;
        } else if (!strcmp(*ctx->argv, "external_lb")) {
            test_type = EXTERNAL_LB;
        } else {
            exit_bad_args();
        }
    } else {
        test_type = OFFLINE;
    }

    strings = get_stringset(ctx, ETH_SS_TEST,
                          offsetof(struct ethtool_drvinfo, testinfo_len),
                          1);

    if (!strings) {
        perror("Cannot get strings");
        return 74;
    }

    test = calloc(1, sizeof(*test) + strings->len * sizeof(u64));
    if (!test) {
        perror("Cannot allocate memory for test info");
        free(strings);
        return 73;
    }

    memset(test->data, 0, strings->len * sizeof(u64));
    test->cmd = ETHTOOL_TEST;
    test->len = strings->len;
    if (test_type == EXTERNAL_LB)
        test->flags = (ETH_TEST_FL_OFFLINE | ETH_TEST_FL_EXTERNAL_LB);
    else if (test_type == OFFLINE)
        test->flags = ETH_TEST_FL_OFFLINE;
    else
        test->flags = 0;
    err = send_ioctl(ctx, test);
}

```

```

    if (err < 0) {
        perror("Cannot test");
        free(test);
        free(strings);
        return 74;
    }

    err = dump_test(test, strings);
    free(test);
    free(strings);

    return err;
}

static int do_phys_id(struct cmd_context *ctx)
{
    int err;
    struct ethtool_value edata;
    int phys_id_time;

    if (ctx->argc > 1)
        exit_bad_args();
    if (ctx->argc == 1)
        phys_id_time = get_int(*ctx->argp, 0);
    else
        phys_id_time = 0;

    edata.cmd = ETHTOOL_PHYS_ID;
    edata.data = phys_id_time;
    err = send_ioctl(ctx, &edata);
    if (err < 0)
        perror("Cannot identify NIC");

    return err;
}

static int do_gstats(struct cmd_context *ctx)
{
    struct ethtool_gstrings *strings;
    struct ethtool_stats *stats;
    unsigned int n_stats, sz_stats, i;
    int err;

    if (ctx->argc != 0)
        exit_bad_args();

    strings = get_stringset(ctx, ETH_SS_STATS,
                           offsetof(struct ethtool_drvinfo, n_stats),
                           0);

    if (!strings) {
        perror("Cannot get stats strings information");
        return 96;
    }

    n_stats = strings->len;
    if (n_stats < 1) {
        fprintf(stderr, "no stats available\n");
        free(strings);
        return 94;
    }

    sz_stats = n_stats * sizeof(u64);

    stats = calloc(1, sz_stats + sizeof(struct ethtool_stats));
    if (!stats) {
        fprintf(stderr, "no memory available\n");
        free(strings);
        return 95;
    }

    stats->cmd = ETHTOOL_GSTATS;
    stats->n_stats = n_stats;
    err = send_ioctl(ctx, stats);
    if (err < 0) {
        perror("Cannot get stats information");
        free(strings);
        free(stats);
        return 97;
    }

    /* todo - pretty-print the strings per-driver */
    fprintf(stdout, "NIC statistics:\n");
    for (i = 0; i < n_stats; i++) {
        fprintf(stdout, "    %.*s: %llu\n",
                ETH_GSTRING_LEN,
                &strings->data[i * ETH_GSTRING_LEN],
                stats->data[i]);
    }
    free(strings);
    free(stats);

    return 0;
}

static int do_srxntuple(struct cmd_context *ctx,
                       struct ethtool_rx_flow_spec *rx_rule_fs);

static int do_srxclass(struct cmd_context *ctx)

```

```

{
    int err;

    if (ctx->argc < 2)
        exit_bad_args();

    if (ctx->argc == 3 && !strcmp(ctx->argv[0], "rx-flow-hash")) {
        int rx_fhash_set;
        u32 rx_fhash_val;
        struct ethtool_rxnfc nfccmd;

        rx_fhash_set = rxflow_str_to_type(ctx->argv[1]);
        if (!rx_fhash_set)
            exit_bad_args();
        if (parse_rxfhashopts(ctx->argv[2], &rx_fhash_val) < 0)
            exit_bad_args();

        nfccmd.cmd = ETHTOOL_SRXFH;
        nfccmd.flow_type = rx_fhash_set;
        nfccmd.data = rx_fhash_val;

        err = send_ioctl(ctx, &nfccmd);
        if (err < 0)
            perror("Cannot change RX network flow hashing options");
    } else if (!strcmp(ctx->argv[0], "flow-type")) {
        struct ethtool_rx_flow_spec rx_rule_fs;

        ctx->argc--;
        ctx->argv++;
        if (rxclass_parse_ruleopts(ctx, &rx_rule_fs) < 0)
            exit_bad_args();

        /* attempt to add rule via N-tuple specifier */
        err = do_srxntuple(ctx, &rx_rule_fs);
        if (!err)
            return 0;

        /* attempt to add rule via network flow classifier */
        err = rxclass_rule_ins(ctx, &rx_rule_fs);
        if (err < 0) {
            fprintf(stderr, "Cannot insert"
                    " classification rule\n");
            return 1;
        }
    } else if (!strcmp(ctx->argv[0], "delete")) {
        int rx_class_rule_del =
            get_uint_range(ctx->argv[1], 0, INT_MAX);

        err = rxclass_rule_del(ctx, rx_class_rule_del);

        if (err < 0) {
            fprintf(stderr, "Cannot delete"
                    " classification rule\n");
            return 1;
        }
    } else {
        exit_bad_args();
    }

    return 0;
}

static int do_grxclass(struct cmd_context *ctx)
{
    struct ethtool_rxnfc nfccmd;
    int err;

    if (ctx->argc == 2 && !strcmp(ctx->argv[0], "rx-flow-hash")) {
        int rx_fhash_get;

        rx_fhash_get = rxflow_str_to_type(ctx->argv[1]);
        if (!rx_fhash_get)
            exit_bad_args();

        nfccmd.cmd = ETHTOOL_GRXFH;
        nfccmd.flow_type = rx_fhash_get;
        err = send_ioctl(ctx, &nfccmd);
        if (err < 0)
            perror("Cannot get RX network flow hashing options");
        else
            dump_rxfhash(rx_fhash_get, nfccmd.data);
    } else if (ctx->argc == 2 && !strcmp(ctx->argv[0], "rule")) {
        int rx_class_rule_get =
            get_uint_range(ctx->argv[1], 0, INT_MAX);

        err = rxclass_rule_get(ctx, rx_class_rule_get);
        if (err < 0)
            fprintf(stderr, "Cannot get RX classification rule\n");
    } else if (ctx->argc == 0) {
        nfccmd.cmd = ETHTOOL_GRXRINGS;
        err = send_ioctl(ctx, &nfccmd);
        if (err < 0)
            perror("Cannot get RX rings");
        else
            fprintf(stdout, "%d RX rings available\n",
                    (int)nfccmd.data);

        err = rxclass_rule_getall(ctx);
    }
}

```

```

        if (err < 0)
            fprintf(stderr, "RX classification rule retrieval failed\n");
    } else {
        exit_bad_args();
    }
    return err ? 1 : 0;
}

static void print_indir_table(struct cmd_context *ctx,
                            struct ethtool_rxnfc *ring_count,
                            u32 indir_size, u32 *indir)
{
    u32 i;

    printf("RX flow hash indirection table for %s with %llu RX ring(s):\n",
           ctx->devname, ring_count->data);

    if (!indir_size)
        printf("Operation not supported\n");

    for (i = 0; i < indir_size; i++) {
        if (i % 8 == 0)
            printf("%5u: ", i);
        printf("%5u", indir[i]);
        if (i % 8 == 7 || i == indir_size - 1)
            fputc('\n', stdout);
    }
}

static int do_grxfhindir(struct cmd_context *ctx,
                        struct ethtool_rxnfc *ring_count)
{
    struct ethtool_rxfh_indir indir_head;
    struct ethtool_rxfh_indir *indir;
    int err;

    indir_head.cmd = ETHTOOL_GRXFHINDIR;
    indir_head.size = 0;
    err = send_ioctl(ctx, &indir_head);
    if (err < 0) {
        perror("Cannot get RX flow hash indirection table size");
        return 1;
    }

    indir = malloc(sizeof(*indir) +
                  indir_head.size * sizeof(*indir->ring_index));
    if (!indir) {
        perror("Cannot allocate memory for indirection table");
        return 1;
    }

    indir->cmd = ETHTOOL_GRXFHINDIR;
    indir->size = indir_head.size;
    err = send_ioctl(ctx, indir);
    if (err < 0) {
        perror("Cannot get RX flow hash indirection table");
        free(indir);
        return 1;
    }

    print_indir_table(ctx, ring_count, indir->size, indir->ring_index);

    free(indir);
    return 0;
}

static int do_grxfh(struct cmd_context *ctx)
{
    struct ethtool_rxfh rss_head = {0};
    struct ethtool_rxnfc ring_count;
    struct ethtool_rxfh *rss;
    u32 i, indir_bytes;
    char *hkey;
    int err;

    ring_count.cmd = ETHTOOL_GRXRINGS;
    err = send_ioctl(ctx, &ring_count);
    if (err < 0) {
        perror("Cannot get RX ring count");
        return 1;
    }

    rss_head.cmd = ETHTOOL_GRSSH;
    err = send_ioctl(ctx, &rss_head);
    if (err < 0 && errno == EOPNOTSUPP) {
        return do_grxfhindir(ctx, &ring_count);
    } else if (err < 0) {
        perror("Cannot get RX flow hash indir size and/or key size");
        return 1;
    }

    rss = calloc(1, sizeof(*rss) +
                rss_head.indir_size * sizeof(rss_head.rss_config[0]) +
                rss_head.key_size);
    if (!rss) {
        perror("Cannot allocate memory for RX flow hash config");
    }
}

```

```

        return 1;
    }

    rss->cmd = ETHTOOL_GRSSH;
    rss->indir_size = rss_head.indir_size;
    rss->key_size = rss_head.key_size;
    err = send_ioctl(ctx, rss);
    if (err < 0) {
        perror("Cannot get RX flow hash configuration");
        free(rss);
        return 1;
    }

    print_indir_table(ctx, &ring_count, rss->indir_size, rss->rss_config);

    indir_bytes = rss->indir_size * sizeof(rss->rss_config[0]);
    hkey = ((char *)rss->rss_config + indir_bytes);

    printf("RSS hash key:\n");
    if (!rss->key_size)
        printf("Operation not supported\n");

    for (i = 0; i < rss->key_size; i++) {
        if (i == (rss->key_size - 1))
            printf("%02x\n", (u8) hkey[i]);
        else
            printf("%02x:", (u8) hkey[i]);
    }

    free(rss);
    return 0;
}

static int fill_indir_table(u32 *indir_size, u32 *indir, int rxfhindir_equal,
                           char **rxfhindir_weight, u32 num_weights)
{
    u32 i;
    /*
     * "*indir_size == 0" ==> reset indir to default
     */
    if (rxfhindir_equal) {
        for (i = 0; i < *indir_size; i++)
            indir[i] = i % rxfhindir_equal;
    } else if (rxfhindir_weight) {
        u32 j, weight, sum = 0, partial = 0;

        for (j = 0; j < num_weights; j++) {
            weight = get_u32(rxfhindir_weight[j], 0);
            sum += weight;
        }

        if (sum == 0) {
            fprintf(stderr,
                    "At least one weight must be non-zero\n");
            return 2;
        }

        if (sum > *indir_size) {
            fprintf(stderr,
                    "Total weight exceeds the size of the "
                    "indirection table\n");
            return 2;
        }

        j = -1;
        for (i = 0; i < *indir_size; i++) {
            while (i >= (*indir_size) * partial / sum) {
                j += 1;
                weight = get_u32(rxfhindir_weight[j], 0);
                partial += weight;
            }
            indir[i] = j;
        }
    } else {
        *indir_size = ETH_RXFH_INDIR_NO_CHANGE;
    }

    return 0;
}

static int do_srxfhindir(struct cmd_context *ctx, int rxfhindir_equal,
                        char **rxfhindir_weight, u32 num_weights)
{
    struct ethtool_rxfh_indir indir_head;
    struct ethtool_rxfh_indir *indir;
    int err;

    indir_head.cmd = ETHTOOL_GRXFHINDIR;
    indir_head.size = 0;
    err = send_ioctl(ctx, &indir_head);
    if (err < 0) {
        perror("Cannot get RX flow hash indirection table size");
        return 1;
    }

    indir = malloc(sizeof(*indir) +
                  indir_head.size * sizeof(*indir->ring_index));

```

```

if (!indir) {
    perror("Cannot allocate memory for indirection table");
    return 1;
}

indir->cmd = ETHTOOL_SRXFHINDIR;
indir->size = indir_head.size;

if (fill_indir_table(&indir->size, indir->ring_index, rxfhindir_equal,
                    rxfhindir_weight, num_weights)) {
    free(indir);
    return 1;
}

err = send_ioctl(ctx, indir);
if (err < 0) {
    perror("Cannot set RX flow hash indirection table");
    free(indir);
    return 1;
}

free(indir);
return 0;
}

static int do_srxfh(struct cmd_context *ctx)
{
    struct ethtool_rxfh rss_head = {0};
    struct ethtool_rxfh *rss;
    struct ethtool_rxfnc ring_count;
    int rxfhindir_equal = 0;
    char **rxfhindir_weight = NULL;
    char *rxfhindir_key = NULL;
    char *hkey = NULL;
    int err = 0;
    u32 arg_num = 0, indir_bytes = 0;
    u32 entry_size = sizeof(rss_head.rss_config[0]);
    u32 num_weights = 0;

    if (ctx->argc < 2)
        exit_bad_args();

    while (arg_num < ctx->argc) {
        if (!strcmp(ctx->argv[arg_num], "equal")) {
            ++arg_num;
            rxfhindir_equal = get_int_range(ctx->argv[arg_num],
                                           0, 1, INT_MAX);
            ++arg_num;
        } else if (!strcmp(ctx->argv[arg_num], "weight")) {
            ++arg_num;
            rxfhindir_weight = ctx->argv + arg_num;
            while (arg_num < ctx->argc &&
                  isdigit((unsigned char)ctx->argv[arg_num][0])) {
                ++arg_num;
                ++num_weights;
            }
            if (!num_weights)
                exit_bad_args();
        } else if (!strcmp(ctx->argv[arg_num], "hkey")) {
            ++arg_num;
            rxfhindir_key = ctx->argv[arg_num];
            if (!rxfhindir_key)
                exit_bad_args();
            ++arg_num;
        } else {
            exit_bad_args();
        }
    }

    if (rxfhindir_equal && rxfhindir_weight) {
        fprintf(stderr,
                "Equal and weight options are mutually exclusive\n");
        return 1;
    }

    ring_count.cmd = ETHTOOL_GRXRINGS;
    err = send_ioctl(ctx, &ring_count);
    if (err < 0) {
        perror("Cannot get RX ring count");
        return 1;
    }

    rss_head.cmd = ETHTOOL_GRSSH;
    err = send_ioctl(ctx, &rss_head);
    if (err < 0 && errno == EOPNOTSUPP && !rxfhindir_key) {
        return do_srxfhindir(ctx, rxfhindir_equal, rxfhindir_weight,
                            num_weights);
    } else if (err < 0) {
        perror("Cannot get RX flow hash indir size and key size");
        return 1;
    }

    if (rxfhindir_key) {
        err = parse_hkey(&hkey, rss_head.key_size,
                       rxfhindir_key);
        if (err)
            return err;
    }
}

```

```

if (rxfhindir_equal || rxfhindir_weight)
    indir_bytes = rss_head.indir_size * entry_size;

rss = calloc(1, sizeof(*rss) + indir_bytes + rss_head.key_size);
if (!rss) {
    perror("Cannot allocate memory for RX flow hash config");
    return 1;
}
rss->cmd = ETHTOOL_SRSSH;
rss->indir_size = rss_head.indir_size;
rss->key_size = rss_head.key_size;

if (fill_indir_table(&rss->indir_size, rss->rss_config, rxfhindir_equal,
                    rxfhindir_weight, num_weights)) {
    err = 1;
    goto free;
}

if (hkey)
    memcpy((char *)rss->rss_config + indir_bytes,
           hkey, rss->key_size);
else
    rss->key_size = 0;

err = send_ioctl(ctx, rss);
if (err < 0) {
    perror("Cannot set RX flow hash configuration");
    err = 1;
}

free:
if (hkey)
    free(hkey);

free(rss);
return err;
}

static int do_flash(struct cmd_context *ctx)
{
    char *flash_file;
    int flash_region;
    struct ethtool_flash efl;
    int err;

    if (ctx->argc < 1 || ctx->argc > 2)
        exit_bad_args();
    flash_file = ctx->argp[0];
    if (ctx->argc == 2) {
        flash_region = strtol(ctx->argp[1], NULL, 0);
        if (flash_region < 0)
            exit_bad_args();
    } else {
        flash_region = -1;
    }

    if (strlen(flash_file) > ETHTOOL_FLASH_MAX_FILENAME - 1) {
        fprintf(stdout, "Filename too long\n");
        return 99;
    }

    efl.cmd = ETHTOOL_FLASHDEV;
    strcpy(efl.data, flash_file);

    if (flash_region < 0)
        efl.region = ETHTOOL_FLASH_ALL_REGIONS;
    else
        efl.region = flash_region;

    err = send_ioctl(ctx, &efl);
    if (err < 0)
        perror("Flashing failed");

    return err;
}

static int do_permaddr(struct cmd_context *ctx)
{
    int i, err;
    struct ethtool_perm_addr *epaddr;

    epaddr = malloc(sizeof(struct ethtool_perm_addr) + MAX_ADDR_LEN);
    epaddr->cmd = ETHTOOL_GPERMADDR;
    epaddr->size = MAX_ADDR_LEN;

    err = send_ioctl(ctx, epaddr);
    if (err < 0)
        perror("Cannot read permanent address");
    else {
        printf("Permanent address:");
        for (i = 0; i < epaddr->size; i++)
            printf("%c%02x", (i == 0) ? ' ' : ':',
                   epaddr->data[i]);
        printf("\n");
    }
    free(epaddr);
}

```

```

    return err;
}

static int flow_spec_to_ntuple(struct ethtool_rx_flow_spec *fsp,
                             struct ethtool_rx_ntuple_flow_spec *ntuple)
{
    size_t i;

    /* verify location is not specified */
    if (fsp->location != RX_CLS_LOC_ANY)
        return -1;

    /* destination MAC address in L3/L4 rules is not supported by ntuple */
    if (fsp->flow_type & FLOW_MAC_EXT)
        return -1;

    /* verify ring cookie can transfer to action */
    if (fsp->ring_cookie > INT_MAX && fsp->ring_cookie < (u64)(-2))
        return -1;

    /* verify only one field is setting data field */
    if ((fsp->flow_type & FLOW_EXT) &&
        (fsp->m_ext.data[0] || fsp->m_ext.data[1]) &&
        fsp->m_ext.vlan_etype)
        return -1;

    /* Set entire ntuple to ~0 to guarantee all masks are set */
    memset(ntuple, ~0, sizeof(*ntuple));

    /* set non-filter values */
    ntuple->flow_type = fsp->flow_type;
    ntuple->action = fsp->ring_cookie;

    /*
     * Copy over header union, they are identical in layout however
     * the ntuple union contains additional padding on the end
     */
    memcpy(&ntuple->h_u, &fsp->h_u, sizeof(fsp->h_u));

    /*
     * The same rule mentioned above applies to the mask union. However,
     * in addition we need to invert the mask bits to match the ntuple
     * mask which is 1 for masked, versus 0 for masked as seen in nfc.
     */
    memcpy(&ntuple->m_u, &fsp->m_u, sizeof(fsp->m_u));
    for (i = 0; i < sizeof(fsp->m_u); i++)
        ntuple->m_u.hdata[i] ^= 0xFF;

    /* copy extended fields */
    if (fsp->flow_type & FLOW_EXT) {
        ntuple->vlan_tag =
            ntohs(fsp->h_ext.vlan_tci);
        ntuple->vlan_tag_mask =
            ~ntohs(fsp->m_ext.vlan_tci);
        if (fsp->m_ext.vlan_etype) {
            /*
             * vlan_etype and user data are mutually exclusive
             * in ntuple configuration as they occupy the same
             * space.
             */
            if (fsp->m_ext.data[0] || fsp->m_ext.data[1])
                return -1;
            ntuple->data =
                ntohl(fsp->h_ext.vlan_etype);
            ntuple->data_mask =
                ~(u64)ntohl(fsp->m_ext.vlan_etype);
        } else {
            ntuple->data =
                (u64)ntohl(fsp->h_ext.data[0]) << 32;
            ntuple->data |=
                (u64)ntohl(fsp->h_ext.data[1]);
            ntuple->data_mask =
                (u64)ntohl(~fsp->m_ext.data[0]) << 32;
            ntuple->data_mask |=
                (u64)ntohl(~fsp->m_ext.data[1]);
        }
    }

    /* Mask out the extended bit, because ntuple does not know it! */
    ntuple->flow_type &= ~FLOW_EXT;

    return 0;
}

static int do_srxntuple(struct cmd_context *ctx,
                      struct ethtool_rx_flow_spec *rx_rule_fs)
{
    struct ethtool_rx_ntuple ntuplecmd;
    struct ethtool_value eval;
    int err;

    /* attempt to convert the flow classifier to an ntuple classifier */
    err = flow_spec_to_ntuple(rx_rule_fs, &ntuplecmd.fs);
    if (err)
        return -1;

    /*
     * Check to see if the flag is set for N-tuple, this allows

```

```

    * us to avoid the possible EINVAL response for the N-tuple
    * flag not being set on the device
    */
eval.cmd = ETHTOOL_GFLAGS;
err = send_ioctl(ctx, &eval);
if (err || !(eval.data & ETH_FLAG_NTUPLE))
    return -1;

/* send rule via N-tuple */
ntuplecmd.cmd = ETHTOOL_SRXTUPLE;
err = send_ioctl(ctx, &ntuplecmd);

/*
 * Display error only if response is something other than op not
 * supported. It is possible that the interface uses the network
 * flow classifier interface instead of N-tuple.
 */
if (err < 0) {
    if (errno != EOPNOTSUPP)
        perror("Cannot add new rule via N-tuple");
    return -1;
}

return 0;
}

static int do_writewfdump(struct ethtool_dump *dump, const char *dump_file)
{
    int err = 0;
    FILE *f;
    size_t bytes;

    f = fopen(dump_file, "wb+");

    if (!f) {
        fprintf(stderr, "Can't open file %s: %s\n",
                dump_file, strerror(errno));
        return 1;
    }
    bytes = fwrite(dump->data, 1, dump->len, f);
    if (bytes != dump->len) {
        fprintf(stderr, "Can not write all of dump data\n");
        err = 1;
    }
    if (fclose(f)) {
        fprintf(stderr, "Can't close file %s: %s\n",
                dump_file, strerror(errno));
        err = 1;
    }
    return err;
}

static int do_getwfdump(struct cmd_context *ctx)
{
    u32 dump_flag;
    char *dump_file;
    int err;
    struct ethtool_dump edata;
    struct ethtool_dump *data;

    if (ctx->argc == 2 && !strcmp(ctx->argv[0], "data")) {
        dump_flag = ETHTOOL_GET_DUMP_DATA;
        dump_file = ctx->argv[1];
    } else if (ctx->argc == 0) {
        dump_flag = 0;
        dump_file = NULL;
    } else {
        exit_bad_args();
    }

    edata.cmd = ETHTOOL_GET_DUMP_FLAG;

    err = send_ioctl(ctx, &edata);
    if (err < 0) {
        perror("Can not get dump level\n");
        return 1;
    }
    if (dump_flag != ETHTOOL_GET_DUMP_DATA) {
        fprintf(stdout, "flag: %u, version: %u, length: %u\n",
                edata.flag, edata.version, edata.len);
        return 0;
    }
    data = calloc(1, offsetof(struct ethtool_dump, data) + edata.len);
    if (!data) {
        perror("Can not allocate enough memory\n");
        return 1;
    }
    data->cmd = ETHTOOL_GET_DUMP_DATA;
    data->len = edata.len;
    err = send_ioctl(ctx, data);
    if (err < 0) {
        perror("Can not get dump data\n");
        err = 1;
        goto free;
    }
    err = do_writewfdump(data, dump_file);
free:
    free(data);
}

```

```

        return err;
    }

static int do_setfwdump(struct cmd_context *ctx)
{
    u32 dump_flag;
    int err;
    struct ethtool_dump dump;

    if (ctx->argc != 1)
        exit_bad_args();
    dump_flag = get_u32(ctx->argp[0], 0);

    dump.cmd = ETHTOOL_SET_DUMP;
    dump.flag = dump_flag;
    err = send_ioctl(ctx, &dump);
    if (err < 0) {
        perror("Can not set dump level\n");
        return 1;
    }
    return 0;
}

static int do_gprivflags(struct cmd_context *ctx)
{
    struct ethtool_gstrings *strings;
    struct ethtool_value flags;
    unsigned int i;
    int max_len = 0, cur_len;

    if (ctx->argc != 0)
        exit_bad_args();

    strings = get_stringset(ctx, ETH_SS_PRIV_FLAGS,
        offsetof(struct ethtool_drvinfo, n_priv_flags),
        1);

    if (!strings) {
        perror("Cannot get private flag names");
        return 1;
    }
    if (strings->len == 0) {
        fprintf(stderr, "No private flags defined\n");
        return 1;
    }
    if (strings->len > 32) {
        /* ETHTOOL_GPFLAGS can only cover 32 flags */
        fprintf(stderr, "Only showing first 32 private flags\n");
        strings->len = 32;
    }

    flags.cmd = ETHTOOL_GPFLAGS;
    if (send_ioctl(ctx, &flags)) {
        perror("Cannot get private flags");
        return 1;
    }

    /* Find longest string and align all strings accordingly */
    for (i = 0; i < strings->len; i++) {
        cur_len = strlen((const char*)strings->data +
            i * ETH_GSTRING_LEN);
        if (cur_len > max_len)
            max_len = cur_len;
    }

    printf("Private flags for %s:\n", ctx->devname);
    for (i = 0; i < strings->len; i++)
        printf("%-*s: %s\n",
            max_len,
            (const char *)strings->data + i * ETH_GSTRING_LEN,
            (flags.data & (1U << i)) ? "on" : "off");

    return 0;
}

static int do_sprivflags(struct cmd_context *ctx)
{
    struct ethtool_gstrings *strings;
    struct cmdline_info *cmdline;
    struct ethtool_value flags;
    u32 wanted_flags = 0, seen_flags = 0;
    int any_changed;
    unsigned int i;

    strings = get_stringset(ctx, ETH_SS_PRIV_FLAGS,
        offsetof(struct ethtool_drvinfo, n_priv_flags),
        1);

    if (!strings) {
        perror("Cannot get private flag names");
        return 1;
    }
    if (strings->len == 0) {
        fprintf(stderr, "No private flags defined\n");
        return 1;
    }
    if (strings->len > 32) {
        /* ETHTOOL_{G,S}PFLAGS can only cover 32 flags */
        fprintf(stderr, "Only setting first 32 private flags\n");
        strings->len = 32;
    }

```

```

}

cmdline = calloc(strings->len, sizeof(*cmdline));
if (!cmdline) {
    perror("Cannot parse arguments");
    return 1;
}
for (i = 0; i < strings->len; i++) {
    cmdline[i].name = ((const char *)strings->data +
                      i * ETH_GSTRING_LEN);
    cmdline[i].type = CMDL_FLAG;
    cmdline[i].wanted_val = &wanted_flags;
    cmdline[i].flag_val = 1U << i;
    cmdline[i].seen_val = &seen_flags;
}
parse_generic_cmdline(ctx, &any_changed, cmdline, strings->len);
free(cmdline);

flags.cmd = ETHTOOL_GPFLAGS;
if (send_ioctl(ctx, &flags)) {
    perror("Cannot get private flags");
    return 1;
}

flags.cmd = ETHTOOL_SPFLAGS;
flags.data = (flags.data & ~seen_flags) | wanted_flags;
if (send_ioctl(ctx, &flags)) {
    perror("Cannot set private flags");
    return 1;
}

return 0;
}

static int do_tsinfo(struct cmd_context *ctx)
{
    struct ethtool_ts_info info;

    if (ctx->argc != 0)
        exit_bad_args();

    fprintf(stdout, "Time stamping parameters for %s:\n", ctx->devname);
    info.cmd = ETHTOOL_GET_TS_INFO;
    if (send_ioctl(ctx, &info)) {
        perror("Cannot get device time stamping settings");
        return -1;
    }
    dump_tsinfo(&info);
    return 0;
}

static int do_getmodule(struct cmd_context *ctx)
{
    struct ethtool_modinfo modinfo;
    struct ethtool_eeeprom *eeeprom;
    u32 geeeprom_offset = 0;
    u32 geeeprom_length = -1;
    int geeeprom_changed = 0;
    int geeeprom_dump_raw = 0;
    int geeeprom_dump_hex = 0;
    int err;

    struct cmdline_info cmdline_geeeprom[] = {
        { "offset", CMDL_U32, &geeeprom_offset, NULL },
        { "length", CMDL_U32, &geeeprom_length, NULL },
        { "raw", CMDL_BOOL, &geeeprom_dump_raw, NULL },
        { "hex", CMDL_BOOL, &geeeprom_dump_hex, NULL },
    };
};

parse_generic_cmdline(ctx, &geeeprom_changed,
                      cmdline_geeeprom, ARRAY_SIZE(cmdline_geeeprom));

if (geeeprom_dump_raw && geeeprom_dump_hex) {
    printf("Hex and raw dump cannot be specified together\n");
    return 1;
}

modinfo.cmd = ETHTOOL_GMODULEINFO;
err = send_ioctl(ctx, &modinfo);
if (err < 0) {
    perror("Cannot get module EEPROM information");
    return 1;
}

if (geeeprom_length == -1)
    geeeprom_length = modinfo.eeprom_len;

if (modinfo.eeprom_len < geeeprom_offset + geeeprom_length)
    geeeprom_length = modinfo.eeprom_len - geeeprom_offset;

eeeprom = calloc(1, sizeof(*eeeprom)+geeeprom_length);
if (!eeeprom) {
    perror("Cannot allocate memory for Module EEPROM data");
    return 1;
}

eeeprom->cmd = ETHTOOL_GMODULEEEPROM;
eeeprom->len = geeeprom_length;

```

```

eeprom->offset = geeeprom_offset;
err = send_ioctl(ctx, eeprom);
if (err < 0) {
    perror("Cannot get Module EEPROM data");
    free(eeprom);
    return 1;
}

/*
 * SFF-8079 EEPROM layout contains the memory available at A0 address on
 * the PHY EEPROM.
 * SFF-8472 defines a virtual extension of the EEPROM, where the
 * microcontroller on the SFP/SFP+ generates a page at the A2 address,
 * which contains data relative to optical diagnostics.
 * The current kernel implementation returns a blob, which contains:
 * - ETH_MODULE_SFF_8079 => The A0 page only.
 * - ETH_MODULE_SFF_8472 => The A0 and A2 page concatenated.
 */
if (geeeprom_dump_raw) {
    fwrite(eeprom->data, 1, eeprom->len, stdout);
} else {
    if (eeprom->offset != 0 ||
        (eeprom->len != modinfo.eeprom_len)) {
        geeeprom_dump_hex = 1;
    } else if (!geeeprom_dump_hex) {
        switch (modinfo.type) {
#ifdef ETHTOOL_ENABLE_PRETTY_DUMP
            case ETH_MODULE_SFF_8079:
                sff8079_show_all(eeprom->data);
                break;
            case ETH_MODULE_SFF_8472:
                sff8079_show_all(eeprom->data);
                sff8472_show_all(eeprom->data);
                break;
#endif

            default:
                geeeprom_dump_hex = 1;
                break;
        }
    }
    if (geeeprom_dump_hex)
        dump_hex(stdout, eeprom->data,
                eeprom->len, eeprom->offset);
}

free(eeprom);

return 0;
}

static int do_geee(struct cmd_context *ctx)
{
    struct ethtool_eee eeecmd;

    if (ctx->argc != 0)
        exit_bad_args();

    eeecmd.cmd = ETHTOOL_GEEE;
    if (send_ioctl(ctx, &eeecmd) {
        perror("Cannot get EEE settings");
        return 1;
    }

    fprintf(stdout, "EEE Settings for %s:\n", ctx->devname);
    dump_eeecmd(&eeecmd);

    return 0;
}

static int do_seee(struct cmd_context *ctx)
{
    int adv_c = -1, lpi_c = -1, lpi_time_c = -1, eee_c = -1;
    int change = -1, change2 = 0;
    struct ethtool_eee eeecmd;
    struct cmdline_info cmdline_eee[] = {
        { "advertise",    CMDL_U32,    &adv_c,        &eeecmd.advertised },
        { "tx-lpi",      CMDL_BOOL,  &lpi_c,        &eeecmd.tx_lpi_enabled },
        { "tx-timer",    CMDL_U32,  &lpi_time_c,  &eeecmd.tx_lpi_timer },
        { "eee",         CMDL_BOOL,  &eee_c,        &eeecmd.eee_enabled },
    };

    if (ctx->argc == 0)
        exit_bad_args();

    parse_generic_cmdline(ctx, &change, cmdline_eee,
                          ARRAY_SIZE(cmdline_eee));

    eeecmd.cmd = ETHTOOL_GEEE;
    if (send_ioctl(ctx, &eeecmd) {
        perror("Cannot get EEE settings");
        return 1;
    }
}

do_generic_set(cmdline_eee, ARRAY_SIZE(cmdline_eee), &change2);

if (change2) {
    eeecmd.cmd = ETHTOOL_SEEE;

```

```

        if (send_ioctl(ctx, &eeecmd)) {
            perror("Cannot set EEE settings");
            return 1;
        }
    }

    return 0;
}

#ifdef TEST_ETHTOOL
int send_ioctl(struct cmd_context *ctx, void *cmd)
{
    ctx->ifr.ifr_data = cmd;
    return ioctl(ctx->fd, SIOCETHTOOL, &ctx->ifr);
}
#endif

static int show_usage(struct cmd_context *ctx);

static const struct option {
    const char *opts;
    int want_device;
    int (*func)(struct cmd_context *);
    char *help;
    char *opthelp;
} args[] = {
    { "-s|--change", 1, do_sset, "Change generic options",
      " [ speed %d ]\n"
      " [ duplex half|full ]\n"
      " [ port tp|aui|bnc|mii|fibre ]\n"
      " [ mdix auto|on|off ]\n"
      " [ autoneg on|off ]\n"
      " [ advertise %x ]\n"
      " [ phyad %d ]\n"
      " [ xcvr internal|external ]\n"
      " [ wol p|u|m|b|a|g|s|d... ]\n"
      " [ sopass %x:%x:%x:%x:%x:%x ]\n"
      " [ msglvl %d | msglvl type on|off ... ]\n" },
    { "-a|--show-pause", 1, do_gpause, "Show pause options" },
    { "-A|--pause", 1, do_spause, "Set pause options",
      " [ autoneg on|off ]\n"
      " [ rx on|off ]\n"
      " [ tx on|off ]\n" },
    { "-c|--show-coalesce", 1, do_gcoalesce, "Show coalesce options" },
    { "-C|--coalesce", 1, do_scoalesce, "Set coalesce options",
      " [adaptive-rx on|off]\n"
      " [adaptive-tx on|off]\n"
      " [rx-usecs N]\n"
      " [rx-frames N]\n"
      " [rx-usecs-irq N]\n"
      " [rx-frames-irq N]\n"
      " [tx-usecs N]\n"
      " [tx-frames N]\n"
      " [tx-usecs-irq N]\n"
      " [tx-frames-irq N]\n"
      " [stats-block-usecs N]\n"
      " [pkt-rate-low N]\n"
      " [rx-usecs-low N]\n"
      " [rx-frames-low N]\n"
      " [tx-usecs-low N]\n"
      " [tx-frames-low N]\n"
      " [pkt-rate-high N]\n"
      " [rx-usecs-high N]\n"
      " [rx-frames-high N]\n"
      " [tx-usecs-high N]\n"
      " [tx-frames-high N]\n"
      " [sample-interval N] },
    { "-g|--show-ring", 1, do_gring, "Query RX/TX ring parameters" },
    { "-G|--set-ring", 1, do_sring, "Set RX/TX ring parameters",
      " [ rx N ]\n"
      " [ rx-mini N ]\n"
      " [ rx-jumbo N ]\n"
      " [ tx N ]\n" },
    { "-k|--show-features|--show-offload", 1, do_gfeatures,
      "Get state of protocol offload and other features" },
    { "-K|--features|--offload", 1, do_sfeatures,
      "Set protocol offload and other features",
      " FEATURE on|off ..."},
    { "-i|--driver", 1, do_gdrv, "Show driver information" },
    { "-d|--register-dump", 1, do_gregs, "Do a register dump",
      " [ raw on|off ]\n"
      " [ file FILENAME ]\n" },
    { "-e|--eeprom-dump", 1, do_geeprom, "Do a EEPROM dump",
      " [ raw on|off ]\n"
      " [ offset N ]\n"
      " [ length N ]\n" },
    { "-E|--change-eeprom", 1, do_seeprom,
      "Change bytes in device EEPROM",
      " [ magic N ]\n"
      " [ offset N ]\n"
      " [ length N ]\n"
      " [ value N ]\n" },
    { "-r|--negotiate", 1, do_nway_rst, "Restart N-WAY negotiation" },
    { "-p|--identify", 1, do_phys_id,
      "Show visible port identification (e.g. blinking)",
      " [ TIME-IN-SECONDS ]\n" },
    { "-t|--test", 1, do_test, "Execute adapter self test",
      " [ online | offline | external_lb ]\n" },

```

```

{ "-S|--statistics", 1, do_gstats, "Show adapter statistics" },
{ "-n|-u|--show-nfc|--show-ntuple", 1, do_grxclass,
  "Show Rx network flow classification options or rules",
  " [ rx-flow-hash tcp4|udp4|ah4|esp4|sctp4|"
  "tcp6|udp6|ah6|esp6|sctp6 ]\n"
  " rule %d ]\n" },
{ "-N|-U|--config-nfc|--config-ntuple", 1, do_srxclass,
  "Configure Rx network flow classification options or rules",
  " rx-flow-hash tcp4|udp4|ah4|esp4|sctp4|"
  "tcp6|udp6|ah6|esp6|sctp6 m|v|t|s|d|f|n|r... |\n"
  " flow-type ether|ip4|tcp4|udp4|sctp4|ah4|esp4|\n"
  " [ src %x:%x:%x:%x:%x:%x [m %x:%x:%x:%x:%x:%x] ]\n"
  " [ dst %x:%x:%x:%x:%x:%x [m %x:%x:%x:%x:%x:%x] ]\n"
  " [ proto %d [m %x] ]\n"
  " [ src-ip %d.%d.%d.%d [m %d.%d.%d.%d] ]\n"
  " [ dst-ip %d.%d.%d.%d [m %d.%d.%d.%d] ]\n"
  " [ tos %d [m %x] ]\n"
  " [ l4proto %d [m %x] ]\n"
  " [ src-port %d [m %x] ]\n"
  " [ dst-port %d [m %x] ]\n"
  " [ spi %d [m %x] ]\n"
  " [ vlan-etype %x [m %x] ]\n"
  " [ vlan %x [m %x] ]\n"
  " [ user-def %x [m %x] ]\n"
  " [ dst-mac %x:%x:%x:%x:%x:%x [m %x:%x:%x:%x:%x:%x] ]\n"
  " [ action %d ]\n"
  " [ loc %d] ]\n"
  " delete %d\n" },
{ "-T|--show-time-stamping", 1, do_tsinfo,
  "Show time stamping capabilities" },
{ "-x|--show-rxfh-indir|--show-rxfh", 1, do_grxfh,
  "Show Rx flow hash indirection and/or hash key" },
{ "-X|--set-rxfh-indir|--rxfh", 1, do_srxfh,
  "Set Rx flow hash indirection and/or hash key",
  " [ equal N | weight W0 W1 ... ]\n"
  " [ hkey %x:%x:%x:%x:%x:%x.... ]\n" },
{ "-f|--flash", 1, do_flash,
  "Flash firmware image from the specified file to a region on the device",
  " FILENAME [ REGION-NUMBER-TO-FLASH ]\n" },
{ "-P|--show-permaddr", 1, do_permaddr,
  "Show permanent hardware address" },
{ "-w|--get-dump", 1, do_getfwdump,
  "Get dump flag, data",
  " [ data FILENAME ]\n" },
{ "-W|--set-dump", 1, do_setfwdump,
  "Set dump flag of the device",
  " N\n" },
{ "-l|--show-channels", 1, do_gchannels, "Query Channels" },
{ "-L|--set-channels", 1, do_schannels, "Set Channels",
  " [ rx N ]\n"
  " [ tx N ]\n"
  " [ other N ]\n"
  " [ combined N ]\n" },
{ "--show-priv-flags", 1, do_gprivflags, "Query private flags" },
{ "--set-priv-flags", 1, do_sprivflags, "Set private flags",
  " FLAG on|off ... \n" },
{ "-m|--dump-module-EEPROM|--module-info", 1, do_getmodule,
  "Query/Decode Module EEPROM information and optical diagnostics if available",
  " [ raw on|off ]\n"
  " [ hex on|off ]\n"
  " [ offset N ]\n"
  " [ length N ]\n" },
{ "--show-eee", 1, do_geee, "Show EEE settings"},
{ "--set-eee", 1, do_seee, "Set EEE settings",
  " [ eee on|off ]\n"
  " [ advertise %x ]\n"
  " [ tx-lpi on|off ]\n"
  " [ tx-timer %d ]\n"},
{ "-h|--help", 0, show_usage, "Show this help" },
{ "--version", 0, do_version, "Show version number" },
}
};

```

```

static int show_usage(struct cmd_context *ctx)
{
    int i;

    /* ethtool -h */
    fprintf(stdout, PACKAGE " version " VERSION "\n");
    fprintf(stdout,
        "Usage:\n"
        " ethtool DEVNAME\t"
        "Display standard information about device\n");
    for (i = 0; args[i].opts; i++) {
        fputs(" ethtool ", stdout);
        fprintf(stdout, "%s %s\t%s\n",
            args[i].opts,
            args[i].want_device ? "DEVNAME" : "\t",
            args[i].help);
        if (args[i].opthelp)
            fputs(args[i].opthelp, stdout);
    }

    return 0;
}

```

```

int main(int argc, char **argv)
{

```

```

int (*func)(struct cmd_context *);
int want_device;
struct cmd_context ctx;
int k;

/* Skip command name */
argp++;
argc--;

/* First argument must be either a valid option or a device
 * name to get settings for (which we don't expect to begin
 * with '-').
 */
if (argc == 0)
    exit_bad_args();
for (k = 0; args[k].opts; k++) {
    const char *opt;
    size_t len;
    opt = args[k].opts;
    for (;;) {
        len = strcspn(opt, "|");
        if (strncmp(*argp, opt, len) == 0 &&
            (*argp)[len] == 0) {
            argp++;
            argc--;
            func = args[k].func;
            want_device = args[k].want_device;
            goto opt_found;
        }
        if (opt[len] == 0)
            break;
        opt += len + 1;
    }
}
if ((*argp)[0] == '-')
    exit_bad_args();
func = do_gset;
want_device = 1;

opt_found:
if (want_device) {
    ctx.devname = *argp++;
    argc--;

    if (ctx.devname == NULL)
        exit_bad_args();
    if (strlen(ctx.devname) >= IFNAMSIZ)
        exit_bad_args();

    /* Setup our control structures. */
    memset(&ctx.ifr, 0, sizeof(ctx.ifr));
    strcpy(ctx.ifr.ifr_name, ctx.devname);

    /* Open control socket. */
    ctx.fd = socket(AF_INET, SOCK_DGRAM, 0);
    if (ctx.fd < 0) {
        perror("Cannot get control socket");
        return 70;
    }
} else {
    ctx.fd = -1;
}

ctx.argc = argc;
ctx.argp = argp;

return func(&ctx);
}

```

---

## Notice for package(s)

### *nettle*

---

/\* serpent-set-key.c

The serpent block cipher.

For more details on this algorithm, see the Serpent website at  
<http://www.cl.cam.ac.uk/~rja14/serpent.html>

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\*/

/\* This file is derived from cipher/serpent.c in Libgcrypt v1.4.6. The adaption to Nettle was made by Simon Josefsson on 2010-12-07 with final touches on 2011-05-30. Changes include replacing libgrypt with nettle in the license template, renaming serpent\_context to serpent\_ctx, renaming u32 to uint32\_t, removing libgrypt stubs and selftests, modifying entry function prototypes, using FOR\_BLOCKS to iterate through data in encrypt/decrypt, using LE\_READ\_UINT32 and LE\_WRITE\_UINT32 to access data in encrypt/decrypt, and running indent on the code. \*/

```
#if HAVE_CONFIG_H
#include "config.h"
#endif
```

```
#include <assert.h>
#include <limits.h>
```

```
#include "serpent.h"
```

```
#include "macros.h"
#include "serpent-internal.h"
```

```
/* Magic number, used during generating of the subkeys. */
#define PHI 0x9E3779B9
```

```
/* These are the S-Boxes of Serpent. They are copied from Serpents reference implementation (the optimized one, contained in `floppy2') and are therefore:
```

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To quote the Serpent homepage (<http://www.cl.cam.ac.uk/~rja14/serpent.html>):

"Serpent is now completely in the public domain, and we impose no restrictions on its use. This was announced on the 21st August at the First AES Candidate Conference. The optimised implementations in the submission package are now under the GNU PUBLIC LICENSE (GPL), although some comments in the code still say otherwise. You are welcome to use Serpent for any application." \*/

```
/* FIXME: Except when used within the key schedule, the inputs are not used after the substitution, and hence we could allow them to be destroyed. Can this freedom be used to optimize the sboxes? */
```

```
#define SBOX0(type, a, b, c, d, w, x, y, z) \
do { \
    type t02, t03, t05, t06, t07, t08, t09; \
    type t11, t12, t13, t14, t15, t17, t01; \
    t01 = b ^ c ; \
    t02 = a | d ; \
    t03 = a ^ b ; \
    z = t02 ^ t01; \
    t05 = c | z ; \
    t06 = a ^ d ; \
    t07 = b | c ; \
    t08 = d & t05; \
    t09 = t03 & t07; \
    y = t09 ^ t08; \
    t11 = t09 & y ; \
    t12 = c ^ d ; \
    t13 = t07 ^ t11; \
    t14 = b & t06; \
    t15 = t06 ^ t13; \
    w = ~ t15; \
    t17 = w ^ t14; \
    x = t12 ^ t17; \
} while (0)
```

```
#define SBOX1(type, a, b, c, d, w, x, y, z) \
do { \
    type t02, t03, t04, t05, t06, t07, t08; \
    type t10, t11, t12, t13, t16, t17, t01; \
    t01 = a | d ; \
    t02 = c ^ d ; \
    t03 = ~ b ; \
    t04 = a ^ c ; \
    t05 = a | t03; \
    t06 = d & t04; \
```

```

t07 = t01 & t02; \
t08 = b | t06; \
y = t02 ^ t05; \
t10 = t07 ^ t08; \
t11 = t01 ^ t10; \
t12 = y ^ t11; \
t13 = b & d ; \
z = ~ t10; \
x = t13 ^ t12; \
t16 = t10 | x ; \
t17 = t05 & t16; \
w = c ^ t17; \
} while (0)

#define SBOX2(type, a, b, c, d, w, x, y, z) \
do { \
    type t02, t03, t05, t06, t07, t08; \
    type t09, t10, t12, t13, t14, t01; \
    t01 = a | c ; \
    t02 = a ^ b ; \
    t03 = d ^ t01; \
    w = t02 ^ t03; \
    t05 = c ^ w ; \
    t06 = b ^ t05; \
    t07 = b | t05; \
    t08 = t01 & t06; \
    t09 = t03 ^ t07; \
    t10 = t02 | t09; \
    x = t10 ^ t08; \
    t12 = a | d ; \
    t13 = t09 ^ x ; \
    t14 = b ^ t13; \
    z = ~ t09; \
    y = t12 ^ t14; \
} while (0)

#define SBOX3(type, a, b, c, d, w, x, y, z) \
do { \
    type t02, t03, t04, t05, t06, t07, t08; \
    type t09, t10, t11, t13, t14, t15, t01; \
    t01 = a ^ c ; \
    t02 = a | d ; \
    t03 = a & d ; \
    t04 = t01 & t02; \
    t05 = b | t03; \
    t06 = a & b ; \
    t07 = d ^ t04; \
    t08 = c | t06; \
    t09 = b ^ t07; \
    t10 = d & t05; \
    t11 = t02 ^ t10; \
    z = t08 ^ t09; \
    t13 = d | z ; \
    t14 = a | t07; \
    t15 = b & t13; \
    y = t08 ^ t11; \
    w = t14 ^ t15; \
    x = t05 ^ t04; \
} while (0)

#define SBOX4(type, a, b, c, d, w, x, y, z) \
do { \
    type t02, t03, t04, t05, t06, t08, t09; \
    type t10, t11, t12, t13, t14, t15, t16, t01; \
    t01 = a | b ; \
    t02 = b | c ; \
    t03 = a ^ t02; \
    t04 = b ^ d ; \
    t05 = d | t03; \
    t06 = d & t01; \
    z = t03 ^ t06; \
    t08 = z & t04; \
    t09 = t04 & t05; \
    t10 = c ^ t06; \
    t11 = b & c ; \
    t12 = t04 ^ t08; \
    t13 = t11 | t03; \
    t14 = t10 ^ t09; \
    t15 = a & t05; \
    t16 = t11 | t12; \
    y = t13 ^ t08; \
    x = t15 ^ t16; \
    w = ~ t14; \
} while (0)

#define SBOX5(type, a, b, c, d, w, x, y, z) \
do { \
    type t02, t03, t04, t05, t07, t08, t09; \
    type t10, t11, t12, t13, t14, t01; \
    t01 = b ^ d ; \
    t02 = b | d ; \
    t03 = a & t01; \
    t04 = c ^ t02; \
    t05 = t03 ^ t04; \
    w = ~ t05; \
    t07 = a ^ t01; \
    t08 = d | w ; \
    t09 = b | t05; \

```

```

t10 = d ^ t08; \
t11 = b | t07; \
t12 = t03 | w ; \
t13 = t07 | t10; \
t14 = t01 ^ t11; \
y = t09 ^ t13; \
x = t07 ^ t08; \
z = t12 ^ t14; \
} while (0)

#define SBOX6(type, a, b, c, d, w, x, y, z) \
do { \
    type t02, t03, t04, t05, t07, t08, t09, t10; \
    type t11, t12, t13, t15, t17, t18, t01; \
    t01 = a & d ; \
    t02 = b ^ c ; \
    t03 = a ^ d ; \
    t04 = t01 ^ t02; \
    t05 = b | c ; \
    x = ~ t04; \
    t07 = t03 & t05; \
    t08 = b & x ; \
    t09 = a | c ; \
    t10 = t07 ^ t08; \
    t11 = b | d ; \
    t12 = c ^ t11; \
    t13 = t09 ^ t10; \
    y = ~ t13; \
    t15 = x & t03; \
    z = t12 ^ t07; \
    t17 = a ^ b ; \
    t18 = y ^ t15; \
    w = t17 ^ t18; \
} while (0)

#define SBOX7(type, a, b, c, d, w, x, y, z) \
do { \
    type t02, t03, t04, t05, t06, t08, t09, t10; \
    type t11, t13, t14, t15, t16, t17, t01; \
    t01 = a & c ; \
    t02 = ~ d ; \
    t03 = a & t02; \
    t04 = b | t01; \
    t05 = a & b ; \
    t06 = c ^ t04; \
    z = t03 ^ t06; \
    t08 = c | z ; \
    t09 = d | t05; \
    t10 = a ^ t08; \
    t11 = t04 & z ; \
    x = t09 ^ t10; \
    t13 = b ^ x ; \
    t14 = t01 ^ x ; \
    t15 = c ^ t05; \
    t16 = t11 | t13; \
    t17 = t02 | t14; \
    w = t15 ^ t17; \
    y = a ^ t16; \
} while (0)

/* Key schedule */
/* Note: Increments k */
#define KS_RECURRENCE(w, i, k) \
do { \
    uint32_t _wn = (w)[(i)] ^ (w)[((i)+3]&7] ^ w[((i)+5)&7] \
    ^ w[((i)+7)&7] ^ PHI ^ (k)++; \
    ((w)[(i)] = ROTL32(11, _wn)); \
} while (0)

/* Note: Increments k four times and keys once */
#define KS(keys, s, w, i, k) \
do { \
    KS_RECURRENCE(w, (i), (k)); \
    KS_RECURRENCE(w, (i)+1, (k)); \
    KS_RECURRENCE(w, (i)+2, (k)); \
    KS_RECURRENCE(w, (i)+3, (k)); \
    SBOX##s(uint32_t, w[(i)],w[(i)+1],w[(i)+2],w[(i)+3], \
    (*keys)[0],(*keys)[1],(*keys)[2],(*keys)[3]); \
    (keys)++; \
} while (0)

/* Pad user key and convert to an array of 8 uint32_t. */
static void
serpent_key_pad (const uint8_t *key, unsigned int key_length,
uint32_t *w)
{
    unsigned int i;

    assert (key_length <= SERPENT_MAX_KEY_SIZE);

    for (i = 0; key_length >= 4; key_length -=4, key += 4)
        w[i++] = LE_READ_UINT32(key);

    if (i < 8)
    {
        /* Key must be padded according to the Serpent specification.
        "aabbcc" -> "aabbcc0100...00" -> 0x01ccbbaa. */
        uint32_t pad = 0x01;

```

```

    while (key_length > 0)
        pad = pad << 8 | key[--key_length];

    w[i++] = pad;

    while (i < 8)
        w[i++] = 0;
}

/* Initialize CONTEXT with the key KEY of LENGTH bytes. */
void
serpent_set_key (struct serpent_ctx *ctx,
                 size_t length, const uint8_t * key)
{
    uint32_t w[8];
    uint32_t (*keys)[4];
    unsigned k;

    serpent_key_pad (key, length, w);

    /* Derive the 33 subkeys from KEY and store them in SUBKEYS. We do
       the recurrence in the key schedule using W as a circular buffer
       of just 8 uint32_t. */

    /* FIXME: Would be better to invoke SBOX with scalar variables as
       arguments, no arrays. To do that, unpack w into separate
       variables, use temporary variables as the SBOX destination. */

    keys = ctx->keys;
    k = 0;
    for (;;)
    {
        KS(keys, 3, w, 0, k);
        if (k == 132)
            break;
        KS(keys, 2, w, 4, k);
        KS(keys, 1, w, 0, k);
        KS(keys, 0, w, 4, k);
        KS(keys, 7, w, 0, k);
        KS(keys, 6, w, 4, k);
        KS(keys, 5, w, 0, k);
        KS(keys, 4, w, 4, k);
    }
    assert (keys == ctx->keys + 33);
}

void
serpent128_set_key (struct serpent_ctx *ctx, const uint8_t *key)
{
    serpent_set_key (ctx, SERPENT128_KEY_SIZE, key);
}

void
serpent192_set_key (struct serpent_ctx *ctx, const uint8_t *key)
{
    serpent_set_key (ctx, SERPENT192_KEY_SIZE, key);
}

void
serpent256_set_key (struct serpent_ctx *ctx, const uint8_t *key)
{
    serpent_set_key (ctx, SERPENT256_KEY_SIZE, key);
}

```

---

## Notice for package(s)

*protobuf*  
*tipcutils*

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*udev*

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---

## Notice for package(s)

*gnutils*  
*kmud*

---

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library `Frob' (a library for tweaking knobs) written by James Random Hacker.
```

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## Notice for package(s)

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---

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 */

#ifdef __MTD_UTILS_COMMON_H__
#define __MTD_UTILS_COMMON_H__

#include <stdbool.h>
#include <stdio.h>
#include <stdlib.h>
#include <ctype.h>
#include <string.h>
#include <fcntl.h>
#include <errno.h>
#include <features.h>
#include <inttypes.h>
#include "version.h"

#ifdef PROGRAM_NAME
#error "You must define PROGRAM_NAME before including this header"
#endif

#ifdef __cplusplus
extern "C" {
#endif

#ifdef MIN /* some C lib headers define this for us */
#define MIN(a, b) ((a) < (b) ? (a) : (b))
#endif
#ifdef MAX
#define MAX(a, b) ((a) > (b) ? (a) : (b))
#endif
#endif
```

```

#define min(a, b) MIN(a, b) /* glue for linux kernel source */
#define ARRAY_SIZE(a) (sizeof(a) / sizeof((a)[0]))

#ifdef O_CLOEXEC
#define O_CLOEXEC 0
#endif

/* define a print format specifier for off_t */
#ifdef __USE_FILE_OFFSET64
#define PRXoff_t PRX64
#define PRIdoff_t PRId64
#else
#define PRXoff_t "l"PRX32
#define PRIdoff_t "l"PRId32
#endif

/* Verbose messages */
#define bareverbose(verbose, fmt, ...) do { \
    if (verbose) \
        printf(fmt, ##_VA_ARGS__); \
} while(0)
#define verbose(verbose, fmt, ...) \
    bareverbose(verbose, "%s: " fmt "\n", PROGRAM_NAME, ##_VA_ARGS__)

/* Normal messages */
#define normsg_cont(fmt, ...) do { \
    printf("%s: " fmt, PROGRAM_NAME, ##_VA_ARGS__); \
} while(0)
#define normsg(fmt, ...) do { \
    normsg_cont(fmt "\n", ##_VA_ARGS__); \
} while(0)

/* Error messages */
#define errmsg(fmt, ...) ({ \
    fprintf(stderr, "%s: error!: " fmt "\n", PROGRAM_NAME, ##_VA_ARGS__); \
    -1; \
})
#define errmsg_die(fmt, ...) do { \
    exit(errmsg(fmt, ##_VA_ARGS__)); \
} while(0)

/* System error messages */
#define sys_errmsg(fmt, ...) ({ \
    int _err = errno; \
    errmsg(fmt, ##_VA_ARGS__); \
    fprintf(stderr, "%*serror %d (%s)\n", (int)sizeof(PROGRAM_NAME) + 1, \
        "", _err, strerror(_err)); \
    -1; \
})
#define sys_errmsg_die(fmt, ...) do { \
    exit(sys_errmsg(fmt, ##_VA_ARGS__)); \
} while(0)

/* Warnings */
#define warnmsg(fmt, ...) do { \
    fprintf(stderr, "%s: warning!: " fmt "\n", PROGRAM_NAME, ##_VA_ARGS__); \
} while(0)

/**
 * prompt the user for confirmation
 */
static inline bool prompt(const char *msg, bool def)
{
    char *line = NULL;
    size_t len;
    bool ret = def;

    do {
        normsg_cont("%s (%c/%c) ", msg, def ? 'Y' : 'y', def ? 'n' : 'N');
        fflush(stdout);

        while (getline(&line, &len, stdin) == -1) {
            printf("failed to read prompt; assuming '%s'\n",
                def ? "yes" : "no");
            break;
        }

        if (strcmp("\n", line) != 0) {
            switch (rpmatch(line)) {
                case 0: ret = false; break;
                case 1: ret = true; break;
                case -1:
                    puts("unknown response; please try again");
                    continue;
            }
        }
        break;
    } while (1);

    free(line);

    return ret;
}

static inline int is_power_of_2(unsigned long long n)
{
    return (n != 0 && ((n & (n - 1)) == 0));
}

```

```

/**
 * simple_strtoX - convert a hex/dec/oct string into a number
 * @snum: buffer to convert
 * @error: set to 1 when buffer isn't fully consumed
 *
 * These functions are similar to the standard strtOx() functions, but they are
 * a little bit easier to use if you want to convert full string of digits into
 * the binary form. The typical usage:
 *
 * int error = 0;
 * unsigned long num;
 *
 * num = simple_strtoul(str, &error);
 * if (error || ... if needed, your check that num is not out of range ...)
 *     error_happened();
 */
#define simple_strtoX(func, type) \
static inline type simple_##func(const char *snum, int *error) \
{ \
    char *endptr; \
    type ret = func(snum, &endptr, 0); \
    \
    if (error && (!*snum || *endptr)) { \
        errmsg("%s: unable to parse the number '%s'", #func, snum); \
        *error = 1; \
    } \
    \
    return ret; \
}
simple_strtoX(strtol, long int)
simple_strtoX strtoll, long long int)
simple_strtoX strtoul, unsigned long int)
simple_strtoX strtoull, unsigned long long int)

/* Simple version-printing for utils */
#define common_print_version() \
do { \
    printf("%s %s\n", PROGRAM_NAME, VERSION); \
} while (0)

#include "xalloc.h"

#ifdef __cplusplus
}
#endif

#endif /* !_MTD_UTILS_COMMON_H_ */

```

---

## Notice for package(s)

*v2lin*

---

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---

## Notice for package(s)

### *libxml2*

---

```
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 * list.c: lists handling implementation
 *
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 * Author: Gary.Pennington@uk.sun.com
 */

#define IN_LIBXML
#include "libxml.h"

#include <stdlib.h>
#include <string.h>
#include <libxml/xmlmemory.h>
#include <libxml/list.h>
#include <libxml/globals.h>

/*
 * Type definition are kept internal
 */

struct _xmlLink
{
    struct _xmlLink *next;
    struct _xmlLink *prev;
    void *data;
};

struct _xmlList
{
    xmlLinkPtr sentinel;
    void (*linkDeallocator)(xmlLinkPtr );
    int (*linkCompare)(const void *, const void*);
};

/*****
 *
 * Interfaces
 *
 *****/

/**
 * xmlLinkDeallocator:
 * @l: a list
 * @lk: a link
 *
 * Unlink and deallocate @lk from list @l
 */
static void
xmlLinkDeallocator(xmlListPtr l, xmlLinkPtr lk)
{
    (lk->prev)->next = lk->next;
    (lk->next)->prev = lk->prev;
    if(l->linkDeallocator)
        l->linkDeallocator(lk);
    xmlFree(lk);
}

/**
```

```

* xmlLinkCompare:
* @data0: first data
* @data1: second data
*
* Compares two arbitrary data
*
* Returns -1, 0 or 1 depending on whether data1 is greater equal or smaller
* than data0
*/
static int
xmlLinkCompare(const void *data0, const void *data1)
{
    if (data0 < data1)
        return (-1);
    else if (data0 == data1)
        return (0);
    return (1);
}

/**
* xmlListLowerSearch:
* @l: a list
* @data: a data
*
* Search data in the ordered list walking from the beginning
*
* Returns the link containing the data or NULL
*/
static xmlLinkPtr
xmlListLowerSearch(xmlListPtr l, void *data)
{
    xmlLinkPtr lk;

    if (l == NULL)
        return(NULL);
    for(lk = l->sentinel->next; lk != l->sentinel && l->linkCompare(lk->data, data) <0 ;lk = lk->next);
    return lk;
}

/**
* xmlListHigherSearch:
* @l: a list
* @data: a data
*
* Search data in the ordered list walking backward from the end
*
* Returns the link containing the data or NULL
*/
static xmlLinkPtr
xmlListHigherSearch(xmlListPtr l, void *data)
{
    xmlLinkPtr lk;

    if (l == NULL)
        return(NULL);
    for(lk = l->sentinel->prev; lk != l->sentinel && l->linkCompare(lk->data, data) >0 ;lk = lk->prev);
    return lk;
}

/**
* xmlListSearch:
* @l: a list
* @data: a data
*
* Search data in the list
*
* Returns the link containing the data or NULL
*/
static xmlLinkPtr
xmlListLinkSearch(xmlListPtr l, void *data)
{
    xmlLinkPtr lk;
    if (l == NULL)
        return(NULL);
    lk = xmlListLowerSearch(l, data);
    if (lk == l->sentinel)
        return NULL;
    else {
        if (l->linkCompare(lk->data, data) ==0)
            return lk;
        return NULL;
    }
}

/**
* xmlListLinkReverseSearch:
* @l: a list
* @data: a data
*
* Search data in the list processing backward
*
* Returns the link containing the data or NULL
*/
static xmlLinkPtr
xmlListLinkReverseSearch(xmlListPtr l, void *data)
{
    xmlLinkPtr lk;
    if (l == NULL)

```

```

        return(NULL);
lk = xmlListHigherSearch(l, data);
if (lk == l->sentinel)
    return NULL;
else {
    if (l->linkCompare(lk->data, data) ==0)
        return lk;
    return NULL;
}
}

/**
 * xmlListCreate:
 * @deallocator: an optional deallocator function
 * @compare: an optional comparison function
 *
 * Create a new list
 *
 * Returns the new list or NULL in case of error
 */
xmlListPtr
xmlListCreate(xmlListDeallocator deallocator, xmlListDataCompare compare)
{
    xmlListPtr l;
    if (NULL == (l = (xmlListPtr)xmlMalloc( sizeof(xmlList)))) {
        xmlGenericError(xmlGenericErrorContext,
            "Cannot initialize memory for list");
        return (NULL);
    }
    /* Initialize the list to NULL */
    memset(l, 0, sizeof(xmlList));

    /* Add the sentinel */
    if (NULL == (l->sentinel = (xmlLinkPtr)xmlMalloc(sizeof(xmlLink)))) {
        xmlGenericError(xmlGenericErrorContext,
            "Cannot initialize memory for sentinel");
        xmlFree(l);
        return (NULL);
    }
    l->sentinel->next = l->sentinel;
    l->sentinel->prev = l->sentinel;
    l->sentinel->data = NULL;

    /* If there is a link deallocator, use it */
    if (deallocator != NULL)
        l->linkDeallocator = deallocator;
    /* If there is a link comparator, use it */
    if (compare != NULL)
        l->linkCompare = compare;
    else /* Use our own */
        l->linkCompare = xmlLinkCompare;
    return l;
}

/**
 * xmlListSearch:
 * @l: a list
 * @data: a search value
 *
 * Search the list for an existing value of @data
 *
 * Returns the value associated to @data or NULL in case of error
 */
void *
xmlListSearch(xmlListPtr l, void *data)
{
    xmlLinkPtr lk;
    if (l == NULL)
        return(NULL);
    lk = xmlListLinkSearch(l, data);
    if (lk)
        return (lk->data);
    return NULL;
}

/**
 * xmlListReverseSearch:
 * @l: a list
 * @data: a search value
 *
 * Search the list in reverse order for an existing value of @data
 *
 * Returns the value associated to @data or NULL in case of error
 */
void *
xmlListReverseSearch(xmlListPtr l, void *data)
{
    xmlLinkPtr lk;
    if (l == NULL)
        return(NULL);
    lk = xmlListLinkReverseSearch(l, data);
    if (lk)
        return (lk->data);
    return NULL;
}

/**
 * xmlListInsert:

```

```

* @l: a list
* @data: the data
*
* Insert data in the ordered list at the beginning for this value
*
* Returns 0 in case of success, 1 in case of failure
*/
int
xmlListInsert(xmlListPtr l, void *data)
{
    xmlLinkPtr lkPlace, lkNew;

    if (l == NULL)
        return(1);
    lkPlace = xmlListLowerSearch(l, data);
    /* Add the new link */
    lkNew = (xmlLinkPtr) xmlMalloc(sizeof(xmlLink));
    if (lkNew == NULL) {
        xmlGenericError(xmlGenericErrorContext,
            "Cannot initialize memory for new link");
        return (1);
    }
    lkNew->data = data;
    lkPlace = lkPlace->prev;
    lkNew->next = lkPlace->next;
    (lkPlace->next)->prev = lkNew;
    lkPlace->next = lkNew;
    lkNew->prev = lkPlace;
    return 0;
}

/**
* xmlListAppend:
* @l: a list
* @data: the data
*
* Insert data in the ordered list at the end for this value
*
* Returns 0 in case of success, 1 in case of failure
*/
int xmlListAppend(xmlListPtr l, void *data)
{
    xmlLinkPtr lkPlace, lkNew;

    if (l == NULL)
        return(1);
    lkPlace = xmlListHigherSearch(l, data);
    /* Add the new link */
    lkNew = (xmlLinkPtr) xmlMalloc(sizeof(xmlLink));
    if (lkNew == NULL) {
        xmlGenericError(xmlGenericErrorContext,
            "Cannot initialize memory for new link");
        return (1);
    }
    lkNew->data = data;
    lkNew->next = lkPlace->next;
    (lkPlace->next)->prev = lkNew;
    lkPlace->next = lkNew;
    lkNew->prev = lkPlace;
    return 0;
}

/**
* xmlListDelete:
* @l: a list
*
* Deletes the list and its associated data
*/
void xmlListDelete(xmlListPtr l)
{
    if (l == NULL)
        return;

    xmlListClear(l);
    xmlFree(l->sentinel);
    xmlFree(l);
}

/**
* xmlListRemoveFirst:
* @l: a list
* @data: list data
*
* Remove the first instance associated to data in the list
*
* Returns 1 if a deallocation occurred, or 0 if not found
*/
int
xmlListRemoveFirst(xmlListPtr l, void *data)
{
    xmlLinkPtr lk;

    if (l == NULL)
        return(0);
    /*Find the first instance of this data */
    lk = xmlListLinkSearch(l, data);
    if (lk != NULL) {
        xmlLinkDeallocator(l, lk);
    }
}

```

```

        return 1;
    }
    return 0;
}

/**
 * xmlListRemoveLast:
 * @l: a list
 * @data: list data
 *
 * Remove the last instance associated to data in the list
 *
 * Returns 1 if a deallocation occurred, or 0 if not found
 */
int
xmlListRemoveLast(xmlListPtr l, void *data)
{
    xmlLinkPtr lk;

    if (l == NULL)
        return(0);
    /*Find the last instance of this data */
    lk = xmlListLinkReverseSearch(l, data);
    if (lk != NULL) {
        xmlLinkDeallocator(l, lk);
        return 1;
    }
    return 0;
}

/**
 * xmlListRemoveAll:
 * @l: a list
 * @data: list data
 *
 * Remove the all instance associated to data in the list
 *
 * Returns the number of deallocation, or 0 if not found
 */
int
xmlListRemoveAll(xmlListPtr l, void *data)
{
    int count=0;

    if (l == NULL)
        return(0);

    while(xmlListRemoveFirst(l, data))
        count++;
    return count;
}

/**
 * xmlListClear:
 * @l: a list
 *
 * Remove the all data in the list
 */
void
xmlListClear(xmlListPtr l)
{
    xmlLinkPtr lk;

    if (l == NULL)
        return;
    lk = l->sentinel->next;
    while(lk != l->sentinel) {
        xmlLinkPtr next = lk->next;

        xmlLinkDeallocator(l, lk);
        lk = next;
    }
}

/**
 * xmlListEmpty:
 * @l: a list
 *
 * Is the list empty ?
 *
 * Returns 1 if the list is empty, 0 if not empty and -1 in case of error
 */
int
xmlListEmpty(xmlListPtr l)
{
    if (l == NULL)
        return(-1);
    return (l->sentinel->next == l->sentinel);
}

/**
 * xmlListFront:
 * @l: a list
 *
 * Get the first element in the list
 *
 * Returns the first element in the list, or NULL
 */

```

```

xmlLinkPtr
xmlListFront(xmlListPtr l)
{
    if (l == NULL)
        return(NULL);
    return (l->sentinel->next);
}

/**
 * xmlListEnd:
 * @l: a list
 *
 * Get the last element in the list
 *
 * Returns the last element in the list, or NULL
 */
xmlLinkPtr
xmlListEnd(xmlListPtr l)
{
    if (l == NULL)
        return(NULL);
    return (l->sentinel->prev);
}

/**
 * xmlListSize:
 * @l: a list
 *
 * Get the number of elements in the list
 *
 * Returns the number of elements in the list or -1 in case of error
 */
int
xmlListSize(xmlListPtr l)
{
    xmlLinkPtr lk;
    int count=0;

    if (l == NULL)
        return(-1);
    /* TODO: keep a counter in xmlList instead */
    for(lk = l->sentinel->next; lk != l->sentinel; lk = lk->next, count++);
    return count;
}

/**
 * xmlListPopFront:
 * @l: a list
 *
 * Removes the first element in the list
 */
void
xmlListPopFront(xmlListPtr l)
{
    if(!xmlListEmpty(l))
        xmlLinkDeallocator(l, l->sentinel->next);
}

/**
 * xmlListPopBack:
 * @l: a list
 *
 * Removes the last element in the list
 */
void
xmlListPopBack(xmlListPtr l)
{
    if(!xmlListEmpty(l))
        xmlLinkDeallocator(l, l->sentinel->prev);
}

/**
 * xmlListPushFront:
 * @l: a list
 * @data: new data
 *
 * add the new data at the beginning of the list
 *
 * Returns 1 if successful, 0 otherwise
 */
int
xmlListPushFront(xmlListPtr l, void *data)
{
    xmlLinkPtr lkPlace, lkNew;

    if (l == NULL)
        return(0);
    lkPlace = l->sentinel;
    /* Add the new link */
    lkNew = (xmlLinkPtr) xmlMalloc(sizeof(xmlLink));
    if (lkNew == NULL) {
        xmlGenericError(xmlGenericErrorContext,
            "Cannot initialize memory for new link");
        return (0);
    }
    lkNew->data = data;
    lkNew->next = lkPlace->next;
    (lkPlace->next)->prev = lkNew;
}

```

```

    lkPlace->next = lkNew;
    lkNew->prev = lkPlace;
    return 1;
}

/**
 * xmlListPushBack:
 * @l: a list
 * @data: new data
 *
 * add the new data at the end of the list
 *
 * Returns 1 if successful, 0 otherwise
 */
int
xmlListPushBack(xmlListPtr l, void *data)
{
    xmlLinkPtr lkPlace, lkNew;

    if (l == NULL)
        return(0);
    lkPlace = l->sentinel->prev;
    /* Add the new link */
    if (NULL==(lkNew = (xmlLinkPtr )xmlMalloc(sizeof(xmlLink)))) {
        xmlGenericError(xmlGenericErrorContext,
            "Cannot initialize memory for new link");
        return (0);
    }
    lkNew->data = data;
    lkNew->next = lkPlace->next;
    (lkPlace->next)->prev = lkNew;
    lkPlace->next = lkNew;
    lkNew->prev = lkPlace;
    return 1;
}

/**
 * xmlLinkGetData:
 * @lk: a link
 *
 * See Returns.
 *
 * Returns a pointer to the data referenced from this link
 */
void *
xmlLinkGetData(xmlLinkPtr lk)
{
    if (lk == NULL)
        return(NULL);
    return lk->data;
}

/**
 * xmlListReverse:
 * @l: a list
 *
 * Reverse the order of the elements in the list
 */
void
xmlListReverse(xmlListPtr l)
{
    xmlLinkPtr lk;
    xmlLinkPtr lkPrev;

    if (l == NULL)
        return;
    lkPrev = l->sentinel;
    for (lk = l->sentinel->next; lk != l->sentinel; lk = lk->next) {
        lkPrev->next = lkPrev->prev;
        lkPrev->prev = lk;
        lkPrev = lk;
    }
    /* Fix up the last node */
    lkPrev->next = lkPrev->prev;
    lkPrev->prev = lk;
}

/**
 * xmlListSort:
 * @l: a list
 *
 * Sort all the elements in the list
 */
void
xmlListSort(xmlListPtr l)
{
    xmlListPtr lTemp;

    if (l == NULL)
        return;
    if(xmlListEmpty(l))
        return;

    /* I think that the real answer is to implement quicksort, the
     * alternative is to implement some list copying procedure which
     * would be based on a list copy followed by a clear followed by
     * an insert. This is slow...
     */
}

```

```

    if (NULL == (lTemp = xmlListDup(l)))
        return;
    xmlListClear(l);
    xmlListMerge(l, lTemp);
    xmlListDelete(lTemp);
    return;
}

/**
 * xmlListWalk:
 * @l: a list
 * @walker: a processing function
 * @user: a user parameter passed to the walker function
 *
 * Walk all the element of the first from first to last and
 * apply the walker function to it
 */
void
xmlListWalk(xmlListPtr l, xmlListWalker walker, const void *user) {
    xmlLinkPtr lk;

    if ((l == NULL) || (walker == NULL))
        return;
    for(lk = l->sentinel->next; lk != l->sentinel; lk = lk->next) {
        if((walker(lk->data, user)) == 0)
            break;
    }
}

/**
 * xmlListReverseWalk:
 * @l: a list
 * @walker: a processing function
 * @user: a user parameter passed to the walker function
 *
 * Walk all the element of the list in reverse order and
 * apply the walker function to it
 */
void
xmlListReverseWalk(xmlListPtr l, xmlListWalker walker, const void *user) {
    xmlLinkPtr lk;

    if ((l == NULL) || (walker == NULL))
        return;
    for(lk = l->sentinel->prev; lk != l->sentinel; lk = lk->prev) {
        if((walker(lk->data, user)) == 0)
            break;
    }
}

/**
 * xmlListMerge:
 * @l1: the original list
 * @l2: the new list
 *
 * include all the elements of the second list in the first one and
 * clear the second list
 */
void
xmlListMerge(xmlListPtr l1, xmlListPtr l2)
{
    xmlListCopy(l1, l2);
    xmlListClear(l2);
}

/**
 * xmlListDup:
 * @old: the list
 *
 * Duplicate the list
 *
 * Returns a new copy of the list or NULL in case of error
 */
xmlListPtr
xmlListDup(const xmlListPtr old)
{
    xmlListPtr cur;

    if (old == NULL)
        return(NULL);
    /* Hmmmm, how to best deal with allocation issues when copying
     * lists. If there is a de-allocator, should responsibility lie with
     * the new list or the old list. Surely not both. I'll arbitrarily
     * set it to be the old list for the time being whilst I work out
     * the answer
     */
    if (NULL == (cur = xmlListCreate(NULL, old->linkCompare)))
        return (NULL);
    if (0 != xmlListCopy(cur, old))
        return NULL;
    return cur;
}

/**
 * xmlListCopy:
 * @cur: the new list
 * @old: the old list

```

```

*
* Move all the element from the old list in the new list
*
* Returns 0 in case of success 1 in case of error
*/
int
xmlListCopy(xmlListPtr cur, const xmlListPtr old)
{
    /* Walk the old tree and insert the data into the new one */
    xmlLinkPtr lk;

    if ((old == NULL) || (cur == NULL))
        return(1);
    for(lk = old->sentinel->next; lk != old->sentinel; lk = lk->next) {
        if (0 !=xmlListInsert(cur, lk->data)) {
            xmlListDelete(cur);
            return (1);
        }
    }
    return (0);
}
/* xmlListUnique() */
/* xmlListSwap */
#define bottom_list
#include "elfgcchack.h"

```

---

## Notice for package(s)

### *nettle*

---

```

/* serpent-decrypt.c

The serpent block cipher.

For more details on this algorithm, see the Serpent website at
http://www.cl.cam.ac.uk/~rja14/serpent.html

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the GNU Lesser General Public License along with this program. If
not, see http://www.gnu.org/licenses/.
*/

/* This file is derived from cipher/serpent.c in Libgcrypt v1.4.6.
The adaption to Nettle was made by Simon Josefsson on 2010-12-07
with final touches on 2011-05-30. Changes include replacing
libgcrypt with nettle in the license template, renaming
serpent_context to serpent_ctx, renaming u32 to uint32_t, removing
libgcrypt stubs and selftests, modifying entry function prototypes,
using FOR_BLOCKS to iterate through data in encrypt/decrypt, using
LE_READ_UINT32 and LE_WRITE_UINT32 to access data in
encrypt/decrypt, and running indent on the code. */

#if HAVE_CONFIG_H
#include "config.h"
#endif

#include <assert.h>
#include <limits.h>

#include "serpent.h"

#include "macros.h"
#include "serpent-internal.h"

/* These are the S-Boxes of Serpent. They are copied from Serpents

```

reference implementation (the optimized one, contained in  
'floppy2') and are therefore:

Copyright (C) 1998 Ross Anderson, Eli Biham, Lars Knudsen.

To quote the Serpent homepage  
(<http://www.cl.cam.ac.uk/~rja14/serpent.html>):

"Serpent is now completely in the public domain, and we impose no  
restrictions on its use. This was announced on the 21st August at  
the First AES Candidate Conference. The optimised implementations  
in the submission package are now under the GNU PUBLIC LICENSE  
(GPL), although some comments in the code still say otherwise. You  
are welcome to use Serpent for any application." \*/

```
/* S0 inverse: 13 3 11 0 10 6 5 12 1 14 4 7 15 9 8 2 */  
/* Original single-assignment form:
```

```
t01 = x2 ^ x3;  
t02 = x0 | x1;  
t03 = x1 | x2;  
t04 = x2 & t01;  
t05 = t02 ^ t01;  
t06 = x0 | t04;  
y2 = ~ t05;  
t08 = x1 ^ x3;  
t09 = t03 & t08;  
t10 = x3 | y2;  
y1 = t09 ^ t06;  
t12 = x0 | t05;  
t13 = y1 ^ t12;  
t14 = t03 ^ t10;  
t15 = x0 ^ x2;  
y3 = t14 ^ t13;  
t17 = t05 & t13;  
t18 = t14 | t17;  
y0 = t15 ^ t18;
```

```
*/  
#define SBOX0_INVERSE(x0, x1, x2, x3, y0, y1, y2, y3) \\\n  do { \\\n    y0 = x0 ^ x2; \\\n    y2 = x0 | x1; \\\n    y1 = x2 ^ x3; \\\n    y2 ^= y1; \\\n    y1 &= x2; \\\n    x2 |= x1; \\\n    x1 ^= x3; \\\n    y1 |= x0; \\\n    x1 &= x2; \\\n    y1 ^= x1; \\\n    x0 |= y2; \\\n    x0 ^= y1; \\\n    x1 = y2 & x0; \\\n    y2 = ~ y2; \\\n    x3 |= y2; \\\n    x3 ^= x2; \\\n    y3 = x3 ^ x0; \\\n    x1 |= x3; \\\n    y0 ^= x1; \\\n  } while (0)
```

```
/* S1 inverse: 5 8 2 14 15 6 12 3 11 4 7 9 1 13 10 0 */  
/* Original single-assignment form:
```

```
t01 = x0 ^ x1;  
t02 = x1 | x3;  
t03 = x0 & x2;  
t04 = x2 ^ t02;  
t05 = x0 | t04;  
t06 = t01 & t05;  
t07 = x3 | t03;  
t08 = x1 ^ t06;  
t09 = t07 ^ t06;  
t10 = t04 | t03;  
t11 = x3 & t08;  
y2 = ~ t09;  
y1 = t10 ^ t11;  
t14 = x0 | y2;  
t15 = t06 ^ y1;  
y3 = t01 ^ t04;  
t17 = x2 ^ t15;  
y0 = t14 ^ t17;
```

```
*/  
#define SBOX1_INVERSE(x0, x1, x2, x3, y0, y1, y2, y3) \\\n  do { \\\n    y1 = x1 | x3; \\\n    y1 ^= x2; \\\n    y3 = x0 ^ x1; \\\n    y0 = x0 | y1; \\\n    y0 &= y3; \\\n    x1 ^= y0; \\\n    y3 ^= y1; \\\n    x1 &= x3; \\\n    y2 = x0 & x2; \\\n    y1 |= y2; \\\n    y2 |= x3; \\\n    y2 ^= y0; \\\n    y2 = ~ y2; \\\n    y1 ^= x1; \\\n  }
```

```

y0 ^= y1;
y0 ^= x2;
x0 |= y2;
y0 ^= x0;
} while (0)

/* S2 inverse: 12 9 15 4 11 14 1 2 0 3 6 13 5 8 10 7 */
/* Original single-assignment form:
t01 = x0 ^ x3;
t02 = x2 ^ x3;
t03 = x0 & x2;
t04 = x1 | t02;
y0 = t01 ^ t04;
t06 = x0 | x2;
t07 = x3 | y0;
t08 = ~ x3;
t09 = x1 & t06;
t10 = t08 | t03;
t11 = x1 & t07;
t12 = t06 & t02;
y3 = t09 ^ t10;
y1 = t12 ^ t11;
t15 = x2 & y3;
t16 = y0 ^ y1;
t17 = t10 ^ t15;
y2 = t16 ^ t17;
*/
#define SBOX2_INVERSE(x0, x1, x2, x3, y0, y1, y2, y3)
do {
y0 = x0 ^ x3;
y2 = x2 ^ x3;
y1 = x1 | y2;
y0 ^= y1;
y1 = x3 | y0;
y1 &= x1;
x3 = ~ x3;
y3 = x0 | x2;
y2 &= y3;
y1 ^= y2;
y3 &= x1;
x0 &= x2;
x0 |= x3;
y3 ^= x0;
x2 &= y3;
x2 ^= x0;
y2 = y0 ^ y1;
y2 ^= x2;
} while (0)

/* S3 inverse: 0 9 10 7 11 14 6 13 3 5 12 2 4 8 15 1 */
/* Original single-assignment form:
t01 = x2 | x3;
t02 = x0 | x3;
t03 = x2 ^ t02;
t04 = x1 ^ t02;
t05 = x0 ^ x3;
t06 = t04 & t03;
t07 = x1 & t01;
y2 = t05 ^ t06;
t09 = x0 ^ t03;
y0 = t07 ^ t03;
t11 = y0 | t05;
t12 = t09 & t11;
t13 = x0 & y2;
t14 = t01 ^ t05;
y1 = x1 ^ t12;
t16 = x1 | t13;
y3 = t14 ^ t16;
*/
#define SBOX3_INVERSE(x0, x1, x2, x3, y0, y1, y2, y3)
do {
y3 = x2 | x3;
y0 = x1 & y3;
y2 = x0 | x3;
y1 = x2 ^ y2;
y0 ^= y1;
x3 ^= x0;
y3 ^= x3;
y2 ^= x1;
y2 &= y1;
y2 ^= x3;
y1 ^= x0;
x3 |= y0;
y1 &= x3;
y1 ^= x1;
x0 &= y2;
x0 |= x1;
y3 ^= x0;
} while (0)

/* S4 inverse: 5 0 8 3 10 9 7 14 2 12 11 6 4 15 13 1 */
/* Original single-assignment form:
t01 = x1 | x3;
t02 = x2 | x3;
t03 = x0 & t01;
t04 = x1 ^ t02;
t05 = x2 ^ x3;
t06 = ~ t03;

```

```

t07 = x0 & t04;
y1 = t05 ^ t07;
t09 = y1 | t06;
t10 = x0 ^ t07;
t11 = t01 ^ t09;
t12 = x3 ^ t04;
t13 = x2 | t10;
y3 = t03 ^ t12;
t15 = x0 ^ t04;
y2 = t11 ^ t13;
y0 = t15 ^ t09;
*/
#define SBOX4_INVERSE(x0, x1, x2, x3, y0, y1, y2, y3) \
do { \
y1 = x2 ^ x3; \
y2 = x2 | x3; \
y2 ^= x1; \
x1 |= x3; \
y0 = x0 ^ y2; \
x3 ^= y2; \
y2 ^= x0; \
y1 ^= y2; \
y2 ^= x0; \
y2 |= x2; \
x0 ^= x1; \
y3 = x0 ^ x3; \
x0 = ~ x0; \
x0 |= y1; \
y0 ^= x0; \
x0 ^= x1; \
y2 ^= x0; \
} while (0)

/* S5 inverse: 8 15 2 9 4 1 13 14 11 6 5 3 7 12 10 0 */
/* Original single-assignment form:
t01 = x0 & x3;
t02 = x2 ^ t01;
t03 = x0 ^ x3;
t04 = x1 & t02;
t05 = x0 & x2;
y0 = t03 ^ t04;
t07 = x0 & y0;
t08 = t01 ^ y0;
t09 = x1 | t05;
t10 = ~ x1;
y1 = t08 ^ t09;
t12 = t10 | t07;
t13 = y0 | y1;
y3 = t02 ^ t12;
t15 = t02 ^ t13;
t16 = x1 ^ x3;
y2 = t16 ^ t15;
*/
#define SBOX5_INVERSE(x0, x1, x2, x3, y0, y1, y2, y3) \
do { \
y1 = x0 & x3; \
y3 = x2 ^ y1; \
y0 = x1 & y3; \
y2 = x0 ^ x3; \
x3 ^= x1; \
y0 ^= y2; \
x2 ^= x0; \
x0 ^= y0; \
x2 |= x1; \
y1 ^= y0; \
y1 ^= x2; \
y2 = y0 | y1; \
y2 ^= y3; \
y2 ^= x3; \
x1 = ~ x1; \
x1 |= x0; \
y3 ^= x1; \
} while (0)

/* S6 inverse: 15 10 1 13 5 3 6 0 4 9 14 7 2 12 8 11 */
/* Original single-assignment form:
t01 = x0 ^ x2;
t02 = ~ x2;
t03 = x1 & t01;
t04 = x1 | t02;
t05 = x3 | t03;
t06 = x1 ^ x3;
t07 = x0 & t04;
t08 = x0 | t02;
t09 = t07 ^ t05;
y1 = t06 ^ t08;
y0 = ~ t09;
t12 = x1 & y0;
t13 = t01 & t05;
t14 = t01 ^ t12;
t15 = t07 ^ t13;
t16 = x3 | t02;
t17 = x0 ^ y1;
y3 = t17 ^ t15;
y2 = t16 ^ t14;
*/
#define SBOX6_INVERSE(x0, x1, x2, x3, y0, y1, y2, y3) \
do { \

```

```

y2 = x0 ^ x2; \
x2 = ~ x2; \
y0 = x1 ^ x3; \
y1 = x0 | x2; \
y1 ^= y0; \
y3 = x1 & y2; \
y3 |= x3; \
x3 |= x2; \
x2 |= x1; \
x2 &= x0; \
y0 = x2 ^ y3; \
y0 = ~ y0; \
y3 &= y2; \
y3 ^= x2; \
x0 ^= y1; \
y3 ^= x0; \
x1 &= y0; \
y2 ^= x1; \
y2 ^= x3; \
} while (0)

/* S7 inverse: 3 0 6 13 9 14 15 8 5 12 11 7 10 1 4 2 */
/* Original single-assignment form:
t01 = x0 & x1;
t02 = x0 | x1;
t03 = x2 | t01;
t04 = x3 & t02;
y3 = t03 ^ t04;
t06 = x1 ^ t04;
t07 = x3 ^ y3;
t08 = ~ t07;
t09 = t06 | t08;
t10 = x1 ^ x3;
t11 = x0 | x3;
y1 = x0 ^ t09;
t13 = x2 ^ t06;
t14 = x2 & t11;
t15 = x3 | y1;
t16 = t01 | t10;
y0 = t13 ^ t15;
y2 = t14 ^ t16;
*/
#define SBOX7_INVERSE(x0, x1, x2, x3, y0, y1, y2, y3) \
do { \
y3 = x0 & x1; \
y2 = x1 ^ x3; \
y2 |= y3; \
y1 = x0 | x3; \
y1 &= x2; \
y2 ^= y1; \
y3 |= x2; \
y0 = x0 | x1; \
y0 &= x3; \
y3 ^= y0; \
y0 ^= x1; \
y1 = x3 ^ y3; \
y1 = ~ y1; \
y1 |= y0; \
y0 ^= x2; \
y1 ^= x0; \
x3 |= y1; \
y0 ^= x3; \
} while (0)

/* In-place inverse linear transformation. */
#define LINEAR_TRANSFORMATION_INVERSE(x0,x1,x2,x3) \
do { \
x2 = ROTL32 (10, x2); \
x0 = ROTL32 (27, x0); \
x2 = x2 ^ x3 ^ (x1 << 7); \
x0 = x0 ^ x1 ^ x3; \
x3 = ROTL32 (25, x3); \
x1 = ROTL32 (31, x1); \
x3 = x3 ^ x2 ^ (x0 << 3); \
x1 = x1 ^ x0 ^ x2; \
x2 = ROTL32 (29, x2); \
x0 = ROTL32 (19, x0); \
} while (0)

/* Round inputs are x0,x1,x2,x3 (destroyed), and round outputs are
y0,y1,y2,y3. */
#define ROUND_INVERSE(which, subkey, x0,x1,x2,x3, y0,y1,y2,y3) \
do { \
LINEAR_TRANSFORMATION_INVERSE (x0,x1,x2,x3); \
SBOX##which## INVERSE(x0,x1,x2,x3, y0,y1,y2,y3); \
KEYXOR(y0,y1,y2,y3, subkey); \
} while (0)

#if HAVE_NATIVE_64_BIT

/* In-place inverse linear transformation. */
#define LINEAR_TRANSFORMATION64_INVERSE(x0,x1,x2,x3) \
do { \
x2 = DROTL32 (10, x2); \
x0 = DROTL32 (27, x0); \
x2 = x2 ^ x3 ^ DRSHIFT32(7, x1); \
x0 = x0 ^ x1 ^ x3; \
x3 = DROTL32 (25, x3); \

```

```

    x1 = DROTL32 (31, x1);           \
    x3 = x3 ^ x2 ^ DRSHIFT32(3, x0); \
    x1 = x1 ^ x0 ^ x2;             \
    x2 = DROTL32 (29, x2);         \
    x0 = DROTL32 (19, x0);         \
} while (0)

#define ROUND64_INVERSE(which, subkey, x0,x1,x2,x3, y0,y1,y2,y3) \
do { \
    LINEAR_TRANSFORMATION64_INVERSE (x0,x1,x2,x3); \
    SBOX##which##_INVERSE(x0,x1,x2,x3, y0,y1,y2,y3); \
    KEYXOR64(y0,y1,y2,y3, subkey); \
} while (0)

#endif /* HAVE_NATIVE_64_BIT */

void
serpent_decrypt (const struct serpent_ctx *ctx,
                 size_t length, uint8_t * dst, const uint8_t * src)
{
    assert( !(length % SERPENT_BLOCK_SIZE));

#ifdef HAVE_NATIVE_64_BIT
    if (length & SERPENT_BLOCK_SIZE)
#else
    while (length >= SERPENT_BLOCK_SIZE)
#endif
    {
        uint32_t x0,x1,x2,x3, y0,y1,y2,y3;
        unsigned k;

        x0 = LE_READ_UINT32 (src);
        x1 = LE_READ_UINT32 (src + 4);
        x2 = LE_READ_UINT32 (src + 8);
        x3 = LE_READ_UINT32 (src + 12);

        /* Inverse of special round */
        KEYXOR (x0,x1,x2,x3, ctx->keys[32]);
        SBOX7_INVERSE (x0,x1,x2,x3, y0,y1,y2,y3);
        KEYXOR (y0,y1,y2,y3, ctx->keys[31]);

        k = 24;
        goto start32;
        while (k > 0)
        {
            k -= 8;
            ROUND_INVERSE (7, ctx->keys[k+7], x0,x1,x2,x3, y0,y1,y2,y3);
        start32:
            ROUND_INVERSE (6, ctx->keys[k+6], y0,y1,y2,y3, x0,x1,x2,x3);
            ROUND_INVERSE (5, ctx->keys[k+5], x0,x1,x2,x3, y0,y1,y2,y3);
            ROUND_INVERSE (4, ctx->keys[k+4], y0,y1,y2,y3, x0,x1,x2,x3);
            ROUND_INVERSE (3, ctx->keys[k+3], x0,x1,x2,x3, y0,y1,y2,y3);
            ROUND_INVERSE (2, ctx->keys[k+2], y0,y1,y2,y3, x0,x1,x2,x3);
            ROUND_INVERSE (1, ctx->keys[k+1], x0,x1,x2,x3, y0,y1,y2,y3);
            ROUND_INVERSE (0, ctx->keys[k], y0,y1,y2,y3, x0,x1,x2,x3);
        }

        LE_WRITE_UINT32 (dst, x0);
        LE_WRITE_UINT32 (dst + 4, x1);
        LE_WRITE_UINT32 (dst + 8, x2);
        LE_WRITE_UINT32 (dst + 12, x3);

        src += SERPENT_BLOCK_SIZE;
        dst += SERPENT_BLOCK_SIZE;
        length -= SERPENT_BLOCK_SIZE;
    }
#ifdef HAVE_NATIVE_64_BIT
    FOR_BLOCKS(length, dst, src, 2*SERPENT_BLOCK_SIZE)
    {
        uint64_t x0,x1,x2,x3, y0,y1,y2,y3;
        unsigned k;

        x0 = LE_READ_UINT32 (src);
        x1 = LE_READ_UINT32 (src + 4);
        x2 = LE_READ_UINT32 (src + 8);
        x3 = LE_READ_UINT32 (src + 12);

        x0 <<= 32; x0 |= LE_READ_UINT32 (src + 16);
        x1 <<= 32; x1 |= LE_READ_UINT32 (src + 20);
        x2 <<= 32; x2 |= LE_READ_UINT32 (src + 24);
        x3 <<= 32; x3 |= LE_READ_UINT32 (src + 28);

        /* Inverse of special round */
        KEYXOR64 (x0,x1,x2,x3, ctx->keys[32]);
        SBOX7_INVERSE (x0,x1,x2,x3, y0,y1,y2,y3);
        KEYXOR64 (y0,y1,y2,y3, ctx->keys[31]);

        k = 24;
        goto start64;
        while (k > 0)
        {
            k -= 8;
            ROUND64_INVERSE (7, ctx->keys[k+7], x0,x1,x2,x3, y0,y1,y2,y3);
        start64:
            ROUND64_INVERSE (6, ctx->keys[k+6], y0,y1,y2,y3, x0,x1,x2,x3);
            ROUND64_INVERSE (5, ctx->keys[k+5], x0,x1,x2,x3, y0,y1,y2,y3);
            ROUND64_INVERSE (4, ctx->keys[k+4], y0,y1,y2,y3, x0,x1,x2,x3);
            ROUND64_INVERSE (3, ctx->keys[k+3], x0,x1,x2,x3, y0,y1,y2,y3);
        }
    }
#endif
}

```

```

ROUND64_INVERSE (2, ctx->keys[k+2], y0,y1,y2,y3, x0,x1,x2,x3);
ROUND64_INVERSE (1, ctx->keys[k+1], x0,x1,x2,x3, y0,y1,y2,y3);
ROUND64_INVERSE (0, ctx->keys[k], y0,y1,y2,y3, x0,x1,x2,x3);
}

LE_WRITE_UINT32 (dst + 16, x0);
LE_WRITE_UINT32 (dst + 20, x1);
LE_WRITE_UINT32 (dst + 24, x2);
LE_WRITE_UINT32 (dst + 28, x3);
x0 >>= 32; LE_WRITE_UINT32 (dst, x0);
x1 >>= 32; LE_WRITE_UINT32 (dst + 4, x1);
x2 >>= 32; LE_WRITE_UINT32 (dst + 8, x2);
x3 >>= 32; LE_WRITE_UINT32 (dst + 12, x3);
}
#endif /* HAVE_NATIVE_64_BIT */
}

```

---

## Notice for package(s)

*initscripts*  
*keymaps*  
*pciutils*  
*pps-tools*  
*sysvinit*

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## Notice for package(s)

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---

## Notice for package(s)

*lldpd*

---

```
/*
 * Copyright (c) 2008 Vincent Bernat <bernat@luffy.cx>
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 */
```

---

## Notice for package(s)

*shadow*

---

```
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 */
```

```
#include <config.h>
```

```
#ident "$Id$"
```

```
#include <errno.h>
```

```
#include <fontl.h>
```

```
#include <getopt.h>
```

```
#include <pwd.h>
```

```
#include <signal.h>
```

```
#include <stdio.h>
```

```
#include <sys/types.h>
```

```
#ifdef WITH_SELINUX
```

```
#include <selinux/selinux.h>
```

```
#include <selinux/flask.h>
```

```
#include <selinux/av_permissions.h>
```

```
#include <selinux/context.h>
```

```
#endif /* WITH_SELINUX */
```

```
#include <time.h>
```

```
#include "defines.h"
```

```
#include "getdef.h"
```

```
#include "nscd.h"
```

```
#include "prototypes.h"
```

```
#include "pwauth.h"
```

```
#include "pwio.h"
```

```
#include "shadowio.h"
```

```

/*
 * exit status values
 */
/*@-exitarg@*/
#define E_SUCCESS      0      /* success */
#define E_NOPERM      1      /* permission denied */
#define E_USAGE       2      /* invalid combination of options */
#define E_FAILURE     3      /* unexpected failure, nothing done */
#define E_MISSING     4      /* unexpected failure, passwd file missing */
#define E_PWDBUSY    5      /* passwd file busy, try again later */
#define E_BAD_ARG     6      /* invalid argument to option */
/*
 * Global variables
 */
const char *Prog;          /* Program name */

static char *name;        /* The name of user whose password is being changed */
static char *myname;     /* The current user's name */
static bool amroot;      /* The caller's real UID was 0 */

static bool
    aflag = false,        /* -a - show status for all users */
    dflag = false,        /* -d - delete password */
    eflag = false,        /* -e - force password change */
    iflag = false,        /* -i - set inactive days */
    kflag = false,        /* -k - change only if expired */
    lflag = false,        /* -l - lock the user's password */
    nflag = false,        /* -n - set minimum days */
    qflag = false,        /* -q - quiet mode */
    Sflag = false,        /* -S - show password status */
    uflag = false,        /* -u - unlock the user's password */
    wflag = false,        /* -w - set warning days */
    xflag = false;        /* -x - set maximum days */

/*
 * set to 1 if there are any flags which require root privileges,
 * and require username to be specified
 */
static bool anyflag = false;

static long age_min = 0;  /* Minimum days before change */
static long age_max = 0;  /* Maximum days until change */
static long warn = 0;     /* Warning days before change */
static long inact = 0;    /* Days without change before locked */

#ifndef USE_PAM
static bool do_update_age = false;
#endif /* ! USE_PAM */

static bool pw_locked = false;
static bool spw_locked = false;

#ifndef USE_PAM
/*
 * Size of the biggest passwd:
 * $6$      3
 * rounds=  7
 * 99999999 9
 * $        1
 * salt     16
 * $        1
 * SHA512   123
 * nul      1
 *
 * total    161
 */
static char crypt_passwd[256];
static bool do_update_pwd = false;
#endif /* !USE_PAM */

/*
 * External identifiers
 */

/* local function prototypes */
static /*@noreturn@*/void usage (int);

#ifndef USE_PAM
static bool reuse (const char *, const struct passwd *);
static int new_password (const struct passwd *);

static void check_password (const struct passwd *, const struct spwd *);
#endif /* !USE_PAM */
static /*@observer@*/const char *date_to_str (time_t);
static /*@observer@*/const char *pw_status (const char *);
static void print_status (const struct passwd *);
static /*@noreturn@*/void fail_exit (int);
static /*@noreturn@*/void oom (void);
static char *update_crypt_pw (char *);
static void update_noshadow (void);

static void update_shadow (void);
#ifdef WITH_SELINUX
static int check_selinux_access (const char *changed_user,
                                uid_t changed_uid,
                                access_vector_t requested_access);
#endif /* WITH_SELINUX */

```

```

/*
 * usage - print command usage and exit
 */
static /*@noreturn@*/void usage (int status)
{
    FILE *usageout = (E_SUCCESS != status) ? stderr : stdout;
    (void) fprintf (usageout,
        _("Usage: %s [options] [LOGIN]\n"
        "\n"
        "Options:\n"),
        Prog);
    (void) fputs (_(" -a, --all                report password status on all accounts\n"), usageout);
    (void) fputs (_(" -d, --delete            delete the password for the named account\n"), usageout);
    (void) fputs (_(" -e, --expire                force expire the password for the named account\n"), usageout);
    (void) fputs (_(" -h, --help                    display this help message and exit\n"), usageout);
    (void) fputs (_(" -k, --keep-tokens            change password only if expired\n"), usageout);
    (void) fputs (_(" -i, --inactive INACTIVE      set password inactive after expiration\n"
        "to INACTIVE\n"), usageout);
    (void) fputs (_(" -l, --lock                    lock the password of the named account\n"), usageout);
    (void) fputs (_(" -n, --mindays MIN_DAYS       set minimum number of days before password\n"
        "change to MIN_DAYS\n"), usageout);
    (void) fputs (_(" -q, --quiet                    quiet mode\n"), usageout);
    (void) fputs (_(" -r, --repository REPOSITORY change password in REPOSITORY repository\n"), usageout);
    (void) fputs (_(" -R, --root CHROOT_DIR        directory to chroot into\n"), usageout);
    (void) fputs (_(" -S, --status                    report password status on the named account\n"), usageout);
    (void) fputs (_(" -u, --unlock                    unlock the password of the named account\n"), usageout);
    (void) fputs (_(" -w, --warndays WARN_DAYS     set expiration warning days to WARN_DAYS\n"), usageout);
    (void) fputs (_(" -x, --maxdays MAX_DAYS      set maximum number of days before password\n"
        "change to MAX_DAYS\n"), usageout);

    (void) fputs ("\n", usageout);
    exit (status);
}

#ifdef USE_PAM
static bool reuse (const char *pass, const struct passwd *pw)
{
#ifdef HAVE_LIBCRACK_HIST
    const char *reason;

#ifdef HAVE_LIBCRACK_PW
    const char *FascistHistoryPw (const char *, const struct passwd *);

    reason = FascistHistory (pass, pw);
#else
    const char *FascistHistory (const char *, int);

    reason = FascistHistory (pass, pw->pw_uid);
#endif
    if (NULL != reason) {
        (void) printf (_("Bad password: %s.  "), reason);
        return true;
    }
#endif
    return false;
}

/*
 * new_password - validate old password and replace with new (both old and
 * new in global "char crypt_passwd[128]")
 */
static int new_password (const struct passwd *pw)
{
    char *clear;          /* Pointer to clear text */
    char *cipher;         /* Pointer to cipher text */
    const char *salt;     /* Pointer to new salt */
    char *cp;             /* Pointer to getpass() response */
    char orig[200];       /* Original password */
    char pass[200];       /* New password */
    int i;                /* Counter for retries */
    bool warned;
    int pass_max_len = -1;
    const char *method;

#ifdef HAVE_LIBCRACK_HIST
    int HistUpdate (const char *, const char *);
#endif

    /*
     * Authenticate the user. The user will be prompted for their own
     * password.
     */

    if (!amroot && ('\0' != crypt_passwd[0])) {
        clear = getpass (_("Old password: "));
        if (NULL == clear) {
            return -1;
        }
    }

    cipher = pw_encrypt (clear, crypt_passwd);

    if (NULL == cipher) {
        strzero (clear);
        fprintf (stderr,
            _("%s: failed to crypt password with previous salt: %s\n"),
            Prog, strerror (errno));
        SYSLOG (LOG_INFO,
            "Failed to crypt password with previous salt of user '%s'",
            pw->pw_name);
    }
}

```

```

        return -1;
    }

    if (strcmp (cipher, crypt_passwd) != 0) {
        strzero (clear);
        strzero (cipher);
        SYSLOG ((LOG_WARN, "incorrect password for %s",
            pw->pw_name));
        (void) sleep (1);
        (void) fprintf (stderr,
            _("Incorrect password for %s.\n"),
            pw->pw_name);

        return -1;
    }
    STRFCPY (orig, clear);
    strzero (clear);
    strzero (cipher);
} else {
    orig[0] = '\0';
}

/*
 * Get the new password. The user is prompted for the new password
 * and has five tries to get it right. The password will be tested
 * for strength, unless it is the root user. This provides an escape
 * for initial login passwords.
 */
method = getdef_str ("ENCRYPT_METHOD");
if (NULL == method) {
    if (!getdef_bool ("MD5_CRYPT_ENAB")) {
        pass_max_len = getdef_num ("PASS_MAX_LEN", 8);
    }
} else {
    if ( (strcmp (method, "MD5") == 0)
#ifdef USE_SHA_CRYPT
        || (strcmp (method, "SHA256") == 0)
        || (strcmp (method, "SHA512") == 0)
#endif
        ) {
        /* USE_SHA_CRYPT */
        pass_max_len = -1;
    } else {
        pass_max_len = getdef_num ("PASS_MAX_LEN", 8);
    }
}
if (!qflg) {
    if (pass_max_len == -1) {
        (void) printf (_(
            "Enter the new password (minimum of %d characters)\n"
            "Please use a combination of upper and lower case letters and numbers.\n"),
            getdef_num ("PASS_MIN_LEN", 5));
    } else {
        (void) printf (_(
            "Enter the new password (minimum of %d, maximum of %d characters)\n"
            "Please use a combination of upper and lower case letters and numbers.\n"),
            getdef_num ("PASS_MIN_LEN", 5), pass_max_len);
    }
}

warned = false;
for (i = getdef_num ("PASS_CHANGE_TRIES", 5); i > 0; i--) {
    cp = getpass (_("New password: "));
    if (NULL == cp) {
        memzero (orig, sizeof orig);
        return -1;
    }
    if (warned && (strcmp (pass, cp) != 0)) {
        warned = false;
    }
    STRFCPY (pass, cp);
    strzero (cp);

    if (!amroot && (!obscure (orig, pass, pw) || reuse (pass, pw))) {
        (void) puts (_("Try again."));
        continue;
    }

    /*
     * If enabled, warn about weak passwords even if you are
     * root (enter this password again to use it anyway).
     * --marekm
     */
    if (amroot && !warned && getdef_bool ("PASS_ALWAYS_WARN")
        && (!obscure (orig, pass, pw) || reuse (pass, pw))) {
        (void) puts (_("\nWarning: weak password (enter it again to use it anyway)."));
        warned = true;
        continue;
    }
    cp = getpass (_("Re-enter new password: "));
    if (NULL == cp) {
        memzero (orig, sizeof orig);
        return -1;
    }
    if (strcmp (cp, pass) != 0) {
        (void) fputs (_("They don't match; try again.\n"), stderr);
    } else {
        strzero (cp);
        break;
    }
}

```

```

}
memzero (orig, sizeof orig);

if (i == 0) {
    memzero (pass, sizeof pass);
    return -1;
}

/*
 * Encrypt the password, then wipe the cleartext password.
 */
salt = crypt_make_salt (NULL, NULL);
cp = pw_encrypt (pass, salt);
memzero (pass, sizeof pass);

if (NULL == cp) {
    fprintf (stderr,
            _("%s: failed to crypt password with salt '%s': %s\n"),
            Prog, salt, strerror (errno));
    return -1;
}

#ifdef HAVE_LIBCRACK_HIST
    HistUpdate (pw->pw_name, crypt_passwd);
#endif
STRFCPY (crypt_passwd, cp);
return 0;
}

/*
 * check_password - test a password to see if it can be changed
 *
 * check_password() sees if the invoker has permission to change the
 * password for the given user.
 */
static void check_password (const struct passwd *pw, const struct spwd *sp)
{
    time_t now;
    int exp_status;

    exp_status = isexpired (pw, sp);

    /*
     * If not expired and the "change only if expired" option (idea from
     * PAM) was specified, do nothing. --marekm
     */
    if (kflg && (0 == exp_status)) {
        exit (E_SUCCESS);
    }

    /*
     * Root can change any password any time.
     */
    if (amroot) {
        return;
    }

    (void) time (&now);

    /*
     * Expired accounts cannot be changed ever. Passwords which are
     * locked may not be changed. Passwords where min > max may not be
     * changed. Passwords which have been inactive too long cannot be
     * changed.
     */
    if ( (sp->sp_pwdp[0] == '!')
        || (exp_status > 1)
        || ( (sp->sp_max >= 0)
            && (sp->sp_min > sp->sp_max))) {
        (void) fprintf (stderr,
            _("The password for %s cannot be changed.\n"),
            sp->sp_namp);
        SYSLOG ((LOG_WARN, "password locked for '%s'", sp->sp_namp));
        closelog ();
        exit (E_NOPERM);
    }

    /*
     * Passwords may only be changed after sp_min time is up.
     */
    if (sp->sp_lstchg > 0) {
        time_t ok;
        ok = (time_t) sp->sp_lstchg * SCALE;
        if (sp->sp_min > 0) {
            ok += (time_t) sp->sp_min * SCALE;
        }

        if (now < ok) {
            (void) fprintf (stderr,
                _("The password for %s cannot be changed yet.\n"),
                pw->pw_name);
            SYSLOG ((LOG_WARN, "now < minimum age for '%s'", pw->pw_name));
            closelog ();
            exit (E_NOPERM);
        }
    }
}

#endif
/* !USE_PAM */

```

```

static /*@observer@*/const char *date_to_str (time_t t)
{
    static char buf[80];
    struct tm *tm;

    tm = gmtime (&t);
#ifdef HAVE_STRFTIME
    (void) strftime (buf, sizeof buf, "%m/%d/%Y", tm);
#else
    /* !HAVE_STRFTIME */
    (void) sprintf (buf, sizeof buf, "%02d/%02d/%04d",
        tm->tm_mon + 1, tm->tm_mday, tm->tm_year + 1900);
#endif
    return buf;
}

static /*@observer@*/const char *pw_status (const char *pass)
{
    if (*pass == '*' || *pass == '!') {
        return "L";
    }
    if (*pass == '\0') {
        return "NP";
    }
    return "P";
}

/*
 * print_status - print current password status
 */
static void print_status (const struct passwd *pw)
{
    struct spwd *sp;

    sp = getspnam (pw->pw_name); /* local, no need for xgetspnam */
    if (NULL != sp) {
        (void) printf ("%s %s %s %lld %lld %lld %lld\n",
            pw->pw_name,
            pw_status (sp->sp_pwdp),
            date_to_str (sp->sp_lstchg * SCALE),
            ((long long)sp->sp_min * SCALE) / DAY,
            ((long long)sp->sp_max * SCALE) / DAY,
            ((long long)sp->sp_warn * SCALE) / DAY,
            ((long long)sp->sp_inact * SCALE) / DAY);
    } else {
        (void) printf ("%s %s\n",
            pw->pw_name, pw_status (pw->pw_passwd));
    }
}

static /*@noreturn@*/void fail_exit (int status)
{
    if (pw_locked) {
        if (pw_unlock () == 0) {
            (void) fprintf (stderr, _("%s: failed to unlock %s\n"), Prog, pw_dbname ());
            SYSLOG ((LOG_ERR, "failed to unlock %s", pw_dbname ());
            /* continue */
        }
    }

    if (spw_locked) {
        if (spw_unlock () == 0) {
            (void) fprintf (stderr, _("%s: failed to unlock %s\n"), Prog, spw_dbname ());
            SYSLOG ((LOG_ERR, "failed to unlock %s", spw_dbname ());
            /* continue */
        }
    }

    exit (status);
}

static /*@noreturn@*/void oom (void)
{
    (void) fprintf (stderr, _("%s: out of memory\n"), Prog);
    fail_exit (E_FAILURE);
}

static char *update_crypt_pw (char *cp)
{
#ifdef USE_PAM
    if (do_update_pwd) {
        cp = xstrdup (crypt_passwd);
    }
#endif
    /* !USE_PAM */

    if (dflg) {
        *cp = '\0';
    }

    if (uflg && *cp == '!') {
        if (cp[1] == '\0') {
            (void) fprintf (stderr,
                _("%s: unlocking the password would result in a passwordless account.\n"
                "You should set a password with usermod -p to unlock the password of this account.\n"),
                Prog);
            fail_exit (E_FAILURE);
        } else {

```

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        cp++;
    }
}

if (lflg && *cp != '!') {
    char *newpw = xmalloc (strlen (cp) + 2);

    strcpy (newpw, "!");
    strcat (newpw, cp);
    cp = newpw;
}
return cp;
}

static void update_noshadow (void)
{
    const struct passwd *pw;
    struct passwd *npw;

    if (pw_lock () == 0) {
        (void) fprintf (stderr,
            _("%s: cannot lock %s; try again later.\n"),
            Prog, pw_dbname ());
        exit (E_PWDBUSY);
    }
    pw_locked = true;
    if (pw_open (O_RDWR) == 0) {
        (void) fprintf (stderr,
            _("%s: cannot open %s\n"),
            Prog, pw_dbname ());
        SYSLOG ((LOG_WARN, "cannot open %s", pw_dbname ()));
        fail_exit (E_MISSING);
    }
    pw = pw_locate (name);
    if (NULL == pw) {
        (void) fprintf (stderr,
            _("%s: user '%s' does not exist in %s\n"),
            Prog, name, pw_dbname ());
        fail_exit (E_NOPERM);
    }
    npw = __pw_dup (pw);
    if (NULL == npw) {
        oom ();
    }
    npw->pw_passwd = update_crypt_pw (npw->pw_passwd);
    if (pw_update (npw) == 0) {
        (void) fprintf (stderr,
            _("%s: failed to prepare the new %s entry '%s'\n"),
            Prog, pw_dbname (), npw->pw_name);
        fail_exit (E_FAILURE);
    }
    if (pw_close () == 0) {
        (void) fprintf (stderr,
            _("%s: failure while writing changes to %s\n"),
            Prog, pw_dbname ());
        SYSLOG ((LOG_ERR, "failure while writing changes to %s", pw_dbname ()));
        fail_exit (E_FAILURE);
    }
    if (pw_unlock () == 0) {
        (void) fprintf (stderr,
            _("%s: failed to unlock %s\n"),
            Prog, pw_dbname ());
        SYSLOG ((LOG_ERR, "failed to unlock %s", pw_dbname ()));
        /* continue */
    }
    pw_locked = false;
}

static void update_shadow (void)
{
    const struct spwd *sp;
    struct spwd *nsp;

    if (spw_lock () == 0) {
        (void) fprintf (stderr,
            _("%s: cannot lock %s; try again later.\n"),
            Prog, spw_dbname ());
        exit (E_PWDBUSY);
    }
    spw_locked = true;
    if (spw_open (O_RDWR) == 0) {
        (void) fprintf (stderr,
            _("%s: cannot open %s\n"),
            Prog, spw_dbname ());
        SYSLOG ((LOG_WARN, "cannot open %s", spw_dbname ()));
        fail_exit (E_FAILURE);
    }
    sp = spw_locate (name);
    if (NULL == sp) {
        /* Try to update the password in /etc/passwd instead. */
        (void) spw_close ();
        update_noshadow ();
        if (spw_unlock () == 0) {
            (void) fprintf (stderr,
                _("%s: failed to unlock %s\n"),
                Prog, spw_dbname ());
            SYSLOG ((LOG_ERR, "failed to unlock %s", spw_dbname ()));
        }
    }
}

```

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        /* continue */
    }
    spw_locked = false;
    return;
}
nsp = __spw_dup (sp);
if (NULL == nsp) {
    oom ();
}
nsp->sp_pwdp = update_crypt_pw (nsp->sp_pwdp);
if (xflg) {
    nsp->sp_max = (age_max * DAY) / SCALE;
}
if (nflg) {
    nsp->sp_min = (age_min * DAY) / SCALE;
}
if (wflg) {
    nsp->sp_warn = (warn * DAY) / SCALE;
}
if (iflg) {
    nsp->sp_inact = (inact * DAY) / SCALE;
}
#endif USE_PAM
if (do_update_age) {
    nsp->sp_lstchg = (long) time ((time_t *) 0) / SCALE;
    if (0 == nsp->sp_lstchg) {
        /* Better disable aging than requiring a password
         * change */
        nsp->sp_lstchg = -1;
    }
}
#endif /* !USE_PAM */

/*
 * Force change on next login, like SunOS 4.x passwd -e or Solaris
 * 2.x passwd -f. Solaris 2.x seems to do the same thing (set
 * sp_lstchg to 0).
 */
if (eflg) {
    nsp->sp_lstchg = 0;
}

if (spw_update (nsp) == 0) {
    (void) fprintf (stderr,
        _("%s: failed to prepare the new %s entry '%s'\n"),
        Prog, spw_dbname (), nsp->sp_namp);
    fail_exit (E_FAILURE);
}
if (spw_close () == 0) {
    (void) fprintf (stderr,
        _("%s: failure while writing changes to %s\n"),
        Prog, spw_dbname ());
    SYSLOG ((LOG_ERR, "failure while writing changes to %s", spw_dbname ());
    fail_exit (E_FAILURE);
}
if (spw_unlock () == 0) {
    (void) fprintf (stderr,
        _("%s: failed to unlock %s\n"),
        Prog, spw_dbname ());
    SYSLOG ((LOG_ERR, "failed to unlock %s", spw_dbname ());
    /* continue */
}
spw_locked = false;
}

#ifdef WITH_SELINUX
static int check_selinux_access (const char *changed_user,
                                uid_t changed_uid,
                                access_vector_t requested_access)
{
    int status = -1;
    security_context_t user_context;
    context_t c;
    const char *user;

    /* if in permissive mode then allow the operation */
    if (security_getenforce() == 0) {
        return 0;
    }

    /* get the context of the process which executed passwd */
    if (getprevcon(&user_context) != 0) {
        return -1;
    }

    /* get the "user" portion of the context (the part before the first
    colon) */
    c = context_new(user_context);
    user = context_user_get(c);

    /* if changing a password for an account with UID==0 or for an account
    where the identity matches then return success */
    if (changed_uid != 0 && strcmp(changed_user, user) == 0) {
        status = 0;
    } else {
        struct av_decision avd;
        int retval;
        retval = security_compute_av(user_context,

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        user_context,
        SECCLASS_PASSWD,
        requested_access,
        &avd);
    if ((retval == 0) &&
        ((requested_access & avd.allowed) == requested_access)) {
        status = 0;
    }
}
context_free(c);
freecon(user_context);
return status;
}

#endif          /* WITH_SELINUX */

/*
 * passwd - change a user's password file information
 *
 * This command controls the password file and commands which are used
 * to modify it.
 *
 * The valid options are
 *
 * -d      delete the password for the named account (*)
 * -e      expire the password for the named account (*)
 * -f      execute chfn command to interpret flags
 * -g      execute gpasswd command to interpret flags
 * -i #    set sp_inact to # days (*)
 * -k      change password only if expired
 * -l      lock the password of the named account (*)
 * -n #    set sp_min to # days (*)
 * -r #    change password in # repository
 * -s      execute chsh command to interpret flags
 * -S      show password status of named account
 * -u      unlock the password of the named account (*)
 * -w #    set sp_warn to # days (*)
 * -x #    set sp_max to # days (*)
 *
 * (*) requires root permission to execute.
 *
 * All of the time fields are entered in days and converted to the
 * appropriate internal format. For finer resolute the chage
 * command must be used.
 */
int main (int argc, char **argv)
{
    const struct passwd *pw;          /* Password file entry for user */

#ifdef USE_PAM
    char *cp;          /* Miscellaneous character pointing */
    const struct spwd *sp; /* Shadow file entry for user */
#endif
    /* !USE_PAM */

    sanitize_env ();

    /*
     * Get the program name. The program name is used as a prefix to
     * most error messages.
     */
    Prog = Basename (argv[0]);

    (void) setlocale (LC_ALL, "");
    (void) bindtextdomain (PACKAGE, LOCALEDIR);
    (void) textdomain (PACKAGE);

    process_root_flag ("-R", argc, argv);

    /*
     * The program behaves differently when executed by root than when
     * executed by a normal user.
     */
    amroot = (getuid () == 0);

    OPENLOG ("passwd");

    {
        /*
         * Parse the command line options.
         */
        int c;
        static struct option long_options[] = {
            {"all",          no_argument,  NULL, 'a'},
            {"delete",      no_argument,  NULL, 'd'},
            {"expire",      no_argument,  NULL, 'e'},
            {"help",        no_argument,  NULL, 'h'},
            {"inactive",    required_argument, NULL, 'i'},
            {"keep-tokens", no_argument,  NULL, 'k'},
            {"lock",        no_argument,  NULL, 'l'},
            {"mindays",     required_argument, NULL, 'n'},
            {"quiet",       no_argument,  NULL, 'q'},
            {"repository",  required_argument, NULL, 'r'},
            {"root",        required_argument, NULL, 'R'},
            {"status",      no_argument,  NULL, 'S'},
            {"unlock",      no_argument,  NULL, 'u'},
            {"warndays",    required_argument, NULL, 'w'},
            {"maxdays",    required_argument, NULL, 'x'},
        };
    }
}

```

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        {NULL, 0, NULL, '\0'}
};

while ((c = getopt_long (argc, argv, "adehi:kl:n:qr:R:Suw:x:",
                        long_options, NULL)) != -1) {
    switch (c) {
    case 'a':
        aflg = true;
        break;
    case 'd':
        dflg = true;
        anyflag = true;
        break;
    case 'e':
        eflg = true;
        anyflag = true;
        break;
    case 'h':
        usage (E_SUCCESS);
        /*@notreached@*/break;
    case 'i':
        if ( (getlong (optarg, &inact) == 0)
            || (inact < -1)) {
            fprintf (stderr,
                    _("%s: invalid numeric argument '%s'\n"),
                    Prog, optarg);
            usage (E_BAD_ARG);
        }
        iflg = true;
        anyflag = true;
        break;
    case 'k':
        /* change only if expired, like Linux-PAM passwd -k. */
        kflg = true; /* ok for users */
        break;
    case 'l':
        lflg = true;
        anyflag = true;
        break;
    case 'n':
        if ( (getlong (optarg, &age_min) == 0)
            || (age_min < -1)) {
            fprintf (stderr,
                    _("%s: invalid numeric argument '%s'\n"),
                    Prog, optarg);
            usage (E_BAD_ARG);
        }
        nflg = true;
        anyflag = true;
        break;
    case 'q':
        qflg = true; /* ok for users */
        break;
    case 'r':
        /* -r repository (files|nis|nisplus) */
        /* only "files" supported for now */
        if (strcmp (optarg, "files") != 0) {
            fprintf (stderr,
                    _("%s: repository %s not supported\n"),
                    Prog, optarg);
            exit (E_BAD_ARG);
        }
        break;
    case 'R': /* no-op, handled in process_root_flag () */
        break;
    case 'S':
        Sflg = true; /* ok for users */
        break;
    case 'u':
        uflg = true;
        anyflag = true;
        break;
    case 'w':
        if ( (getlong (optarg, &warn) == 0)
            || (warn < -1)) {
            (void) fprintf (stderr,
                            _("%s: invalid numeric argument '%s'\n"),
                            Prog, optarg);
            usage (E_BAD_ARG);
        }
        wflg = true;
        anyflag = true;
        break;
    case 'x':
        if ( (getlong (optarg, &age_max) == 0)
            || (age_max < -1)) {
            (void) fprintf (stderr,
                            _("%s: invalid numeric argument '%s'\n"),
                            Prog, optarg);
            usage (E_BAD_ARG);
        }
        xflg = true;
        anyflag = true;
        break;
    default:
        usage (E_BAD_ARG);
    }
}
}

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}
/*
 * Now I have to get the user name. The name will be gotten from the
 * command line if possible. Otherwise it is figured out from the
 * environment.
 */
pw = get_my_pwent ();
if (NULL == pw) {
    (void) fprintf (stderr,
                    _("%s: Cannot determine your user name.\n"),
                    Prog);
    SYSLOG ((LOG_WARN, "Cannot determine the user name of the caller (UID %lu)",
            (unsigned long) getuid ());
    exit (E_NOPERM);
}
myname = xstrdup (pw->pw_name);
if (optind < argc) {
    name = argv[optind];
} else {
    name = myname;
}
/*
 * Make sure that at most one username was specified.
 */
if (argc > (optind+1)) {
    usage (E_USAGE);
}
/*
 * The -a flag requires -S, no other flags, no username, and
 * you must be root. --marekm
 */
if (aflg) {
    if (anyflag || !Sflg || (optind < argc)) {
        usage (E_USAGE);
    }
    if (!amroot) {
        (void) fprintf (stderr,
                        _("%s: Permission denied.\n"),
                        Prog);
        exit (E_NOPERM);
    }
    setpwent ();
    while ( (pw = getpwent ()) != NULL ) {
        print_status (pw);
    }
    endpwent ();
    exit (E_SUCCESS);
}
#endif
/*
 * Allow certain users (administrators) to change passwords of
 * certain users. Not implemented yet. --marekm
 */
if (may_change_passwd (myname, name))
    amroot = 1;
#endif
/*
 * If any of the flags were given, a user name must be supplied on
 * the command line. Only an unadorned command line doesn't require
 * the user's name be given. Also, -x, -n, -w, -i, -e, -d,
 * -l, -u may appear with each other. -S, -k must appear alone.
 */
/*
 * -S now ok for normal users (check status of my own account), and
 * doesn't require username. --marekm
 */
if (anyflag && optind >= argc) {
    usage (E_USAGE);
}
if ( (Sflg && kflg)
    || (anyflag && (Sflg || kflg))) {
    usage (E_USAGE);
}
if (anyflag && !amroot) {
    (void) fprintf (stderr, _("%s: Permission denied.\n"), Prog);
    exit (E_NOPERM);
}
pw = xgetpwnam (name);
if (NULL == pw) {
    (void) fprintf (stderr,
                    _("%s: user '%s' does not exist\n"),
                    Prog, name);
    exit (E_NOPERM);
}
#ifdef WITH_SELINUX
/* only do this check when getuid()==0 because it's a pre-condition for
changing a password without entering the old one */
if ((is_selinux_enabled() > 0) && (getuid() == 0) &&
    (check_selinux_access (name, pw->pw_uid, PASSWD__PASSWD) != 0)) {
    security_context_t user_context = NULL;

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const char *user = "Unknown user context";
if (getprevcon (&user_context) == 0) {
    user = user_context; /* FIXME: use context_user_get? */
}
SYSLOG ((LOG_ALERT,
        "%s is not authorized to change the password of %s",
        user, name));
(void) fprintf(stderr,
        _("%s: %s is not authorized to change the password of %s\n"),
        Prog, user, name);
if (NULL != user_context) {
    freecon (user_context);
}
exit (E_NOPERM);
}
#endif /* WITH_SELINUX */

/*
 * If the UID of the user does not match the current real UID,
 * check if I'm root.
 */
if (!amroot && (pw->pw_uid != getuid ())) {
    (void) fprintf (stderr,
        _("%s: You may not view or modify password information for %s.\n"),
        Prog, name);
    SYSLOG ((LOG_WARN,
            "%s: can't view or modify password information for %s",
            Prog, name));
    closelog ();
    exit (E_NOPERM);
}

if (Sflg) {
    print_status (pw);
    exit (E_SUCCESS);
}
#endif USE_PAM
/*
 * The user name is valid, so let's get the shadow file entry.
 */
sp = getspnam (name); /* !USE_PAM, no need for xgetspnam */
if (NULL == sp) {
    if (errno == EACCES) {
        (void) fprintf (stderr,
            _("%s: Permission denied.\n"),
            Prog);
        exit (E_NOPERM);
    }
    sp = pwd_to_spwd (pw);
}

cp = sp->sp_pwdp;

/*
 * If there are no other flags, just change the password.
 */
if (!anyflag) {
    STRFCPY (crypt_passwd, cp);

    /*
     * See if the user is permitted to change the password.
     * Otherwise, go ahead and set a new password.
     */
    check_password (pw, sp);

    /*
     * Let the user know whose password is being changed.
     */
    if (!qflg) {
        (void) printf (_("Changing password for %s\n"), name);
    }

    if (new_password (pw) != 0) {
        (void) fprintf (stderr,
            _("The password for %s is unchanged.\n"),
            name);
        closelog ();
        exit (E_NOPERM);
    }
    do_update_pwd = true;
    do_update_age = true;
}
#endif /* !USE_PAM */

/*
 * Before going any further, raise the ulimit to prevent colliding
 * into a lowered ulimit, and set the real UID to root to protect
 * against unexpected signals. Any keyboard signals are set to be
 * ignored.
 */
pwd_init ();

#ifdef USE_PAM
/*
 * Don't set the real UID for PAM...
 */
if (!anyflag) {
    do_pam_passwd (name, qflg, kflg);
    exit (E_SUCCESS);
}
#endif

```

```

}
#endif
/* USE_PAM */
if (setuid (0) != 0) {
    (void) fputs (_("Cannot change ID to root.\n"), stderr);
    SYSLOG ((LOG_ERR, "can't setuid(0)"));
    closelog ();
    exit (E_NOPERM);
}
if (spw_file_present ()) {
    update_shadow ();
} else {
    update_noshadow ();
}

nscd_flush_cache ("passwd");
nscd_flush_cache ("group");

SYSLOG ((LOG_INFO, "password for '%s' changed by '%s'", name, myname));
closelog ();
if (!qflag) {
    if (!anyflag) {
#ifdef USE_PAM
        (void) printf (_("%s: password changed.\n"), Prog);
        /* USE_PAM */
    } else {
        (void) printf (_("%s: password expiry information changed.\n"), Prog);
    }
}

return E_SUCCESS;
}

```

---

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---

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spawn\_console.c spawn\_login.c  
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Dustin Kirkland <kirkland@canonical.com>

#### The files

auth.c pam\_auth.h pam.c parse.c screen.c username.c vlock.c vlock.h vt.c

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---

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```

```
<signature of Ty Coon>, 1 April 1989
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---

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---

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-----

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## Notice for package(s)

### *glib-2.0*

---

```
/* GLIB - Library of useful routines for C programming
 * Copyright (C) 1995-1997 Peter Mattis, Spencer Kimball and Josh MacDonald
 *
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 *
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 * License along with this library; if not, see <http://www.gnu.org/licenses/>.
 */

/*
 * Modified by the GLib Team and others 1997-2000. See the AUTHORS
 * file for a list of people on the GLib Team. See the ChangeLog
 * files for a list of changes. These files are distributed with
 * GLib at ftp://ftp.gtk.org/pub/gtk/.
 */

#ifndef __G_LIB_H__
#define __G_LIB_H__

#define __GLIB_H_INSIDE__

#include <glib/galloca.h>
#include <glib/garray.h>
#include <glib/gasyncqueue.h>
#include <glib/gatomic.h>
#include <glib/gbacktrace.h>
```

```

#include <glib/gbase64.h>
#include <glib/gbitlock.h>
#include <glib/gbookmarkfile.h>
#include <glib/gbytes.h>
#include <glib/gcharset.h>
#include <glib/gchecksum.h>
#include <glib/gconvert.h>
#include <glib/gdataset.h>
#include <glib/gdate.h>
#include <glib/gdatetime.h>
#include <glib/gdir.h>
#include <glib/genviron.h>
#include <glib/gerror.h>
#include <glib/gfileutils.h>
#include <glib/ggettext.h>
#include <glib/ghash.h>
#include <glib/gamac.h>
#include <glib/ghook.h>
#include <glib/ghostutils.h>
#include <glib/giochannel.h>
#include <glib/gkeyfile.h>
#include <glib/glist.h>
#include <glib/gmacros.h>
#include <glib/gmain.h>
#include <glib/gmappedfile.h>
#include <glib/gmarkup.h>
#include <glib/gmem.h>
#include <glib/gmessages.h>
#include <glib/gnode.h>
#include <glib/goption.h>
#include <glib/gpattern.h>
#include <glib/gpoll.h>
#include <glib/gprimes.h>
#include <glib/gqsort.h>
#include <glib/gquark.h>
#include <glib/gqueue.h>
#include <glib/grand.h>
#include <glib/gregex.h>
#include <glib/gscanner.h>
#include <glib/gsequence.h>
#include <glib/gshell.h>
#include <glib/gslice.h>
#include <glib/gslist.h>
#include <glib/gspawn.h>
#include <glib/gstrfuncs.h>
#include <glib/gstring.h>
#include <glib/gstringchunk.h>
#include <glib/gtestutils.h>
#include <glib/gthread.h>
#include <glib/gthreadpool.h>
#include <glib/gtimer.h>
#include <glib/gtimezone.h>
#include <glib/gtrashstack.h>
#include <glib/gtree.h>
#include <glib/gtypes.h>
#include <glib/gunicode.h>
#include <glib/gurifuncs.h>
#include <glib/gutils.h>
#include <glib/gvarianttype.h>
#include <glib/gvariant.h>
#include <glib/gversion.h>
#include <glib/gversionmacros.h>
#ifdef G_PLATFORM_WIN32
#include <glib/gwin32.h>
#endif

#ifndef G_DISABLE_DEPRECATED
#include <glib/deprecated/gallocator.h>
#include <glib/deprecated/gcache.h>
#include <glib/deprecated/gcompletion.h>
#include <glib/deprecated/gmain.h>
#include <glib/deprecated/grel.h>
#include <glib/deprecated/gthread.h>
#endif /* G_DISABLE_DEPRECATED */

#include <glib/glib-autocleanups.h>

#undef __GLIB_H_INSIDE__

#endif /* __GLIB_H__ */

```

---

## Notice for package(s)

*m4*

---

The files in this directory provide example uses of GNU M4.  
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## Notice for package(s)

### update-rc.d

---

```
#!/bin/sh
#
# update-rc.d  Update the links in /etc/rc[0-9S].d/
#
# (c) 2003, 2004 Phil Blundell <pb@handhelds.org>
#
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# it under the terms of the GNU General Public License as published by
# the Free Software Foundation; either version 2, or (at your option)
# any later version.
#
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# GNU General Public License for more details.

initd="/etc/init.d"
etcd="/etc/rc"
notreally=0
force=0
dostart=0
verbose=0

usage()
{
    cat >&2 <<EOF
usage: update-rc.d [-n] [-f] [-r <root>] <basename> remove
update-rc.d [-n] [-r <root>] [-s] <basename> defaults [NN | sNN kNN]
update-rc.d [-n] [-r <root>] [-s] <basename> start|stop NN runlvl [runlvl] [...] .
    -n: not really
    -f: force
    -v: verbose
    -r: alternate root path (default is /)
    -s: invoke start methods if appropriate to current runlevel
EOF
}

checklinks()
{
    local i dn fn remove=0
    if [ "x$1" = "xremove" ]; then
        echo "Removing any system startup links for $bn ..."
        remove=1
    fi

    for i in 0 1 2 3 4 5 6 7 8 9 S; do
        dn="{etcd}${i}.d"
        if [ ! -d $dn ]; then
            continue;
        fi
        for f in ${dn}/[SK]??${bn}; do
            if [ -L $f ]; then
                if [ $remove -eq 0 ]; then
                    return 1
                fi
                echo " $f"
                if [ $notreally -eq 1 ]; then
                    continue
                fi
                rm $f
            fi
        done
    done

    return 0
}

dolink()
{
    startstop=$1
    lev=`echo $2 | cut -d/ -f1`
    nn=`echo $2 | cut -d/ -f2`
    fn="{etcd}${lev}.d/${startstop}${nn}${bn}"
    [ $verbose -eq 1 ] && echo " $fn -> ../init.d/$bn"
    if [ $notreally -eq 0 ]; then
        mkdir -p `dirname $fn`
        ln -s ../init.d/$bn $fn
    fi
    if [ $dostart -eq 1 ] && [ $startstop = "S" ] && [ $lev = $RUNLEVEL ]; then
        $fn start || true
    fi
}

makelinks()
```

```

{
    if ! checklinks; then
        echo " System startup links for $initd/$bn already exist."
        if [ $dostart -eq 1 ] && [ $notreally -eq 0 ] && [ -L ${etcd}${RUNLEVEL}.d/S??${bn} ]; then
            ${etcd}${RUNLEVEL}.d/S??${bn} restart || true
        fi
    fi
    exit 0
fi

echo " Adding system startup for $initd/$bn."

for i in $startlinks; do
    dolink S $i
done
for i in $stoptlinks; do
    dolink K $i
done
}

while [ $# -gt 0 ]; do
    case $1 in
        -n)      notreally=1
                shift
                continue
                ;;
        -v)      verbose=1
                shift
                continue
                ;;
        -f)      force=1
                shift
                continue
                ;;
        -s)      dostart=1
                shift
                continue
                ;;
        -r)      shift
                root=$1
                initd="${root}${initd}"
                etcd="${root}${etcd}"
                shift
                ;;
        -h | --help)
                usage
                exit 0
                ;;
        -*)
                usage
                exit 1
                ;;
        *)
                break
                ;;
    esac
done

if [ $# -lt 2 ]; then
    usage
    exit 1
fi

bn=$1
shift

sn=$initd/$bn
if [ -L "$sn" -a -n "$root" ]; then
    if which readlink >/dev/null; then
        while true; do
            linksn="$(readlink "$sn")"
            if [ -z "$linksn" ]; then
                break
            fi

            sn="$linksn"
            case "$sn" in
                /*) sn="$root$sn" ;;
                *) sn="$initd/$sn" ;;
            esac
        done
    else
        echo "update-rc.d: readlink tool not present, cannot check whether \
            $sn symlink points to a valid file." >&2
    fi
fi

if [ $1 != "remove" ]; then
    if [ ! -f "$sn" ]; then
        echo "update-rc.d: $initd/$bn: file does not exist" >&2
        exit 1
    fi
else
    if [ -f "$sn" ]; then
        if [ $force -eq 1 ]; then
            echo "update-rc.d: $initd/$bn exists during rc.d purge (continuing)" >&2
        else
            echo "update-rc.d: $initd/$bn exists during rc.d purge (use -f to force)" >&2
            exit 1
        fi
    fi
fi

```

```

        fi
    fi
fi
if [ $dostart -eq 1 ]; then
    #RUNLEVEL=`sed 's/.*\[\(.*\)\]/\1/' < /proc/1/cmdline`
    RUNLEVEL=`runlevel | cut -d" " -f2`
    if [ "x$RUNLEVEL" = "x" ]; then
        echo "Unable to determine current runlevel" >&2
        exit 1
    fi
fi
case $1 in
    remove)
        checklinks "remove"
        ;;

    defaults)
        if [ $# -gt 3 ]; then
            echo "defaults takes only one or two arguments" >&2
            usage
            exit 1
        fi
        start=20
        stop=20
        if [ $# -gt 1 ]; then
            start=$2
            stop=$2
        fi
        if [ $# -gt 2 ]; then
            stop=$3
        fi
        start=`printf %02d $start`
        stop=`printf %02d $stop`
        stoplinks="0/$stop 1/$stop 6/$stop"
        startlinks="2/$start 3/$start 4/$start 5/$start"
        makelinks
        ;;

    start | stop)
        while [ $# -gt 0 ]; do
            if [ $1 = "start" ]; then
                letter=S
            elif [ $1 = "stop" ]; then
                letter=K
            else
                echo "expected start or stop" >&2
                usage
                exit 1
            fi
            shift
            NN=`printf %02d $(expr $1 + 0)`
            shift
            while [ "x$1" != "x." ]; do
                if [ $# -eq 0 ]; then
                    echo "action with list of runlevels not terminated by \`.`" >&2
                    exit 1
                fi
                level=$1
                shift
                case $letter in
                    S) startlinks="$startlinks $level/$NN" ;;
                    K) stoplinks="$stoplinks $level/$NN" ;;
                esac
            done
            shift
        done
        makelinks
        ;;

    *)
        usage
        exit 1
        ;;
esac

```

---

## Notice for package(s)

### *e2fsprogs*

---

```

/*
 * ext2fs.h --- ext2fs
 *
 * Copyright (C) 1993, 1994, 1995, 1996 Theodore Ts'o.
 *
 * %Begin-Header%
 * This file may be redistributed under the terms of the GNU Library
 * General Public License, version 2.
 * %End-Header%
 */

```

```

#ifndef _EXT2FS_EXT2FS_H
#define _EXT2FS_EXT2FS_H

#ifdef __GNUC__
#define EXT2FS_ATTR(x) __attribute__(x)
#else
#define EXT2FS_ATTR(x)
#endif

#ifdef __cplusplus
extern "C" {
#endif

/*
 * Non-GNU C compilers won't necessarily understand inline
 */
#if (!defined(__GNUC__) && !defined(__WATCOMC__))
#define NO_INLINE_FUNCS
#endif

/*
 * Where the master copy of the superblock is located, and how big
 * superblocks are supposed to be. We define SUPERBLOCK_SIZE because
 * the size of the superblock structure is not necessarily trustworthy
 * (some versions have the padding set up so that the superblock is
 * 1032 bytes long).
 */
#define SUPERBLOCK_OFFSET      1024
#define SUPERBLOCK_SIZE       1024

/*
 * The last ext2fs revision level that this version of the library is
 * able to support.
 */
#define EXT2_LIB_CURRENT_REV    EXT2_DYNAMIC_REV

#ifdef HAVE_SYS_TYPES_H
#include <sys/types.h>
#endif

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <errno.h>

#if EXT2_FLAT_INCLUDES
#include "e2_types.h"
#include "ext2_fs.h"
#include "ext3_extents.h"
#else
#include <ext2fs/ext2_types.h>
#include <ext2fs/ext2_fs.h>
#include <ext2fs/ext3_extents.h>
#endif /* EXT2_FLAT_INCLUDES */

#ifdef __CHECK_ENDIAN__
#define __bitwise __attribute__((bitwise))
#else
#define __bitwise
#endif

typedef __u32 __bitwise      ext2_ino_t;
typedef __u32 __bitwise      blk_t;
typedef __u64 __bitwise      blk64_t;
typedef __u32 __bitwise      dgrp_t;
typedef __u32 __bitwise      ext2_off_t;
typedef __u64 __bitwise      ext2_off64_t;
typedef __s64 __bitwise      e2_blkcnt_t;
typedef __u32 __bitwise      ext2_dirhash_t;

#if EXT2_FLAT_INCLUDES
#include "com_err.h"
#include "ext2_io.h"
#include "ext2_err.h"
#include "ext2_ext_attr.h"
#else
#include <et/com_err.h>
#include <ext2fs/ext2_io.h>
#include <ext2fs/ext2_err.h>
#include <ext2fs/ext2_ext_attr.h>
#endif

/*
 * Portability help for Microsoft Visual C++
 */
#ifdef _MSC_VER
#define EXT2_QSORT_TYPE int __cdecl
#else
#define EXT2_QSORT_TYPE int
#endif

typedef struct struct_ext2_filsys *ext2_filsys;

#define EXT2FS_MARK_ERROR      0
#define EXT2FS_UNMARK_ERROR    1
#define EXT2FS_TEST_ERROR      2

```

```

typedef struct ext2fs_struct_generic_bitmap *ext2fs_generic_bitmap;
typedef struct ext2fs_struct_generic_bitmap *ext2fs_inode_bitmap;
typedef struct ext2fs_struct_generic_bitmap *ext2fs_block_bitmap;

#define EXT2_FIRST_INODE(s)      EXT2_FIRST_INO(s)

/*
 * Badblocks list definitions
 */

typedef struct ext2_struct_u32_list *ext2_badblocks_list;
typedef struct ext2_struct_u32_iterate *ext2_badblocks_iterate;

typedef struct ext2_struct_u32_list *ext2_u32_list;
typedef struct ext2_struct_u32_iterate *ext2_u32_iterate;

/* old */
typedef struct ext2_struct_u32_list *badblocks_list;
typedef struct ext2_struct_u32_iterate *badblocks_iterate;

#define BADBLOCKS_FLAG_DIRTY    1

/*
 * ext2_dblist structure and abstractions (see dblist.c)
 */
struct ext2_db_entry2 {
    ext2_ino_t    ino;
    blk64_t    blk;
    e2_blkcnt_t    blockcnt;
};

/* Ye Olde 32-bit version */
struct ext2_db_entry {
    ext2_ino_t    ino;
    blk_t    blk;
    int    blockcnt;
};

typedef struct ext2_struct_dblist *ext2_dblist;

#define DBLIST_ABORT    1

/*
 * ext2_fileio definitions
 */

#define EXT2_FILE_WRITE        0x0001
#define EXT2_FILE_CREATE      0x0002

#define EXT2_FILE_MASK        0x00FF

#define EXT2_FILE_BUF_DIRTY    0x4000
#define EXT2_FILE_BUF_VALID    0x2000

typedef struct ext2_file *ext2_file_t;

#define EXT2_SEEK_SET    0
#define EXT2_SEEK_CUR    1
#define EXT2_SEEK_END    2

/*
 * Flags for the ext2_filsys structure and for ext2fs_open()
 */
#define EXT2_FLAG_RW                0x01
#define EXT2_FLAG_CHANGED          0x02
#define EXT2_FLAG_DIRTY            0x04
#define EXT2_FLAG_VALID            0x08
#define EXT2_FLAG_IB_DIRTY        0x10
#define EXT2_FLAG_BB_DIRTY        0x20
#define EXT2_FLAG_SWAP_BYTES      0x40
#define EXT2_FLAG_SWAP_BYTES_READ 0x80
#define EXT2_FLAG_SWAP_BYTES_WRITE 0x100
#define EXT2_FLAG_MASTER_SB_ONLY  0x200
#define EXT2_FLAG_FORCE           0x400
#define EXT2_FLAG_SUPER_ONLY      0x800
#define EXT2_FLAG_JOURNAL_DEV_OK  0x1000
#define EXT2_FLAG_IMAGE_FILE      0x2000
#define EXT2_FLAG_EXCLUSIVE       0x4000
#define EXT2_FLAG_SOFTSUPP_FEATURES 0x8000
#define EXT2_FLAG_NOFREE_ON_ERROR 0x10000
#define EXT2_FLAG_64BITS          0x20000
#define EXT2_FLAG_PRINT_PROGRESS  0x40000
#define EXT2_FLAG_DIRECT_IO       0x80000
#define EXT2_FLAG_SKIP_MMP        0x100000

/*
 * Special flag in the ext2 inode i_flag field that means that this is
 * a new inode. (So that ext2_write_inode() can clear extra fields.)
 */
#define EXT2_NEW_INODE_FL        0x80000000

/*
 * Flags for mkjournal
 */
#define EXT2_MKJOURNAL_V1_SUPER 0x00000001 /* create V1 superblock (deprecated) */
#define EXT2_MKJOURNAL_LAZYINIT 0x00000002 /* don't zero journal inode before use*/
#define EXT2_MKJOURNAL_NO_MNT_CHECK 0x00000004 /* don't check mount status */

```

```

struct opaque_ext2_group_desc;

struct struct_ext2_filsys {
    errcode_t          magic;
    io_channel         io;
    int                flags;
    char *             device_name;
    struct ext2_super_block * super;
    unsigned int       blocksize;
    int                fragsize;
    dgrp_t             group_desc_count;
    unsigned long      desc_blocks;
    struct opaque_ext2_group_desc * group_desc;
    unsigned int       inode_blocks_per_group;
    ext2fs_inode_bitmap inode_map;
    ext2fs_block_bitmap block_map;
    /* XXX FIXME-64: not 64-bit safe, but not used? */
    errcode_t (*get_blocks)(ext2_filsys fs, ext2_ino_t ino, blk_t *blocks);
    errcode_t (*check_directory)(ext2_filsys fs, ext2_ino_t ino);
    errcode_t (*write_bitmaps)(ext2_filsys fs);
    errcode_t (*read_inode)(ext2_filsys fs, ext2_ino_t ino,
                           struct ext2_inode *inode);
    errcode_t (*write_inode)(ext2_filsys fs, ext2_ino_t ino,
                           struct ext2_inode *inode);
    ext2_badblocks_list badblocks;
    ext2_dblist         dblist;
    __u32               stride; /* for mke2fs */
    struct ext2_super_block * orig_super;
    struct ext2_image_hdr *  image_header;
    __u32               umask;
    time_t              now;
    int                 cluster_ratio_bits;
    __u16               default_bitmap_type;
    __u16               pad;
    /*
     * Reserved for future expansion
     */
    __u32               reserved[5];
    /*
     * Reserved for the use of the calling application.
     */
    void *              priv_data;
    /*
     * Inode cache
     */
    struct ext2_inode_cache * icache;
    io_channel         image_io;
    /*
     * More callback functions
     */
    errcode_t (*get_alloc_block)(ext2_filsys fs, blk64_t goal,
                                blk64_t *ret);
    void (*block_alloc_stats)(ext2_filsys fs, blk64_t blk, int inuse);
    /*
     * Buffers for Multiple mount protection(MMP) block.
     */
    void *mmp_buf;
    void *mmp_cmp;
    int mmp_fd;
    /*
     * Time at which e2fsck last updated the MMP block.
     */
    long mmp_last_written;
};

#if EXT2_FLAT_INCLUDES
#include "e2_bitops.h"
#else
#include <ext2fs/bitops.h>
#endif

/*
 * 64-bit bitmap backend types
 */
#define EXT2FS_BMAP64_BITARRAY 1
#define EXT2FS_BMAP64_RBTREE 2
#define EXT2FS_BMAP64_AUTODIR 3

/*
 * Return flags for the block iterator functions
 */
#define BLOCK_CHANGED 1
#define BLOCK_ABORT 2
#define BLOCK_ERROR 4

/*
 * Block iterate flags
 *
 * BLOCK_FLAG_APPEND, or BLOCK_FLAG_HOLE, indicates that the iterator
 * function should be called on blocks where the block number is zero.
 * This is used by ext2fs_expand_dir() to be able to add a new block
 * to an inode. It can also be used for programs that want to be able

```

```

* to deal with files that contain "holes".
*
* BLOCK_FLAG_DEPTH_TRAVERSE indicates that the iterator function for
* the indirect, doubly indirect, etc. blocks should be called after
* all of the blocks contained in the indirect blocks are processed.
* This is useful if you are going to be deallocating blocks from an
* inode.
*
* BLOCK_FLAG_DATA_ONLY indicates that the iterator function should be
* called for data blocks only.
*
* BLOCK_FLAG_READ_ONLY is a promise by the caller that it will not
* modify returned block number.
*
* BLOCK_FLAG_NO_LARGE is for internal use only. It informs
* ext2fs_block_iterate2 that large files won't be accepted.
*/
#define BLOCK_FLAG_APPEND      1
#define BLOCK_FLAG_HOLE        1
#define BLOCK_FLAG_DEPTH_TRAVERSE  2
#define BLOCK_FLAG_DATA_ONLY    4
#define BLOCK_FLAG_READ_ONLY    8

#define BLOCK_FLAG_NO_LARGE    0x1000

/*
 * Magic "block count" return values for the block iterator function.
 */
#define BLOCK_COUNT_IND        (-1)
#define BLOCK_COUNT_DIND      (-2)
#define BLOCK_COUNT_TIND      (-3)
#define BLOCK_COUNT_TRANSLATOR (-4)

#if 0
/*
 * Flags for ext2fs_move_blocks
 */
#define EXT2_BMOVE_GET_DBLIST  0x0001
#define EXT2_BMOVE_DEBUG      0x0002
#endif

/*
 * Generic (non-filesystem layout specific) extents structure
 */

#define EXT2_EXTENT_FLAGS_LEAF      0x0001
#define EXT2_EXTENT_FLAGS_UNINIT   0x0002
#define EXT2_EXTENT_FLAGS_SECOND_VISIT 0x0004

struct ext2fs_extent {
    blk64_t e_pblk;          /* first physical block */
    blk64_t e_lblk;         /* first logical block extent covers */
    __u32 e_len;            /* number of blocks covered by extent */
    __u32 e_flags;         /* extent flags */
};

typedef struct ext2_extent_handle *ext2_extent_handle_t;
typedef struct ext2_extent_path *ext2_extent_path_t;

/*
 * Flags used by ext2fs_extent_get()
 */
#define EXT2_EXTENT_CURRENT      0x0000
#define EXT2_EXTENT_MOVE_MASK   0x000F
#define EXT2_EXTENT_ROOT        0x0001
#define EXT2_EXTENT_LAST_LEAF   0x0002
#define EXT2_EXTENT_FIRST_SIB   0x0003
#define EXT2_EXTENT_LAST_SIB    0x0004
#define EXT2_EXTENT_NEXT_SIB    0x0005
#define EXT2_EXTENT_PREV_SIB    0x0006
#define EXT2_EXTENT_NEXT_LEAF   0x0007
#define EXT2_EXTENT_PREV_LEAF   0x0008
#define EXT2_EXTENT_NEXT        0x0009
#define EXT2_EXTENT_PREV        0x000A
#define EXT2_EXTENT_UP          0x000B
#define EXT2_EXTENT_DOWN        0x000C
#define EXT2_EXTENT_DOWN_AND_LAST 0x000D

/*
 * Flags used by ext2fs_extent_insert()
 */
#define EXT2_EXTENT_INSERT_AFTER  0x0001 /* insert after handle loc'n */
#define EXT2_EXTENT_INSERT_NOSPLIT 0x0002 /* insert may not cause split */

/*
 * Flags used by ext2fs_extent_delete()
 */
#define EXT2_EXTENT_DELETE_KEEP_EMPTY 0x0001 /* keep node if last extnt gone */

/*
 * Flags used by ext2fs_extent_set_bmap()
 */
#define EXT2_EXTENT_SET_BMAP_UNINIT 0x0001

/*
 * Data structure returned by ext2fs_extent_get_info()
 */
struct ext2_extent_info {

```

```

int curr_entry;
int curr_level;
int num_entries;
int max_entries;
int max_depth;
int bytes_avail;
blk64_t max_lblk;
blk64_t max_pblk;
__u32 max_len;
__u32 max_uninit_len;
};

/*
 * Flags for directory block reading and writing functions
 */
#define EXT2_DIRBLOCK_V2_STRUCT 0x0001

/*
 * Return flags for the directory iterator functions
 */
#define DIRENT_CHANGED 1
#define DIRENT_ABORT 2
#define DIRENT_ERROR 3

/*
 * Directory iterator flags
 */
#define DIRENT_FLAG_INCLUDE_EMPTY 1
#define DIRENT_FLAG_INCLUDE_REMOVED 2

#define DIRENT_DOT_FILE 1
#define DIRENT_DOT_DOT_FILE 2
#define DIRENT_OTHER_FILE 3
#define DIRENT_DELETED_FILE 4

/*
 * Inode scan definitions
 */
typedef struct ext2_struct_inode_scan *ext2_inode_scan;

/*
 * ext2fs_scan flags
 */
#define EXT2_SF_CHK_BADBLOCKS 0x0001
#define EXT2_SF_BAD_INODE_BLK 0x0002
#define EXT2_SF_BAD_EXTRA_BYTES 0x0004
#define EXT2_SF_SKIP_MISSING_ITABLE 0x0008
#define EXT2_SF_DO_LAZY 0x0010

/*
 * ext2fs_check_if_mounted flags
 */
#define EXT2_MF_MOUNTED 1
#define EXT2_MF_ISROOT 2
#define EXT2_MF_READONLY 4
#define EXT2_MF_SWAP 8
#define EXT2_MF_BUSY 16

/*
 * Ext2/linux mode flags. We define them here so that we don't need
 * to depend on the OS's sys/stat.h, since we may be compiling on a
 * non-Linux system.
 */
#define LINUX_S_IFMT 00170000
#define LINUX_S_IFSOCK 0140000
#define LINUX_S_IFLNK 0120000
#define LINUX_S_IFREG 0100000
#define LINUX_S_IFBLK 0060000
#define LINUX_S_IFDIR 0040000
#define LINUX_S_IFCHR 0020000
#define LINUX_S_IFIFO 0010000
#define LINUX_S_ISUID 0004000
#define LINUX_S_ISGID 0002000
#define LINUX_S_ISVTX 0001000

#define LINUX_S_IRWXU 00700
#define LINUX_S_IRUSR 00400
#define LINUX_S_IWUSR 00200
#define LINUX_S_IXUSR 00100

#define LINUX_S_IRWXG 00070
#define LINUX_S_IRGRP 00040
#define LINUX_S_IWGRP 00020
#define LINUX_S_IXGRP 00010

#define LINUX_S_IRWXO 00007
#define LINUX_S_IROTH 00004
#define LINUX_S_IWOTH 00002
#define LINUX_S_IXOTH 00001

#define LINUX_S_ISLNK(m) ((m) & LINUX_S_IFMT) == LINUX_S_IFLNK)
#define LINUX_S_ISREG(m) ((m) & LINUX_S_IFMT) == LINUX_S_IFREG)
#define LINUX_S_ISDIR(m) ((m) & LINUX_S_IFMT) == LINUX_S_IFDIR)
#define LINUX_S_ISCHR(m) ((m) & LINUX_S_IFMT) == LINUX_S_IFCHR)
#define LINUX_S_ISBLK(m) ((m) & LINUX_S_IFMT) == LINUX_S_IFBLK)
#define LINUX_S_ISFIFO(m) ((m) & LINUX_S_IFMT) == LINUX_S_IFIFO)
#define LINUX_S_ISSOCK(m) ((m) & LINUX_S_IFMT) == LINUX_S_IFSOCK)

```

```

/*
 * ext2 size of an inode
 */
#define EXT2_I_SIZE(i) ((i)->i_size | ((__u64) (i)->i_size_high << 32))

/*
 * ext2_icount_t abstraction
 */
#define EXT2_ICOUNT_OPT_INCREMENT      0x01

typedef struct ext2_icount *ext2_icount_t;

/*
 * Flags for ext2fs_bmap
 */
#define BMAP_ALLOC      0x0001
#define BMAP_SET        0x0002

/*
 * Returned flags from ext2fs_bmap
 */
#define BMAP_RET_UNINIT 0x0001

/*
 * Flags for imager.c functions
 */
#define IMAGER_FLAG_INODEMAP 1
#define IMAGER_FLAG_SPARSEWRITE 2

/*
 * For checking structure magic numbers...
 */

#define EXT2_CHECK_MAGIC(struct, code) \
    if ((struct)->magic != (code)) return (code)

/*
 * For ext2 compression support
 */
#define EXT2FS_COMPRESSED_BLKADDR ((blk_t) -1)
#define HOLE_BLKADDR(_b) ((_b) == 0 || (_b) == EXT2FS_COMPRESSED_BLKADDR)

/*
 * Features supported by this version of the library
 */
#define EXT2_LIB_FEATURE_COMPAT_SUPP (EXT2_FEATURE_COMPAT_DIR_PREALLOC|\
    EXT2_FEATURE_COMPAT_IMAGIC_INODES|\
    EXT3_FEATURE_COMPAT_HAS_JOURNAL|\
    EXT2_FEATURE_COMPAT_RESIZE_INODE|\
    EXT2_FEATURE_COMPAT_DIR_INDEX|\
    EXT2_FEATURE_COMPAT_EXT_ATTR)

/* This #ifdef is temporary until compression is fully supported */
#ifdef ENABLE_COMPRESSION
#ifndef I_KNOW_THAT_COMPRESSION_IS_EXPERIMENTAL
/* If the below warning bugs you, then have
`CPPFLAGS=-DI_KNOW_THAT_COMPRESSION_IS_EXPERIMENTAL' in your
environment at configure time. */
#warning "Compression support is experimental"
#endif
#define EXT2_LIB_FEATURE_INCOMPAT_SUPP (EXT2_FEATURE_INCOMPAT_FILETYPE|\
    EXT2_FEATURE_INCOMPAT_COMPRESSION|\
    EXT3_FEATURE_INCOMPAT_JOURNAL_DEV|\
    EXT2_FEATURE_INCOMPAT_META_BG|\
    EXT3_FEATURE_INCOMPAT_RECOVER|\
    EXT3_FEATURE_INCOMPAT_EXTENTS|\
    EXT4_FEATURE_INCOMPAT_FLEX_BG|\
    EXT4_FEATURE_INCOMPAT_MMP|\
    EXT4_FEATURE_INCOMPAT_64BIT)

#else
#define EXT2_LIB_FEATURE_INCOMPAT_SUPP (EXT2_FEATURE_INCOMPAT_FILETYPE|\
    EXT3_FEATURE_INCOMPAT_JOURNAL_DEV|\
    EXT2_FEATURE_INCOMPAT_META_BG|\
    EXT3_FEATURE_INCOMPAT_RECOVER|\
    EXT3_FEATURE_INCOMPAT_EXTENTS|\
    EXT4_FEATURE_INCOMPAT_FLEX_BG|\
    EXT4_FEATURE_INCOMPAT_MMP|\
    EXT4_FEATURE_INCOMPAT_64BIT)

#endif
#ifdef CONFIG_QUOTA
#define EXT2_LIB_FEATURE_RO_COMPAT_SUPP (EXT2_FEATURE_RO_COMPAT_SPARSE_SUPER|\
    EXT4_FEATURE_RO_COMPAT_HUGE_FILE|\
    EXT2_FEATURE_RO_COMPAT_LARGE_FILE|\
    EXT4_FEATURE_RO_COMPAT_DIR_NLINK|\
    EXT4_FEATURE_RO_COMPAT_EXTRA_ISIZE|\
    EXT4_FEATURE_RO_COMPAT_GDT_CSUM|\
    EXT4_FEATURE_RO_COMPAT_BIGALLOC|\
    EXT4_FEATURE_RO_COMPAT_QUOTA)

#else
#define EXT2_LIB_FEATURE_RO_COMPAT_SUPP (EXT2_FEATURE_RO_COMPAT_SPARSE_SUPER|\
    EXT4_FEATURE_RO_COMPAT_HUGE_FILE|\
    EXT2_FEATURE_RO_COMPAT_LARGE_FILE|\
    EXT4_FEATURE_RO_COMPAT_DIR_NLINK|\
    EXT4_FEATURE_RO_COMPAT_EXTRA_ISIZE|\
    EXT4_FEATURE_RO_COMPAT_GDT_CSUM|\
    EXT4_FEATURE_RO_COMPAT_BIGALLOC)

```

```

#endif

/*
 * These features are only allowed if EXT2_FLAG_SOFTSUPP_FEATURES is passed
 * to ext2fs_openfs()
 */
#define EXT2_LIB_SOFTSUPP_INCOMPAT      (0)
#define EXT2_LIB_SOFTSUPP_RO_COMPAT    (EXT4_FEATURE_RO_COMPAT_REPLICA)

/* Translate a block number to a cluster number */
#define EXT2FS_CLUSTER_RATIO(fs)       (1 << (fs)->cluster_ratio_bits)
#define EXT2FS_CLUSTER_MASK(fs)       (EXT2FS_CLUSTER_RATIO(fs) - 1)
#define EXT2FS_B2C(fs, blk)           ((blk) >> (fs)->cluster_ratio_bits)
/* Translate a cluster number to a block number */
#define EXT2FS_C2B(fs, cluster)       ((cluster) << (fs)->cluster_ratio_bits)
/* Translate # of blks to # of clusters */
#define EXT2FS_NUM_B2C(fs, blks)      (((blks) + EXT2FS_CLUSTER_MASK(fs)) >> \
                                       (fs)->cluster_ratio_bits)

#if defined(HAVE_FSTAT64) && !defined(__OSX_AVAILABLE_BUT_DEPRECATED)
typedef struct stat64 ext2fs_struct_stat;
#else
typedef struct stat ext2fs_struct_stat;
#endif

/*
 * For ext2fs_close2() and ext2fs_flush2(), this flag allows you to
 * avoid the fsync call.
 */
#define EXT2_FLAG_FLUSH_NO_SYNC        1

/*
 * function prototypes
 */

/* The LARGE_FILE feature should be set if we have stored files 2GB+ in size */
static inline int ext2fs_needs_large_file_feature(unsigned long long file_size)
{
    return file_size >= 0x80000000ULL;
}

/* alloc.c */
extern errcode_t ext2fs_new_inode(ext2_filsys fs, ext2_ino_t dir, int mode,
                                ext2fs_inode_bitmap map, ext2_ino_t *ret);
extern errcode_t ext2fs_new_block(ext2_filsys fs, blk_t goal,
                                  ext2fs_block_bitmap map, blk_t *ret);
extern errcode_t ext2fs_new_block2(ext2_filsys fs, blk64_t goal,
                                   ext2fs_block_bitmap map, blk64_t *ret);
extern errcode_t ext2fs_get_free_blocks(ext2_filsys fs, blk_t start,
                                        blk_t finish, int num,
                                        ext2fs_block_bitmap map,
                                        blk_t *ret);
extern errcode_t ext2fs_get_free_blocks2(ext2_filsys fs, blk64_t start,
                                         blk64_t finish, int num,
                                         ext2fs_block_bitmap map,
                                         blk64_t *ret);
extern errcode_t ext2fs_alloc_block(ext2_filsys fs, blk_t goal,
                                   char *block_buf, blk_t *ret);
extern errcode_t ext2fs_alloc_block2(ext2_filsys fs, blk64_t goal,
                                     char *block_buf, blk64_t *ret);
extern void ext2fs_set_alloc_block_callback(ext2_filsys fs,
                                           errcode_t (*func)(ext2_filsys fs,
                                                             blk64_t goal,
                                                             blk64_t *ret),
                                           errcode_t (**old)(ext2_filsys fs,
                                                            blk64_t goal,
                                                            blk64_t *ret));

/* alloc_sb.c */
extern int ext2fs_reserve_super_and_bgd(ext2_filsys fs,
                                       dgrp_t group,
                                       ext2fs_block_bitmap bmap);
extern void ext2fs_set_block_alloc_stats_callback(ext2_filsys fs,
                                                  void (*func)(ext2_filsys fs,
                                                            blk64_t blk,
                                                            int inuse),
                                                  void (**old)(ext2_filsys fs,
                                                            blk64_t blk,
                                                            int inuse));

/* alloc_stats.c */
void ext2fs_inode_alloc_stats(ext2_filsys fs, ext2_ino_t ino, int inuse);
void ext2fs_inode_alloc_stats2(ext2_filsys fs, ext2_ino_t ino,
                               int inuse, int isdir);
void ext2fs_block_alloc_stats(ext2_filsys fs, blk_t blk, int inuse);
void ext2fs_block_alloc_stats2(ext2_filsys fs, blk64_t blk, int inuse);

/* alloc_tables.c */
extern errcode_t ext2fs_allocate_tables(ext2_filsys fs);
extern errcode_t ext2fs_allocate_group_table(ext2_filsys fs, dgrp_t group,
                                             ext2fs_block_bitmap bmap);

/* badblocks.c */
extern errcode_t ext2fs_u32_list_create(ext2_u32_list *ret, int size);
extern errcode_t ext2fs_u32_list_add(ext2_u32_list bb, __u32 blk);
extern int ext2fs_u32_list_find(ext2_u32_list bb, __u32 blk);
extern int ext2fs_u32_list_test(ext2_u32_list bb, blk_t blk);

```



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        void *in);
extern errcode_t ext2fs_set_block_bitmap_range2(ext2fs_block_bitmap bmap,
        blk64_t start, size_t num,
        void *in);
extern errcode_t ext2fs_get_block_bitmap_range(ext2fs_block_bitmap bmap,
        blk_t start, unsigned int num,
        void *out);
extern errcode_t ext2fs_get_block_bitmap_range2(ext2fs_block_bitmap bmap,
        blk64_t start, size_t num,
        void *out);

/* blknum.c */
extern dgrp_t ext2fs_group_of_blk2(ext2_filsys fs, blk64_t);
extern blk64_t ext2fs_group_first_block2(ext2_filsys fs, dgrp_t group);
extern blk64_t ext2fs_group_last_block2(ext2_filsys fs, dgrp_t group);
extern int ext2fs_group_blocks_count(ext2_filsys fs, dgrp_t group);
extern blk64_t ext2fs_inode_data_blocks2(ext2_filsys fs,
        struct ext2_inode *inode);
extern blk64_t ext2fs_inode_i_blocks(ext2_filsys fs,
        struct ext2_inode *inode);
extern blk64_t ext2fs_blocks_count(struct ext2_super_block *super);
extern void ext2fs_blocks_count_set(struct ext2_super_block *super,
        blk64_t blk);
extern void ext2fs_blocks_count_add(struct ext2_super_block *super,
        blk64_t blk);
extern blk64_t ext2fs_r_blocks_count(struct ext2_super_block *super);
extern void ext2fs_r_blocks_count_set(struct ext2_super_block *super,
        blk64_t blk);
extern void ext2fs_r_blocks_count_add(struct ext2_super_block *super,
        blk64_t blk);
extern blk64_t ext2fs_free_blocks_count(struct ext2_super_block *super);
extern void ext2fs_free_blocks_count_set(struct ext2_super_block *super,
        blk64_t blk);
extern void ext2fs_free_blocks_count_add(struct ext2_super_block *super,
        blk64_t blk);
/* Block group descriptor accessor functions */
extern struct ext2_group_desc *ext2fs_group_desc(ext2_filsys fs,
        struct opaque_ext2_group_desc *gdp,
        dgrp_t group);
extern blk64_t ext2fs_block_bitmap_loc(ext2_filsys fs, dgrp_t group);
extern void ext2fs_block_bitmap_loc_set(ext2_filsys fs, dgrp_t group,
        blk64_t blk);
extern blk64_t ext2fs_inode_bitmap_loc(ext2_filsys fs, dgrp_t group);
extern void ext2fs_inode_bitmap_loc_set(ext2_filsys fs, dgrp_t group,
        blk64_t blk);
extern blk64_t ext2fs_inode_table_loc(ext2_filsys fs, dgrp_t group);
extern void ext2fs_inode_table_loc_set(ext2_filsys fs, dgrp_t group,
        blk64_t blk);
extern __u32 ext2fs_bg_free_blocks_count(ext2_filsys fs, dgrp_t group);
extern void ext2fs_bg_free_blocks_count_set(ext2_filsys fs, dgrp_t group,
        __u32 n);
extern __u32 ext2fs_bg_free_inodes_count(ext2_filsys fs, dgrp_t group);
extern void ext2fs_bg_free_inodes_count_set(ext2_filsys fs, dgrp_t group,
        __u32 n);
extern __u32 ext2fs_bg_used_dirs_count(ext2_filsys fs, dgrp_t group);
extern void ext2fs_bg_used_dirs_count_set(ext2_filsys fs, dgrp_t group,
        __u32 n);
extern __u32 ext2fs_bg_itable_unused(ext2_filsys fs, dgrp_t group);
extern void ext2fs_bg_itable_unused_set(ext2_filsys fs, dgrp_t group,
        __u32 n);
extern __u16 ext2fs_bg_flags(ext2_filsys fs, dgrp_t group);
extern void ext2fs_bg_flags_zap(ext2_filsys fs, dgrp_t group);
extern int ext2fs_bg_flags_test(ext2_filsys fs, dgrp_t group, __u16 bg_flag);
extern void ext2fs_bg_flags_set(ext2_filsys fs, dgrp_t group, __u16 bg_flags);
extern void ext2fs_bg_flags_clear(ext2_filsys fs, dgrp_t group, __u16 bg_flags);
extern __u16 ext2fs_bg_checksum(ext2_filsys fs, dgrp_t group);
extern void ext2fs_bg_checksum_set(ext2_filsys fs, dgrp_t group, __u16 checksum);
extern blk64_t ext2fs_file_acl_block(ext2_filsys fs,
        const struct ext2_inode *inode);
extern void ext2fs_file_acl_block_set(ext2_filsys fs,
        struct ext2_inode *inode, blk64_t blk);

/* block.c */
extern errcode_t ext2fs_block_iterate(ext2_filsys fs,
        ext2_ino_t ino,
        int flags,
        char *block_buf,
        int (*func)(ext2_filsys fs,
        blk_t *blocknr,
        int blockcnt,
        void *priv_data),
        void *priv_data);
errcode_t ext2fs_block_iterate2(ext2_filsys fs,
        ext2_ino_t ino,
        int flags,
        char *block_buf,
        int (*func)(ext2_filsys fs,
        blk_t *blocknr,
        e2_blkcnt_t blockcnt,
        blk_t ref_blk,
        int ref_offset,
        void *priv_data),
        void *priv_data);
errcode_t ext2fs_block_iterate3(ext2_filsys fs,
        ext2_ino_t ino,
        int flags,
        char *block_buf,
        int (*func)(ext2_filsys fs,

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```

        blk64_t      *blocknr,
        e2_blkcnt_t blockcnt,
        blk64_t      ref_blk,
        int          ref_offset,
        void         *priv_data),
void *priv_data);

/* bmap.c */
extern errcode_t ext2fs_bmap(ext2_filsys fs, ext2_ino_t ino,
        struct ext2_inode *inode,
        char *block_buf, int bmap_flags,
        blk_t block, blk_t *phys_blk);
extern errcode_t ext2fs_bmap2(ext2_filsys fs, ext2_ino_t ino,
        struct ext2_inode *inode,
        char *block_buf, int bmap_flags, blk64_t block,
        int *ret_flags, blk64_t *phys_blk);
errcode_t ext2fs_map_cluster_block(ext2_filsys fs, ext2_ino_t ino,
        struct ext2_inode *inode, blk64_t lblk,
        blk64_t *pblk);

#if 0
/* bmove.c */
extern errcode_t ext2fs_move_blocks(ext2_filsys fs,
        ext2fs_block_bitmap reserve,
        ext2fs_block_bitmap alloc_map,
        int flags);
#endif

/* check_desc.c */
extern errcode_t ext2fs_check_desc(ext2_filsys fs);

/* closefs.c */
extern errcode_t ext2fs_close(ext2_filsys fs);
extern errcode_t ext2fs_close2(ext2_filsys fs, int flags);
extern errcode_t ext2fs_flush(ext2_filsys fs);
extern errcode_t ext2fs_flush2(ext2_filsys fs, int flags);
extern int ext2fs_bg_has_super(ext2_filsys fs, dgrp_t group_block);
extern errcode_t ext2fs_super_and_bgd_loc2(ext2_filsys fs,
        dgrp_t group,
        blk64_t *ret_super_blk,
        blk64_t *ret_old_desc_blk,
        blk64_t *ret_new_desc_blk,
        blk_t *ret_used_blks);
extern int ext2fs_super_and_bgd_loc(ext2_filsys fs,
        dgrp_t group,
        blk_t *ret_super_blk,
        blk_t *ret_old_desc_blk,
        blk_t *ret_new_desc_blk,
        int *ret_meta_bg);
extern void ext2fs_update_dynamic_rev(ext2_filsys fs);

/* crc32c.c */
extern __u32 ext2fs_crc32c_be(__u32 crc, unsigned char const *p, size_t len);
extern __u32 ext2fs_crc32c_le(__u32 crc, unsigned char const *p, size_t len);

/* csum.c */
extern void ext2fs_group_desc_csum_set(ext2_filsys fs, dgrp_t group);
extern int ext2fs_group_desc_csum_verify(ext2_filsys fs, dgrp_t group);
extern errcode_t ext2fs_set_gdt_csum(ext2_filsys fs);
extern __u16 ext2fs_group_desc_csum(ext2_filsys fs, dgrp_t group);

/* dblink.c */
extern errcode_t ext2fs_get_num_dirs(ext2_filsys fs, ext2_ino_t *ret_num_dirs);
extern errcode_t ext2fs_init_dblink(ext2_filsys fs, ext2_dblink *ret_dblink);
extern errcode_t ext2fs_add_dir_block(ext2_dblink dblink, ext2_ino_t ino,
        blk_t blk, int blockcnt);
extern errcode_t ext2fs_add_dir_block2(ext2_dblink dblink, ext2_ino_t ino,
        blk64_t blk, e2_blkcnt_t blockcnt);
extern void ext2fs_dblink_sort(ext2_dblink dblink,
        EXT2_QSORT_TYPE (*sortfunc)(const void *,
        const void *));
extern void ext2fs_dblink_sort2(ext2_dblink dblink,
        EXT2_QSORT_TYPE (*sortfunc)(const void *,
        const void *));
extern errcode_t ext2fs_dblink_iterate(ext2_dblink dblink,
        int (*func)(ext2_filsys fs, struct ext2_db_entry *db_info,
        void *priv_data),
        void *priv_data);
extern errcode_t ext2fs_dblink_iterate2(ext2_dblink dblink,
        int (*func)(ext2_filsys fs, struct ext2_db_entry2 *db_info,
        void *priv_data),
        void *priv_data);
extern errcode_t ext2fs_set_dir_block(ext2_dblink dblink, ext2_ino_t ino,
        blk_t blk, int blockcnt);
extern errcode_t ext2fs_set_dir_block2(ext2_dblink dblink, ext2_ino_t ino,
        blk64_t blk, e2_blkcnt_t blockcnt);
extern errcode_t ext2fs_copy_dblink(ext2_dblink src,
        ext2_dblink *dest);
extern int ext2fs_dblink_count(ext2_dblink dblink);
extern blk64_t ext2fs_dblink_count2(ext2_dblink dblink);
extern errcode_t ext2fs_dblink_get_last(ext2_dblink dblink,
        struct ext2_db_entry **entry);
extern errcode_t ext2fs_dblink_get_last2(ext2_dblink dblink,
        struct ext2_db_entry2 **entry);
extern errcode_t ext2fs_dblink_drop_last(ext2_dblink dblink);

/* dblink_dir.c */

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extern errcode_t
    ext2fs_dblist_dir_iterate(ext2_dblist dblist,
                              int flags,
                              char *block_buf,
                              int (*func)(ext2_ino_t dir,
                                             int entry,
                                             struct ext2_dir_entry *dirent,
                                             int offset,
                                             int blocksize,
                                             char *buf,
                                             void *priv_data),
                              void *priv_data);

/* dirblock.c */
extern errcode_t ext2fs_read_dir_block(ext2_filsys fs, blk_t block,
                                       void *buf);
extern errcode_t ext2fs_read_dir_block2(ext2_filsys fs, blk_t block,
                                       void *buf, int flags);
extern errcode_t ext2fs_read_dir_block3(ext2_filsys fs, blk64_t block,
                                       void *buf, int flags);
extern errcode_t ext2fs_write_dir_block(ext2_filsys fs, blk_t block,
                                       void *buf);
extern errcode_t ext2fs_write_dir_block2(ext2_filsys fs, blk_t block,
                                       void *buf, int flags);
extern errcode_t ext2fs_write_dir_block3(ext2_filsys fs, blk64_t block,
                                       void *buf, int flags);

/* dirhash.c */
extern errcode_t ext2fs_dirhash(int version, const char *name, int len,
                                const __u32 *seed,
                                ext2_dirhash_t *ret_hash,
                                ext2_dirhash_t *ret_minor_hash);

/* dir_iterate.c */
extern errcode_t ext2fs_get_rec_len(ext2_filsys fs,
                                   struct ext2_dir_entry *dirent,
                                   unsigned int *rec_len);
extern errcode_t ext2fs_set_rec_len(ext2_filsys fs,
                                   unsigned int len,
                                   struct ext2_dir_entry *dirent);
extern errcode_t ext2fs_dir_iterate(ext2_filsys fs,
                                    ext2_ino_t dir,
                                    int flags,
                                    char *block_buf,
                                    int (*func)(struct ext2_dir_entry *dirent,
                                                int offset,
                                                int blocksize,
                                                char *buf,
                                                void *priv_data),
                                    void *priv_data);
extern errcode_t ext2fs_dir_iterate2(ext2_filsys fs,
                                     ext2_ino_t dir,
                                     int flags,
                                     char *block_buf,
                                     int (*func)(ext2_ino_t dir,
                                                  int entry,
                                                  struct ext2_dir_entry *dirent,
                                                  int offset,
                                                  int blocksize,
                                                  char *buf,
                                                  void *priv_data),
                                     void *priv_data);

/* dupfs.c */
extern errcode_t ext2fs_dup_handle(ext2_filsys src, ext2_filsys *dest);

/* expanddir.c */
extern errcode_t ext2fs_expand_dir(ext2_filsys fs, ext2_ino_t dir);

/* ext_attr.c */
extern __u32 ext2fs_ext_attr_hash_entry(struct ext2_ext_attr_entry *entry,
                                       void *data);
extern errcode_t ext2fs_read_ext_attr(ext2_filsys fs, blk_t block, void *buf);
extern errcode_t ext2fs_read_ext_attr2(ext2_filsys fs, blk64_t block,
                                       void *buf);
extern errcode_t ext2fs_write_ext_attr(ext2_filsys fs, blk_t block,
                                       void *buf);
extern errcode_t ext2fs_write_ext_attr2(ext2_filsys fs, blk64_t block,
                                       void *buf);
extern errcode_t ext2fs_adjust_ea_refcount(ext2_filsys fs, blk_t blk,
                                          char *block_buf,
                                          int adjust, __u32 *newcount);
extern errcode_t ext2fs_adjust_ea_refcount2(ext2_filsys fs, blk64_t blk,
                                           char *block_buf,
                                           int adjust, __u32 *newcount);

/* extent.c */
extern errcode_t ext2fs_extent_header_verify(void *ptr, int size);
extern errcode_t ext2fs_extent_open(ext2_filsys fs, ext2_ino_t ino,
                                   ext2_extent_handle_t *handle);
extern errcode_t ext2fs_extent_open2(ext2_filsys fs, ext2_ino_t ino,
                                    struct ext2_inode *inode,
                                    ext2_extent_handle_t *ret_handle);
extern void ext2fs_extent_free(ext2_extent_handle_t handle);
extern errcode_t ext2fs_extent_get(ext2_extent_handle_t handle,
                                  int flags, struct ext2fs_extent *extent);
extern errcode_t ext2fs_extent_node_split(ext2_extent_handle_t handle);

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extern errcode_t ext2fs_extent_replace(ext2_extent_handle_t handle, int flags,
                                       struct ext2fs_extent *extent);
extern errcode_t ext2fs_extent_insert(ext2_extent_handle_t handle, int flags,
                                       struct ext2fs_extent *extent);
extern errcode_t ext2fs_extent_set_bmap(ext2_extent_handle_t handle,
                                       blk64_t logical, blk64_t physical,
                                       int flags);
extern errcode_t ext2fs_extent_delete(ext2_extent_handle_t handle, int flags);
extern errcode_t ext2fs_extent_get_info(ext2_extent_handle_t handle,
                                       struct ext2_extent_info *info);
extern errcode_t ext2fs_extent_goto(ext2_extent_handle_t handle,
                                    blk64_t blk);
extern errcode_t ext2fs_extent_goto2(ext2_extent_handle_t handle,
                                     int leaf_level, blk64_t blk);
extern errcode_t ext2fs_extent_fix_parents(ext2_extent_handle_t handle);

/* fileio.c */
extern errcode_t ext2fs_file_open2(ext2_filsys fs, ext2_ino_t ino,
                                   struct ext2_inode *inode,
                                   int flags, ext2_file_t *ret);
extern errcode_t ext2fs_file_open(ext2_filsys fs, ext2_ino_t ino,
                                   int flags, ext2_file_t *ret);
extern ext2_filsys ext2fs_file_get_fs(ext2_file_t file);
extern struct ext2_inode *ext2fs_file_get_inode(ext2_file_t file);
extern ext2_ino_t ext2fs_file_get_inode_num(ext2_file_t file);
extern errcode_t ext2fs_file_close(ext2_file_t file);
extern errcode_t ext2fs_file_flush(ext2_file_t file);
extern errcode_t ext2fs_file_read(ext2_file_t file, void *buf,
                                  unsigned int wanted, unsigned int *got);
extern errcode_t ext2fs_file_write(ext2_file_t file, const void *buf,
                                   unsigned int nbytes, unsigned int *written);
extern errcode_t ext2fs_file_llseek(ext2_file_t file, __u64 offset,
                                    int whence, __u64 *ret_pos);
extern errcode_t ext2fs_file_lseek(ext2_file_t file, ext2_off_t offset,
                                    int whence, ext2_off_t *ret_pos);
extern errcode_t ext2fs_file_get_lsize(ext2_file_t file, __u64 *ret_size);
extern ext2_off_t ext2fs_file_get_size(ext2_file_t file);
extern errcode_t ext2fs_file_set_size(ext2_file_t file, ext2_off_t size);
extern errcode_t ext2fs_file_set_size2(ext2_file_t file, ext2_off64_t size);

/* finddev.c */
extern char *ext2fs_find_block_device(dev_t device);

/* flushb.c */
extern errcode_t ext2fs_sync_device(int fd, int flushb);

/* freefs.c */
extern void ext2fs_free(ext2_filsys fs);
extern void ext2fs_free_dblist(ext2_dblist dblist);
extern void ext2fs_badblocks_list_free(ext2_badblocks_list bb);
extern void ext2fs_u32_list_free(ext2_u32_list bb);

/* gen_bitmap.c */
extern void ext2fs_free_generic_bitmap(ext2fs_inode_bitmap bitmap);
extern errcode_t ext2fs_make_generic_bitmap(errcode_t magic, ext2_filsys fs,
                                           __u32 start, __u32 end,
                                           __u32 real_end,
                                           const char *descr, char *init_map,
                                           ext2fs_generic_bitmap *ret);
extern errcode_t ext2fs_allocate_generic_bitmap(__u32 start,
                                               __u32 end,
                                               __u32 real_end,
                                               const char *descr,
                                               ext2fs_generic_bitmap *ret);
extern errcode_t ext2fs_copy_generic_bitmap(ext2fs_generic_bitmap src,
                                           ext2fs_generic_bitmap *dest);
extern void ext2fs_clear_generic_bitmap(ext2fs_generic_bitmap bitmap);
extern errcode_t ext2fs_fudge_generic_bitmap_end(ext2fs_inode_bitmap bitmap,
                                                errcode_t magic,
                                                errcode_t neg,
                                                ext2_ino_t end,
                                                ext2_ino_t *oend);
extern void ext2fs_set_generic_bitmap_padding(ext2fs_generic_bitmap map);
extern errcode_t ext2fs_resize_generic_bitmap(errcode_t magic,
                                             __u32 new_end,
                                             __u32 new_real_end,
                                             ext2fs_generic_bitmap bmap);
extern errcode_t ext2fs_compare_generic_bitmap(errcode_t magic, errcode_t neg,
                                             ext2fs_generic_bitmap bml,
                                             ext2fs_generic_bitmap bm2);
extern errcode_t ext2fs_get_generic_bitmap_range(ext2fs_generic_bitmap bmap,
                                                errcode_t magic,
                                                __u32 start, __u32 num,
                                                void *out);
extern errcode_t ext2fs_set_generic_bitmap_range(ext2fs_generic_bitmap bmap,
                                                errcode_t magic,
                                                __u32 start, __u32 num,
                                                void *in);
extern errcode_t ext2fs_find_first_zero_generic_bitmap(ext2fs_generic_bitmap bitmap,
                                                      __u32 start, __u32 end,
                                                      __u32 *out);

/* gen_bitmap64.c */

/* Generate and print bitmap usage statistics */
#define BMAP_STATS

void ext2fs_free_generic_bmap(ext2fs_generic_bitmap bmap);

```

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errcode_t ext2fs_alloc_generic_bmap(ext2_filsys fs, errcode_t magic,
                                   int type, __u64 start, __u64 end,
                                   __u64 real_end,
                                   const char *descr,
                                   ext2fs_generic_bitmap *ret);
errcode_t ext2fs_copy_generic_bmap(ext2fs_generic_bitmap src,
                                   ext2fs_generic_bitmap *dest);
void ext2fs_clear_generic_bmap(ext2fs_generic_bitmap bitmap);
errcode_t ext2fs_fudge_generic_bmap_end(ext2fs_generic_bitmap bitmap,
                                       errcode_t neg,
                                       __u64 end, __u64 *oend);
void ext2fs_set_generic_bmap_padding(ext2fs_generic_bitmap bmap);
errcode_t ext2fs_resize_generic_bmap(ext2fs_generic_bitmap bmap,
                                     __u64 new_end,
                                     __u64 new_real_end);
errcode_t ext2fs_compare_generic_bmap(errcode_t neg,
                                       ext2fs_generic_bitmap bml,
                                       ext2fs_generic_bitmap bm2);
errcode_t ext2fs_get_generic_bmap_range(ext2fs_generic_bitmap bmap,
                                       __u64 start, unsigned int num,
                                       void *out);
errcode_t ext2fs_set_generic_bmap_range(ext2fs_generic_bitmap bmap,
                                       __u64 start, unsigned int num,
                                       void *in);
errcode_t ext2fs_convert_subcluster_bitmap(ext2_filsys fs,
                                           ext2fs_block_bitmap *bitmap);

/* getsize.c */
extern errcode_t ext2fs_get_device_size(const char *file, int blocksize,
                                       blk_t *retblocks);
extern errcode_t ext2fs_get_device_size2(const char *file, int blocksize,
                                         blk64_t *retblocks);

/* getsectsize.c */
extern int ext2fs_get_dio_alignment(int fd);
errcode_t ext2fs_get_device_sectsize(const char *file, int *sectsize);
errcode_t ext2fs_get_device_phys_sectsize(const char *file, int *sectsize);

/* i_block.c */
errcode_t ext2fs_iblk_add_blocks(ext2_filsys fs, struct ext2_inode *inode,
                                blk64_t num_blocks);
errcode_t ext2fs_iblk_sub_blocks(ext2_filsys fs, struct ext2_inode *inode,
                                blk64_t num_blocks);
errcode_t ext2fs_iblk_set(ext2_filsys fs, struct ext2_inode *inode, blk64_t b);

/* imager.c */
extern errcode_t ext2fs_image_inode_write(ext2_filsys fs, int fd, int flags);
extern errcode_t ext2fs_image_inode_read(ext2_filsys fs, int fd, int flags);
extern errcode_t ext2fs_image_super_write(ext2_filsys fs, int fd, int flags);
extern errcode_t ext2fs_image_super_read(ext2_filsys fs, int fd, int flags);
extern errcode_t ext2fs_image_bitmap_write(ext2_filsys fs, int fd, int flags);
extern errcode_t ext2fs_image_bitmap_read(ext2_filsys fs, int fd, int flags);

/* ind_block.c */
errcode_t ext2fs_read_ind_block(ext2_filsys fs, blk_t blk, void *buf);
errcode_t ext2fs_write_ind_block(ext2_filsys fs, blk_t blk, void *buf);

/* initialize.c */
extern errcode_t ext2fs_initialize(const char *name, int flags,
                                  struct ext2_super_block *param,
                                  io_manager manager, ext2_filsys *ret_fs);

/* icount.c */
extern void ext2fs_free_icount(ext2_icount_t icount);
extern errcode_t ext2fs_create_icount_tdb(ext2_filsys fs, char *tdb_dir,
                                         int flags, ext2_icount_t *ret);
extern errcode_t ext2fs_create_icount2(ext2_filsys fs, int flags,
                                       unsigned int size,
                                       ext2_icount_t hint, ext2_icount_t *ret);
extern errcode_t ext2fs_create_icount(ext2_filsys fs, int flags,
                                       unsigned int size,
                                       ext2_icount_t *ret);
extern errcode_t ext2fs_icount_fetch(ext2_icount_t icount, ext2_ino_t ino,
                                    __u16 *ret);
extern errcode_t ext2fs_icount_increment(ext2_icount_t icount, ext2_ino_t ino,
                                         __u16 *ret);
extern errcode_t ext2fs_icount_decrement(ext2_icount_t icount, ext2_ino_t ino,
                                         __u16 *ret);
extern errcode_t ext2fs_icount_store(ext2_icount_t icount, ext2_ino_t ino,
                                     __u16 count);
extern ext2_ino_t ext2fs_get_icount_size(ext2_icount_t icount);
errcode_t ext2fs_icount_validate(ext2_icount_t icount, FILE *);

/* inline.c */
extern errcode_t ext2fs_get_memalign(unsigned long size,
                                     unsigned long align, void *ptr);

/* inode.c */
extern errcode_t ext2fs_flush_icache(ext2_filsys fs);
extern errcode_t ext2fs_get_next_inode_full(ext2_inode_scan scan,
                                           ext2_ino_t *ino,
                                           struct ext2_inode *inode,
                                           int bufsize);
extern errcode_t ext2fs_open_inode_scan(ext2_filsys fs, int buffer_blocks,
                                       ext2_inode_scan *ret_scan);
extern void ext2fs_close_inode_scan(ext2_inode_scan scan);
extern errcode_t ext2fs_get_next_inode(ext2_inode_scan scan, ext2_ino_t *ino,

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        struct ext2_inode *inode);
extern errcode_t ext2fs_inode_scan_goto_blockgroup(ext2_inode_scan scan,
                                                    int group);
extern void ext2fs_set_inode_callback
    (ext2_inode_scan scan,
     errcode_t (*done_group)(ext2_filsys fs,
                             ext2_inode_scan scan,
                             dgrp_t group,
                             void *priv_data),
     void *done_group_data);
extern int ext2fs_inode_scan_flags(ext2_inode_scan scan, int set_flags,
                                   int clear_flags);
extern errcode_t ext2fs_read_inode_full(ext2_filsys fs, ext2_ino_t ino,
                                        struct ext2_inode * inode,
                                        int bufsize);
extern errcode_t ext2fs_read_inode (ext2_filsys fs, ext2_ino_t ino,
                                    struct ext2_inode * inode);
extern errcode_t ext2fs_write_inode_full(ext2_filsys fs, ext2_ino_t ino,
                                        struct ext2_inode * inode,
                                        int bufsize);
extern errcode_t ext2fs_write_inode(ext2_filsys fs, ext2_ino_t ino,
                                    struct ext2_inode * inode);
extern errcode_t ext2fs_write_new_inode(ext2_filsys fs, ext2_ino_t ino,
                                       struct ext2_inode * inode);
extern errcode_t ext2fs_get_blocks(ext2_filsys fs, ext2_ino_t ino, blk_t *blocks);
extern errcode_t ext2fs_check_directory(ext2_filsys fs, ext2_ino_t ino);

/* inode_io.c */
extern io_manager inode_io_manager;
extern errcode_t ext2fs_inode_io_intern(ext2_filsys fs, ext2_ino_t ino,
                                       char **name);
extern errcode_t ext2fs_inode_io_intern2(ext2_filsys fs, ext2_ino_t ino,
                                       struct ext2_inode *inode,
                                       char **name);

/* ismounted.c */
extern errcode_t ext2fs_check_if_mounted(const char *file, int *mount_flags);
extern errcode_t ext2fs_check_mount_point(const char *device, int *mount_flags,
                                          char *mtpt, int mhlen);

/* punch.c */
/*
 * NOTE: This function removes from an inode the blocks "start", "end", and
 * every block in between.
 */
extern errcode_t ext2fs_punch(ext2_filsys fs, ext2_ino_t ino,
                              struct ext2_inode *inode,
                              char *block_buf, blk64_t start,
                              blk64_t end);

/* namei.c */
extern errcode_t ext2fs_lookup(ext2_filsys fs, ext2_ino_t dir, const char *name,
                              int namelen, char *buf, ext2_ino_t *inode);
extern errcode_t ext2fs_namei(ext2_filsys fs, ext2_ino_t root, ext2_ino_t cwd,
                              const char *name, ext2_ino_t *inode);
extern errcode_t ext2fs_namei_follow(ext2_filsys fs, ext2_ino_t root, ext2_ino_t cwd,
                                    const char *name, ext2_ino_t *inode);
extern errcode_t ext2fs_follow_link(ext2_filsys fs, ext2_ino_t root, ext2_ino_t cwd,
                                   ext2_ino_t inode, ext2_ino_t *res_inode);

/* native.c */
int ext2fs_native_flag(void);

/* newdir.c */
extern errcode_t ext2fs_new_dir_block(ext2_filsys fs, ext2_ino_t dir_ino,
                                     ext2_ino_t parent_ino, char **block);

/* mkdir.c */
extern errcode_t ext2fs_mkdir(ext2_filsys fs, ext2_ino_t parent, ext2_ino_t inum,
                              const char *name);

/* mkjournal.c */
extern errcode_t ext2fs_zero_blocks(ext2_filsys fs, blk_t blk, int num,
                                   blk_t *ret_blk, int *ret_count);
extern errcode_t ext2fs_zero_blocks2(ext2_filsys fs, blk64_t blk, int num,
                                    blk64_t *ret_blk, int *ret_count);
extern errcode_t ext2fs_create_journal_superblock(ext2_filsys fs,
                                                  __u32 num_blocks, int flags,
                                                  char **ret_jsb);
extern errcode_t ext2fs_add_journal_device(ext2_filsys fs,
                                           ext2_filsys journal_dev);
extern errcode_t ext2fs_add_journal_inode(ext2_filsys fs, blk_t num_blocks,
                                          int flags);
extern int ext2fs_default_journal_size(__u64 num_blocks);

/* openfs.c */
extern errcode_t ext2fs_open(const char *name, int flags, int superblock,
                             unsigned int block_size, io_manager manager,
                             ext2_filsys *ret_fs);
extern errcode_t ext2fs_open2(const char *name, const char *io_options,
                              int flags, int superblock,
                              unsigned int block_size, io_manager manager,
                              ext2_filsys *ret_fs);
extern blk64_t ext2fs_descriptor_block_loc2(ext2_filsys fs,
                                           blk64_t group_block, dgrp_t i);
extern blk_t ext2fs_descriptor_block_loc(ext2_filsys fs, blk_t group_block,
                                         dgrp_t i);
extern errcode_t ext2fs_get_data_io(ext2_filsys fs, io_channel *old_io);

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errcode_t ext2fs_set_data_io(ext2_filsys fs, io_channel new_io);
errcode_t ext2fs_rewrite_to_io(ext2_filsys fs, io_channel new_io);

/* get_pathname.c */
extern errcode_t ext2fs_get_pathname(ext2_filsys fs, ext2_ino_t dir, ext2_ino_t ino,
                                     char **name);

/* link.c */
errcode_t ext2fs_link(ext2_filsys fs, ext2_ino_t dir, const char *name,
                     ext2_ino_t ino, int flags);
errcode_t ext2fs_unlink(ext2_filsys fs, ext2_ino_t dir, const char *name,
                       ext2_ino_t ino, int flags);

/* symlink.c */
errcode_t ext2fs_symlink(ext2_filsys fs, ext2_ino_t parent, ext2_ino_t ino,
                        const char *name, char *target);

/* mmp.c */
errcode_t ext2fs_mmp_read(ext2_filsys fs, blk64_t mmp_blk, void *buf);
errcode_t ext2fs_mmp_write(ext2_filsys fs, blk64_t mmp_blk, void *buf);
errcode_t ext2fs_mmp_clear(ext2_filsys fs);
errcode_t ext2fs_mmp_init(ext2_filsys fs);
errcode_t ext2fs_mmp_start(ext2_filsys fs);
errcode_t ext2fs_mmp_update(ext2_filsys fs);
errcode_t ext2fs_mmp_stop(ext2_filsys fs);
unsigned ext2fs_mmp_new_seq(void);

/* read_bb.c */
extern errcode_t ext2fs_read_bb_inode(ext2_filsys fs,
                                     ext2_badblocks_list *bb_list);

/* read_bb_file.c */
extern errcode_t ext2fs_read_bb_FILE2(ext2_filsys fs, FILE *f,
                                     ext2_badblocks_list *bb_list,
                                     void *priv_data,
                                     void (*invalid)(ext2_filsys fs,
                                                     blk_t blk,
                                                     char *badstr,
                                                     void *priv_data));
extern errcode_t ext2fs_read_bb_FILE(ext2_filsys fs, FILE *f,
                                     ext2_badblocks_list *bb_list,
                                     void (*invalid)(ext2_filsys fs,
                                                     blk_t blk));

/* res_gdt.c */
extern errcode_t ext2fs_create_resize_inode(ext2_filsys fs);

/* swapfs.c */
extern void ext2fs_swap_ext_attr(char *to, char *from, int bufsize,
                                int has_header);
extern void ext2fs_swap_ext_attr_header(struct ext2_ext_attr_header *to_header,
                                       struct ext2_ext_attr_header *from_hdr);
extern void ext2fs_swap_ext_attr_entry(struct ext2_ext_attr_entry *to_entry,
                                       struct ext2_ext_attr_entry *from_entry);
extern void ext2fs_swap_super(struct ext2_super_block * super);
extern void ext2fs_swap_group_desc(struct ext2_group_desc *gdp);
extern void ext2fs_swap_group_desc2(ext2_filsys, struct ext2_group_desc *gdp);
extern void ext2fs_swap_inode_full(ext2_filsys fs, struct ext2_inode_large *t,
                                  struct ext2_inode_large *f, int hostorder,
                                  int bufsize);
extern void ext2fs_swap_inode(ext2_filsys fs, struct ext2_inode *t,
                              struct ext2_inode *f, int hostorder);
extern void ext2fs_swap_mmp(struct mmp_struct *mmp);

/* unix_io.c */
extern int ext2fs_open_file(const char *pathname, int flags, mode_t mode);
extern int ext2fs_stat(const char *path, ext2fs_struct_stat *buf);
extern int ext2fs_fstat(int fd, ext2fs_struct_stat *buf);

/* valid_blk.c */
extern int ext2fs_inode_has_valid_blocks(struct ext2_inode *inode);
extern int ext2fs_inode_has_valid_blocks2(ext2_filsys fs,
                                         struct ext2_inode *inode);

/* version.c */
extern int ext2fs_parse_version_string(const char *ver_string);
extern int ext2fs_get_library_version(const char **ver_string,
                                     const char **date_string);

/* write_bb_file.c */
extern errcode_t ext2fs_write_bb_FILE(ext2_badblocks_list bb_list,
                                     unsigned int flags,
                                     FILE *f);

/* inline functions */
#ifdef NO_INLINE_FUNCS
extern errcode_t ext2fs_get_mem(unsigned long size, void *ptr);
extern errcode_t ext2fs_get_memzero(unsigned long size, void *ptr);
extern errcode_t ext2fs_get_array(unsigned long count,
                                  unsigned long size, void *ptr);
extern errcode_t ext2fs_get_arrayzero(unsigned long count,
                                      unsigned long size, void *ptr);
extern errcode_t ext2fs_free_mem(void *ptr);
extern errcode_t ext2fs_resize_mem(unsigned long old_size,
                                   unsigned long size, void *ptr);
extern void ext2fs_mark_super_dirty(ext2_filsys fs);
extern void ext2fs_mark_changed(ext2_filsys fs);

```

```

extern int ext2fs_test_changed(ext2_filsys fs);
extern void ext2fs_mark_valid(ext2_filsys fs);
extern void ext2fs_unmark_valid(ext2_filsys fs);
extern int ext2fs_test_valid(ext2_filsys fs);
extern void ext2fs_mark_ib_dirty(ext2_filsys fs);
extern void ext2fs_mark_bb_dirty(ext2_filsys fs);
extern int ext2fs_test_ib_dirty(ext2_filsys fs);
extern int ext2fs_test_bb_dirty(ext2_filsys fs);
extern dgrp_t ext2fs_group_of_blk(ext2_filsys fs, blk_t blk);
extern dgrp_t ext2fs_group_of_ino(ext2_filsys fs, ext2_ino_t ino);
extern blk_t ext2fs_group_first_block(ext2_filsys fs, dgrp_t group);
extern blk_t ext2fs_group_last_block(ext2_filsys fs, dgrp_t group);
extern blk_t ext2fs_inode_data_blocks(ext2_filsys fs,
                                     struct ext2_inode *inode);
extern unsigned int ext2fs_div_ceil(unsigned int a, unsigned int b);
extern __u64 ext2fs_div64_ceil(__u64 a, __u64 b);
#endif

/*
 * The actual inlined functions definitions themselves...
 *
 * If NO_INLINE_FUNCS is defined, then we won't try to do inline
 * functions at all!
 */
#if (defined(INCLUDE_INLINE_FUNCS) || !defined(NO_INLINE_FUNCS))
#ifdef INCLUDE_INLINE_FUNCS
#define _INLINE_ extern
#else
#if (__STDC_VERSION__ >= 199901L)
#define _INLINE_ inline
#else
#ifdef __GNUC__
#define _INLINE_ extern __inline__
#else
#define _INLINE_ /* For Watcom C */
#endif
#endif
#endif /* __GNUC__ */
#endif /* __STDC_VERSION__ >= 199901L */
#endif

#ifdef EXT2_CUSTOM_MEMORY_ROUTINES
#include <string.h>
/*
 * Allocate memory. The 'ptr' arg must point to a pointer.
 */
_INLINE_ errcode_t ext2fs_get_mem(unsigned long size, void *ptr)
{
    void *pp;

    pp = malloc(size);
    if (!pp)
        return EXT2_ET_NO_MEMORY;
    memcpy(ptr, &pp, sizeof(pp));
    return 0;
}

_INLINE_ errcode_t ext2fs_get_memzero(unsigned long size, void *ptr)
{
    void *pp;

    pp = malloc(size);
    if (!pp)
        return EXT2_ET_NO_MEMORY;
    memset(pp, 0, size);
    memcpy(ptr, &pp, sizeof(pp));
    return 0;
}

_INLINE_ errcode_t ext2fs_get_array(unsigned long count, unsigned long size, void *ptr)
{
    if (count && (-1UL)/count < size)
        return EXT2_ET_NO_MEMORY;
    return ext2fs_get_mem(count*size, ptr);
}

_INLINE_ errcode_t ext2fs_get_arrayzero(unsigned long count,
                                       unsigned long size, void *ptr)
{
    void *pp;

    if (count && (-1UL)/count < size)
        return EXT2_ET_NO_MEMORY;
    pp = calloc(count, size);
    if (!pp)
        return EXT2_ET_NO_MEMORY;
    memcpy(ptr, &pp, sizeof(pp));
    return 0;
}

/*
 * Free memory. The 'ptr' arg must point to a pointer.
 */
_INLINE_ errcode_t ext2fs_free_mem(void *ptr)
{
    void *p;

    memcpy(&p, ptr, sizeof(p));
    free(p);
    p = 0;
}

```

```

    memcpy(ptr, &p, sizeof(p));
    return 0;
}

/*
 * Resize memory. The 'ptr' arg must point to a pointer.
 */
_INLINE_ errcode_t ext2fs_resize_mem(unsigned long EXT2FS_ATTR((unused)) old_size,
                                     unsigned long size, void *ptr)
{
    void *p;

    /* Use "memcpy" for pointer assignments here to avoid problems
     * with C99 strict type aliasing rules. */
    memcpy(&p, ptr, sizeof(p));
    p = realloc(p, size);
    if (!p)
        return EXT2_ET_NO_MEMORY;
    memcpy(ptr, &p, sizeof(p));
    return 0;
}
#endif /* Custom memory routines */

/*
 * Mark a filesystem superblock as dirty
 */
_INLINE_ void ext2fs_mark_super_dirty(ext2_filsys fs)
{
    fs->flags |= EXT2_FLAG_DIRTY | EXT2_FLAG_CHANGED;
}

/*
 * Mark a filesystem as changed
 */
_INLINE_ void ext2fs_mark_changed(ext2_filsys fs)
{
    fs->flags |= EXT2_FLAG_CHANGED;
}

/*
 * Check to see if a filesystem has changed
 */
_INLINE_ int ext2fs_test_changed(ext2_filsys fs)
{
    return (fs->flags & EXT2_FLAG_CHANGED);
}

/*
 * Mark a filesystem as valid
 */
_INLINE_ void ext2fs_mark_valid(ext2_filsys fs)
{
    fs->flags |= EXT2_FLAG_VALID;
}

/*
 * Mark a filesystem as NOT valid
 */
_INLINE_ void ext2fs_unmark_valid(ext2_filsys fs)
{
    fs->flags &= ~EXT2_FLAG_VALID;
}

/*
 * Check to see if a filesystem is valid
 */
_INLINE_ int ext2fs_test_valid(ext2_filsys fs)
{
    return (fs->flags & EXT2_FLAG_VALID);
}

/*
 * Mark the inode bitmap as dirty
 */
_INLINE_ void ext2fs_mark_ib_dirty(ext2_filsys fs)
{
    fs->flags |= EXT2_FLAG_IB_DIRTY | EXT2_FLAG_CHANGED;
}

/*
 * Mark the block bitmap as dirty
 */
_INLINE_ void ext2fs_mark_bb_dirty(ext2_filsys fs)
{
    fs->flags |= EXT2_FLAG_BB_DIRTY | EXT2_FLAG_CHANGED;
}

/*
 * Check to see if a filesystem's inode bitmap is dirty
 */
_INLINE_ int ext2fs_test_ib_dirty(ext2_filsys fs)
{
    return (fs->flags & EXT2_FLAG_IB_DIRTY);
}

/*
 * Check to see if a filesystem's block bitmap is dirty
 */

```

```

_INLINE_ int ext2fs_test_bb_dirty(ext2_filsys fs)
{
    return (fs->flags & EXT2_FLAG_BB_DIRTY);
}

/*
 * Return the group # of a block
 */
_INLINE_ dgrp_t ext2fs_group_of_blk(ext2_filsys fs, blk_t blk)
{
    return ext2fs_group_of_blk2(fs, blk);
}

/*
 * Return the group # of an inode number
 */
_INLINE_ dgrp_t ext2fs_group_of_ino(ext2_filsys fs, ext2_ino_t ino)
{
    return (ino - 1) / fs->super->s_inodes_per_group;
}

/*
 * Return the first block (inclusive) in a group
 */
_INLINE_ blk_t ext2fs_group_first_block(ext2_filsys fs, dgrp_t group)
{
    return (blk_t) ext2fs_group_first_block2(fs, group);
}

/*
 * Return the last block (inclusive) in a group
 */
_INLINE_ blk_t ext2fs_group_last_block(ext2_filsys fs, dgrp_t group)
{
    return (blk_t) ext2fs_group_last_block2(fs, group);
}

_INLINE_ blk_t ext2fs_inode_data_blocks(ext2_filsys fs,
                                       struct ext2_inode *inode)
{
    return (blk_t) ext2fs_inode_data_blocks2(fs, inode);
}

/*
 * This is an efficient, overflow safe way of calculating ceil((1.0 * a) / b)
 */
_INLINE_ unsigned int ext2fs_div_ceil(unsigned int a, unsigned int b)
{
    if (!a)
        return 0;
    return ((a - 1) / b) + 1;
}

_INLINE_ __u64 ext2fs_div64_ceil(__u64 a, __u64 b)
{
    if (!a)
        return 0;
    return ((a - 1) / b) + 1;
}

#undef _INLINE_
#endif

#ifdef __cplusplus
}
#endif

#endif /* _EXT2FS_EXT2FS_H */

```

---

## Notice for package(s)

*bash*  
*coreutils*  
*dosfstools*  
*elfutils*  
*gawk*  
*gmp*  
*gnutils*  
*gzip*  
*readline*  
*rsync*

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---

## Notice for package(s)

### *quota*

---

```
/*
 * QUOTA   An implementation of the diskquota system for the LINUX
 *         operating system. QUOTA is implemented using the BSD systemcall
 *         interface as the means of communication with the user level.
 *         Should work for all filesystems because of integration into the
 *         VFS layer of the operating system.
 *         This is based on the Melbourne quota system wich uses both user and
 *         group quota files.
 *
 */
```

```

*          This part does the lookup of the info.
*
* Author:  Marco van Wieringen <mvw@planets.elm.net>
*
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*/

#include "config.h"

#include <rpc/rpc.h>
#include <arpa/inet.h>
#include <paths.h>
#include <stdio.h>
#include <syslog.h>
#include <time.h>
#include <stdint.h>

#include "mntopt.h"
#include "quotaops.h"
#include "bylabel.h"
#include "rquota.h"
#include "quotaio.h"
#include "quotasys.h"
#include "dqblk_rpc.h"
#include "common.h"

#define STDIN_FILENO    0

#define TYPE_EXTENDED  0x01
#define ACTIVE         0x02

#define FACILITY        LOG_LOCAL7

#ifdef MAXPATHNAMELEN
#define MAXPATHNAMELEN BUFSIZ
#endif

#define NETTYPE AF_INET

/* Options from rquota_svc.c */
#define FL_AUTOFS 4
extern int flags;

extern char nfs_pseudoroot[PATH_MAX];

/*
 * Global unix authentication credentials.
 */
extern struct authunix_parms *unix_cred;

int in_group(gid_t * gids, uint32_t len, gid_t gid)
{
    gid_t *gidsp = gids + len;

    while (gidsp > gids)
        if (*(--gidsp) == gid)
            return 1;

    return 0;
}

static inline void servnet2utildqblk(struct util_dqblk *u, sq_dqblk * n)
{
    time_t now;

    time(&now);
    u->dq_bhardlimit = n->rq_bhardlimit;
    u->dq_bsoftlimit = n->rq_bsoftlimit;
    u->dq_ihardlimit = n->rq_ghardlimit;
    u->dq_isoftlimit = n->rq_gsoftlimit;
    u->dq_curSPACE = ((qsize_t)n->rq_curblocks) << RPC_DQBLK_SIZE_BITS;
    u->dq_curinodes = n->rq_curfiles;
    if (n->rq_btimeleft)
        u->dq_btime = (int32_t)n->rq_btimeleft + now;
    else
        u->dq_btime = 0;
    if (n->rq_ftimeleft)
        u->dq_ftime = (int32_t)n->rq_ftimeleft + now;
    else
        u->dq_ftime = 0;
}

/* XDR transports 32b variables exactly. Find smallest needed shift to fit
 * 64b variable into into 32 bits and to preserve precision as high as
 * possible. */
static int find_block_shift(qsize_t hard, qsize_t soft, qsize_t cur)
{
    int shift;
    qsize_t value = hard;

    if (value < soft)
        value = soft;
    if (value < cur)
        value = cur;
    value >>= 32;
}

```

```

    for (shift = QUOTABLOCK_BITS; value; shift++)
        value >>= 1;

    return shift;
}

static inline void servutil2netdqblk(struct rquota *n, struct util_dqblk *u)
{
    time_t now;
    int shift;

    shift = find_block_shift(u->dq_bhardlimit, u->dq_bsoftlimit,
        toqb(u->dq_curospace));
    n->rq_bsize = 1 << shift;
    n->rq_bhardlimit = u->dq_bhardlimit >> (shift - QUOTABLOCK_BITS);
    n->rq_bsoftlimit = u->dq_bsoftlimit >> (shift - QUOTABLOCK_BITS);
    n->rq_fhardlimit = u->dq_ishardlimit;
    n->rq_fsoftlimit = u->dq_isoftlimit;
    n->rq_curblocks = toqb(u->dq_curospace) >> (shift - QUOTABLOCK_BITS);
    n->rq_curfiles = u->dq_curinodes;

    time(&now);
    if (u->dq_btime)
        n->rq_btimeleft = difftime2net(u->dq_btime, now);
    else
        n->rq_btimeleft = 0;
    if (u->dq_itime)
        n->rq_ftimeleft = difftime2net(u->dq_itime, now);
    else
        n->rq_ftimeleft = 0;
}

setquota_rslt *setquotainfo(int lflags, caddr_t * argp, struct svc_req *rqstp)
{
    static setquota_rslt result;

#ifdef RPC_SETQUOTA
    union {
        setquota_args *args;
        ext_setquota_args *ext_args;
    } arguments;
    struct util_dqblk dqblk;
    struct dquot *dquot;
    struct mount_entry *mnt;
    char pathname[PATH_MAX] = {0};
    char *pathp = pathname;
    int id, qcmd, type;
    struct quota_handle *handles[2] = { NULL, NULL };

    /*
     * First check authentication.
     */
    if (lflags & TYPE_EXTENDED) {
        arguments.ext_args = (ext_setquota_args *) argp;

        id = arguments.ext_args->sqa_id;
        if (unix_cred->aup_uid != 0) {
            result.status = Q_EPERM;
            return (&result);
        }

        qcmd = arguments.ext_args->sqa_qcmd;
        type = arguments.ext_args->sqa_type;
        if (arguments.ext_args->sqa_pathp[0] != '/')
            sstrncpy(pathname, nfs_pseudoroot, PATH_MAX);
        sstrncat(pathname, arguments.ext_args->sqa_pathp, PATH_MAX);
        servnet2utildqblk(&dqblk, &arguments.ext_args->sqa_dqblk);
    }
    else {
        arguments.args = (setquota_args *) argp;

        id = arguments.args->sqa_id;
        if (unix_cred->aup_uid != 0) {
            result.status = Q_EPERM;
            return (&result);
        }

        qcmd = arguments.args->sqa_qcmd;
        type = USRQUOTA;
        if (arguments.args->sqa_pathp[0] != '/')
            sstrncpy(pathname, nfs_pseudoroot, PATH_MAX);
        sstrncat(pathname, arguments.args->sqa_pathp, PATH_MAX);
        servnet2utildqblk(&dqblk, &arguments.args->sqa_dqblk);
    }

    result.status = Q_NOQUOTA;
    result.setquota_rslt_u.sqr_rquota.rq_bsize = RPC_DQBLK_SIZE;

    if (init_mounts_scan(1, &pathp, MS_QUIET | MS_NO_MNTPPOINT | MS_NFS_ALL | ((flags & FL_AUTOFS) ? 0 : MS_NO_AUTOFS)) < 0)
        goto out;
    if (!(mnt = get_next_mount())) {
        end_mounts_scan();
        goto out;
    }
    if (!(handles[0] = init_io(mnt, type, -1, 0))) {
        end_mounts_scan();
        goto out;
    }
}

```

```

end_mounts_scan();
if (!(dquot = handles[0]->qh_ops->read_dquot(handles[0], id))
    goto out;
if (qcmd == QCMD(Q_RPC_SETQLIM, type) || qcmd == QCMD(Q_RPC_SETQUOTA, type)) {
    dquot->dq_dqb.dqb_bsoftlimit = dqblk.dqb_bsoftlimit;
    dquot->dq_dqb.dqb_bhardlimit = dqblk.dqb_bhardlimit;
    dquot->dq_dqb.dqb_isoftlimit = dqblk.dqb_isoftlimit;
    dquot->dq_dqb.dqb_ihardlimit = dqblk.dqb_ihardlimit;
    dquot->dq_dqb.dqb_btime = dqblk.dqb_btime;
    dquot->dq_dqb.dqb_itime = dqblk.dqb_itime;
}
if (qcmd == QCMD(Q_RPC_SETUSE, type) || qcmd == QCMD(Q_RPC_SETQUOTA, type)) {
    dquot->dq_dqb.dqb_curspace = dqblk.dqb_curspace;
    dquot->dq_dqb.dqb_curinodes = dqblk.dqb_curinodes;
}
if (handles[0]->qh_ops->commit_dquot(dquot, COMMIT_LIMITS) == -1) {
    free(dquot);
    goto out;
}
free(dquot);
result.status = Q_OK;
out:
dispose_handle_list(handles);
#else
result.status = Q_EPERM;
#endif
return (&result);
}

getquota_rslt *getquotainfo(int lflags, caddr_t * argp, struct svc_req * rqstp)
{
    static getquota_rslt result;
    union {
        getquota_args *args;
        ext_getquota_args *ext_args;
    } arguments;
    struct dquot *dquot = NULL;
    struct mount_entry *mnt;
    char pathname[PATH_MAX] = {0};
    char *pathp = pathname;
    int id, type;
    struct quota_handle *handles[2] = { NULL, NULL };

    /*
     * First check authentication.
     */
    if (lflags & TYPE_EXTENDED) {
        arguments.ext_args = (ext_getquota_args *) argp;
        id = arguments.ext_args->gqa_id;
        type = arguments.ext_args->gqa_type;
        if (arguments.ext_args->gqa_pathp[0] != '/')
            strncpy(pathname, nfs_pseudoroot, PATH_MAX);
        strncpy(pathname, arguments.ext_args->gqa_pathp, PATH_MAX);

        if (type == USRQUOTA && unix_cred->aup_uid && unix_cred->aup_uid != id) {
            result.status = Q_EPERM;
            return (&result);
        }

        if (type == GRPQUOTA && unix_cred->aup_uid && unix_cred->aup_gid != id &&
            !in_group((gid_t *) unix_cred->aup_gids, unix_cred->aup_len, id)) {
            result.status = Q_EPERM;
            return (&result);
        }
    }
    else {
        arguments.args = (getquota_args *) argp;
        id = arguments.args->gqa_uid;
        type = USRQUOTA;
        if (arguments.ext_args->gqa_pathp[0] != '/')
            strncpy(pathname, nfs_pseudoroot, PATH_MAX);
        strncpy(pathname, arguments.args->gqa_pathp, PATH_MAX);

        if (unix_cred->aup_uid && unix_cred->aup_uid != id) {
            result.status = Q_EPERM;
            return (&result);
        }
    }

    result.status = Q_NOQUOTA;

    if (init_mounts_scan(1, &pathp, MS_QUIET | MS_NO_MNTPPOINT | MS_NFS_ALL | ((lflags & FL_AUTOFS) ? 0 : MS_NO_AUTOFS)) < 0)
        goto out;
    if (!(mnt = get_next_mount())) {
        end_mounts_scan();
        goto out;
    }
    if (!(handles[0] = init_io(mnt, type, -1, IOI_READONLY))) {
        end_mounts_scan();
        goto out;
    }
    end_mounts_scan();
    if (!(lflags & ACTIVE) || QIO_ENABLED(handles[0]))
        dquot = handles[0]->qh_ops->read_dquot(handles[0], id);
    if (dquot) {
        result.status = Q_OK;
        result.getquota_rslt_u.gqr_rquota.rq_active =
            QIO_ENABLED(handles[0]) ? TRUE : FALSE;
    }
}

```

```

        servutil2netdqbblk(&result.getquota_rslt_u.gqr_rquota, &dq_dqb);
        free(dquot);
    }
out:
    dispose_handle_list(handles);
    return (&result);
}

/*
 * Map RPC-entrypoints to local function names.
 */
getquota_rslt *rquotaproc_getquota_1_svc(getquota_args * argp, struct svc_req * rqstp)
{
    return (getquotainfo(0, (caddr_t *) argp, rqstp));
}

getquota_rslt *rquotaproc_getactivequota_1_svc(getquota_args * argp, struct svc_req * rqstp)
{
    return (getquotainfo(ACTIVE, (caddr_t *) argp, rqstp));
}

getquota_rslt *rquotaproc_getquota_2_svc(ext_getquota_args * argp, struct svc_req * rqstp)
{
    return (getquotainfo(TYPE_EXTENDED, (caddr_t *) argp, rqstp));
}

getquota_rslt *rquotaproc_getactivequota_2_svc(ext_getquota_args * argp, struct svc_req * rqstp)
{
    return (getquotainfo(TYPE_EXTENDED | ACTIVE, (caddr_t *) argp, rqstp));
}

setquota_rslt *rquotaproc_setquota_1_svc(setquota_args * argp, struct svc_req * rqstp)
{
    return (setquotainfo(0, (caddr_t *) argp, rqstp));
}

setquota_rslt *rquotaproc_setactivequota_1_svc(setquota_args * argp, struct svc_req * rqstp)
{
    return (setquotainfo(ACTIVE, (caddr_t *) argp, rqstp));
}

setquota_rslt *rquotaproc_setquota_2_svc(ext_setquota_args * argp, struct svc_req * rqstp)
{
    return (setquotainfo(TYPE_EXTENDED, (caddr_t *) argp, rqstp));
}

setquota_rslt *rquotaproc_setactivequota_2_svc(ext_setquota_args * argp, struct svc_req * rqstp)
{
    return (setquotainfo(TYPE_EXTENDED | ACTIVE, (caddr_t *) argp, rqstp));
}

```

---

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---

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## Notice for package(s)

### *gzip*

---

```
/* gzip.h -- common declarations for all gzip modules

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along with this program; if not, write to the Free Software Foundation,
Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA. */

#ifdef __STDC__
    typedef void *voidp;
#else
    typedef char *voidp;
#endif

#ifndef __attribute__
# if __GNUC__ < 2 || (__GNUC__ == 2 && __GNUC_MINOR__ < 8) || __STRICT_ANSI__
#  define __attribute__(x)
# endif
#endif

#ifndef ATTRIBUTE_NORETURN
# define ATTRIBUTE_NORETURN __attribute__((__noreturn__))
#endif

/* I don't like nested includes, but the following headers are used
 * too often
 */
#include <stdio.h>
#include <sys/types.h> /* for off_t */
#include <time.h>
#include <string.h>
#define memzero(s, n) memset((voidp)(s), 0, (n))

#ifndef RETSIGTYPE
# define RETSIGTYPE void
```

```

#endif

#define local static

typedef unsigned char uch;
typedef unsigned short ush;
typedef unsigned long ulg;

/* Return codes from gzip */
#define OK 0
#define ERROR 1
#define WARNING 2

/* Compression methods (see algorithm.doc) */
#define STORED 0
#define COMPRESSED 1
#define PACKED 2
#define LZHED 3
/* methods 4 to 7 reserved */
#define DEFLATED 8
#define MAX_METHODS 9
extern int method; /* compression method */

/* To save memory for 16 bit systems, some arrays are overlaid between
 * the various modules:
 * deflate: prev+head window d_buf l_buf outbuf
 * unlzw: tab_prefix tab_suffix stack inbuf outbuf
 * inflate: window inbuf
 * unpack: window inbuf prefix_len
 * unlz: left+right window c_table inbuf c_len
 * For compression, input is done in window[]. For decompression, output
 * is done in window except for unlz.
 */

#ifndef INBUFSIZ
# ifdef SMALL_MEM
# define INBUFSIZ 0x2000 /* input buffer size */
# else
# define INBUFSIZ 0x8000 /* input buffer size */
# endif
#endif
#define INBUF_EXTRA 64 /* required by unlzw() */

#ifndef OUTBUFSIZ
# ifdef SMALL_MEM
# define OUTBUFSIZ 8192 /* output buffer size */
# else
# define OUTBUFSIZ 16384 /* output buffer size */
# endif
#endif
#define OUTBUF_EXTRA 2048 /* required by unlzw() */

#ifndef DIST_BUFSIZE
# ifdef SMALL_MEM
# define DIST_BUFSIZE 0x2000 /* buffer for distances, see trees.c */
# else
# define DIST_BUFSIZE 0x8000 /* buffer for distances, see trees.c */
# endif
#endif

#ifndef DYN_ALLOC
# define EXTERN(type, array) extern type * near array
# define DECLARE(type, array, size) type * near array
# define ALLOC(type, array, size) { \
    array = (type*)fcalloc((size_t)(((size)+1L)/2), 2*sizeof(type)); \
    if (!array) xalloc_die (); \
}
# define FREE(array) {if (array != NULL) fcfree(array), array=NULL;}
#else
# define EXTERN(type, array) extern type array[]
# define DECLARE(type, array, size) type array[size]
# define ALLOC(type, array, size)
# define FREE(array)
#endif

EXTERN(uch, inbuf); /* input buffer */
EXTERN(uch, outbuf); /* output buffer */
EXTERN(ush, d_buf); /* buffer for distances, see trees.c */
EXTERN(uch, window); /* Sliding window and suffix table (unlz) */
#define tab_suffix window
#ifndef MAXSEG_64K
# define tab_prefix prev /* hash link (see deflate.c) */
# define head (prev+WSIZE) /* hash head (see deflate.c) */
EXTERN(ush, tab_prefix); /* prefix code (see unlz.c) */
#else
# define tab_prefix0 prev
# define head tab_prefix1
EXTERN(ush, tab_prefix0); /* prefix for even codes */
EXTERN(ush, tab_prefix1); /* prefix for odd codes */
#endif

extern unsigned insize; /* valid bytes in inbuf */
extern unsigned inptr; /* index of next byte to be processed in inbuf */
extern unsigned outcnt; /* bytes in output buffer */

extern off_t bytes_in; /* number of input bytes */
extern off_t bytes_out; /* number of output bytes */
extern off_t header_bytes; /* number of bytes in gzip header */

```

```

extern int ifd; /* input file descriptor */
extern int ofd; /* output file descriptor */
extern char ifname[]; /* input file name or "stdin" */
extern char ofname[]; /* output file name or "stdout" */
extern char *program_name; /* program name */

extern struct timespec time_stamp; /* original time stamp (modification time) */
extern off_t ifile_size; /* input file size, -1 for devices (debug only) */

typedef int file_t; /* Do not use stdio */
#define NO_FILE (-1) /* in memory compression */

#define PACK_MAGIC "\037\036" /* Magic header for packed files */
#define GZIP_MAGIC "\037\213" /* Magic header for gzip files, 1F 8B */
#define OLD_GZIP_MAGIC "\037\236" /* Magic header for gzip 0.5 = freeze 1.x */
#define LZH_MAGIC "\037\240" /* Magic header for SCO LZH Compress files */
#define PKZIP_MAGIC "\120\113\003\004" /* Magic header for pkzip files */

/* gzip flag byte */
#define ASCII_FLAG 0x01 /* bit 0 set: file probably ascii text */
#define HEADER_CRC 0x02 /* bit 1 set: CRC16 for the gzip header */
#define EXTRA_FIELD 0x04 /* bit 2 set: extra field present */
#define ORIG_NAME 0x08 /* bit 3 set: original file name present */
#define COMMENT 0x10 /* bit 4 set: file comment present */
#define ENCRYPTED 0x20 /* bit 5 set: file is encrypted */
#define RESERVED 0xC0 /* bit 6,7: reserved */

/* internal file attribute */
#define UNKNOWN 0xffff
#define BINARY 0
#define ASCII 1

#ifndef WSIZE
# define WSIZE 0x8000 /* window size--must be a power of two, and */
#endif /* at least 32K for zip's deflate method */

#define MIN_MATCH 3
#define MAX_MATCH 258
/* The minimum and maximum match lengths */

#define MIN_LOOKAHEAD (MAX_MATCH+MIN_MATCH+1)
/* Minimum amount of lookahead, except at the end of the input file.
 * See deflate.c for comments about the MIN_MATCH+1.
 */

#define MAX_DIST (WSIZE-MIN_LOOKAHEAD)
/* In order to simplify the code, particularly on 16 bit machines, match
 * distances are limited to MAX_DIST instead of WSIZE.
 */

extern int exit_code; /* program exit code */
extern int verbose; /* be verbose (-v) */
extern int quiet; /* be quiet (-q) */
extern int level; /* compression level */
extern int test; /* check .z file integrity */
extern int to_stdout; /* output to stdout (-c) */
extern int save_orig_name; /* set if original name must be saved */

#define get_byte() (inptr < insize ? inbuf[inptr++] : fill_inbuf(0))
#define try_byte() (inptr < insize ? inbuf[inptr++] : fill_inbuf(1))

/* put_byte is used for the compressed output, put_ubyte for the
 * uncompressed output. However unlz() uses window for its
 * suffix table instead of its output buffer, so it does not use put_ubyte
 * (to be cleaned up).
 */
#define put_byte(c) {outbuf[outcnt++]=(uch)(c); if (outcnt==OUTBUFSIZ)\
flush_outbuf();}
#define put_ubyte(c) {window[outcnt++]=(uch)(c); if (outcnt==WSIZE)\
flush_window();}

/* Output a 16 bit value, lsb first */
#define put_short(w) \
{ if (outcnt < OUTBUFSIZ-2) { \
outbuf[outcnt++] = (uch) ((w) & 0xff); \
outbuf[outcnt++] = (uch) ((ush)(w) >> 8); \
} else { \
put_byte((uch)((w) & 0xff)); \
put_byte((uch)((ush)(w) >> 8)); \
} \
}

/* Output a 32 bit value to the bit stream, lsb first */
#define put_long(n) { \
put_short((n) & 0xffff); \
put_short(((ulg)(n) >> 16); \
}

#define seekable() 0 /* force sequential output */
#define translate_eol 0 /* no option -a yet */

#define tolow(c) (isupper(c) ? tolower(c) : (c)) /* force to lower case */

/* Macros for getting two-byte and four-byte header values */
#define SH(p) ((ush)(uch)((p)[0]) | ((ush)(uch)((p)[1]) << 8))
#define LG(p) ((ulg)(SH(p)) | ((ulg)(SH((p)+2)) << 16))

```

```

/* Diagnostic functions */
#ifdef DEBUG
# define Assert(cond,msg) {if (!(cond)) gzip_error (msg);}
# define Trace(x) fprintf x
# define Tracev(x) {if (verbose) fprintf x ;}
# define Tracecv(x) {if (verbose>1) fprintf x ;}
# define Tracec(c,x) {if (verbose && (c)) fprintf x ;}
# define Tracecv(c,x) {if (verbose>1 && (c)) fprintf x ;}
#else
# define Assert(cond,msg)
# define Trace(x)
# define Tracev(x)
# define Tracecv(x)
# define Tracec(c,x)
# define Tracecv(c,x)
#endif

#define WARN(msg) {if (!quiet) fprintf msg ; \
                  if (exit_code == OK) exit_code = WARNING;}

/* in zip.c */
extern int zip      (int in, int out);
extern int file_read (char *buf, unsigned size);

/* in unzip.c */
extern int unzip      (int in, int out);
extern int check_zipfile (int in);

/* in unpack.c */
extern int unpack      (int in, int out);

/* in unlzh.c */
extern int unlzh      (int in, int out);

/* in gzip.c */
extern void abort_gzip (void) ATTRIBUTE_NORETURN;

/* in deflate.c */
extern void lm_init (int pack_level, ush *flags);
extern off_t deflate (void);

/* in trees.c */
extern void ct_init      (ush *attr, int *method);
extern int ct_tally      (int dist, int lc);
extern off_t flush_block (char *buf, ulg stored_len, int eof);

/* in bits.c */
extern void bi_init      (file_t zipfile);
extern void send_bits    (int value, int length);
extern unsigned bi_reverse (unsigned value, int length) _GL_ATTRIBUTE_CONST;
extern void bi_windup    (void);
extern void copy_block   (char *buf, unsigned len, int header);
extern int (*read_buf)   (char *buf, unsigned size);

/* in util.c */
extern int copy          (int in, int out);
extern ulg updcrc       (uch *s, unsigned n);
extern void clear_bufs  (void);
extern int fill_inbuf    (int eof_ok);
extern void flush_outbuf (void);
extern void flush_window (void);
extern void write_buf    (int fd, voidp buf, unsigned cnt);
extern int read_buffer   (int fd, voidp buf, unsigned int cnt);
extern char *strlwr      (char *s);
extern char *gzip_base_name (char *fname) _GL_ATTRIBUTE_PURE;
extern int xunlink       (char *fname);
extern void make_simple_name (char *name);
extern char *add_envopt  (int *argcp, char ***argvp, char const *env);
extern void gzip_error   (char const *m) ATTRIBUTE_NORETURN;
extern void xalloc_die   (void) ATTRIBUTE_NORETURN;
extern void warning      (char const *m);
extern void read_error   (void) ATTRIBUTE_NORETURN;
extern void write_error  (void) ATTRIBUTE_NORETURN;
extern void display_ratio (off_t num, off_t den, FILE *file);
extern void fprintf_off  (FILE *, off_t, int);

/* in inflate.c */
extern int inflate (void);

```

---

## Notice for package(s)

*init-ifupdown*  
*netbase*

---

This package was created by Peter Tobias tobias@et-inf.fho-enden.de on  
Wed, 24 Aug 1994 21:33:28 +0200 and maintained by Anthony Towns  
<ajt@debian.org> until 2001.  
It is currently maintained by Marco d'Itri <md@linux.it>.

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## Notice for package(s)

### *python-requests*

---

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## Notice for package(s)

### *run-postinsts* *udev-extraconf* *udev-rules-qorig*

---

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## Notice for package(s)

### *e2fsprogs*

---

```
/*
 * Public include file for the UUID library
 *
 * Copyright (C) 1996, 1997, 1998 Theodore Ts'o.
 *
 * %Begin-Header%
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 * modification, are permitted provided that the following conditions
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```

```

* DAMAGE.
* %End-Header%
*/

#ifndef _UUID_UUID_H
#define _UUID_UUID_H

#include <sys/types.h>
#ifndef _WIN32
#include <sys/time.h>
#endif
#include <time.h>

typedef unsigned char uuid_t[16];

/* UUID Variant definitions */
#define UUID_VARIANT_NCS 0
#define UUID_VARIANT_DCE 1
#define UUID_VARIANT_MICROSOFT 2
#define UUID_VARIANT_OTHER 3

/* UUID Type definitions */
#define UUID_TYPE_DCE_TIME 1
#define UUID_TYPE_DCE_RANDOM 4

/* Allow UUID constants to be defined */
#ifdef __GNUC__
#define UUID_DEFINE(name,u0,u1,u2,u3,u4,u5,u6,u7,u8,u9,u10,u11,u12,u13,u14,u15) \
    static const uuid_t name __attribute__((unused)) = {u0,u1,u2,u3,u4,u5,u6,u7,u8,u9,u10,u11,u12,u13,u14,u15}
#else
#define UUID_DEFINE(name,u0,u1,u2,u3,u4,u5,u6,u7,u8,u9,u10,u11,u12,u13,u14,u15) \
    static const uuid_t name = {u0,u1,u2,u3,u4,u5,u6,u7,u8,u9,u10,u11,u12,u13,u14,u15}
#endif

#ifdef __cplusplus
extern "C" {
#endif

/* clear.c */
void uuid_clear(uuid_t uu);

/* compare.c */
int uuid_compare(const uuid_t uu1, const uuid_t uu2);

/* copy.c */
void uuid_copy(uuid_t dst, const uuid_t src);

/* gen_uuid.c */
void uuid_generate(uuid_t out);
void uuid_generate_random(uuid_t out);
void uuid_generate_time(uuid_t out);

/* isnull.c */
int uuid_is_null(const uuid_t uu);

/* parse.c */
int uuid_parse(const char *in, uuid_t uu);

/* unparse.c */
void uuid_unparse(const uuid_t uu, char *out);
void uuid_unparse_lower(const uuid_t uu, char *out);
void uuid_unparse_upper(const uuid_t uu, char *out);

/* uuid_time.c */
time_t uuid_time(const uuid_t uu, struct timeval *ret_tv);
int uuid_type(const uuid_t uu);
int uuid_variant(const uuid_t uu);

#ifdef __cplusplus
}
#endif

#endif /* _UUID_UUID_H */

```

---

## Notice for package(s)

*perl*

---

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## Notice for package(s)

### *hdparm*

---

```
#!/bin/bash
#
# SATA SSD free-space TRIM utility, by Mark Lord <mlord@pobox.com>

VERSION=3.6

# Copyright (C) 2009-2010 Mark Lord. All rights reserved.
#
# Contains hfsplus and ntfs code contributed by Heiko Wegeler <heiko.wegeler@googlemail.com>.
# Package sleuthkit version >=3.1.1 is required for HFS+. Package ntfs-3g and ntfsprogs is required for NTFS.
#
# Requires gawk, a really-recent hdparm, and various other programs.
# This needs to be redone entirely in C, for 64-bit math, someday.
#
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# modify it under the terms of the GNU General Public License Version 2,
# as published by the Free Software Foundation.
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# along with this program; if not, write to the Free Software Foundation,
# Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
#
# Note for OCZ Vertex-LE users: the drive firmware will error when
# attempting to trim the final sector of the drive. To avoid this,
# partition the drive such that the final sector is not used.

export LANG=C

## The usual terse usage information:
##
function usage_error(){
    echo >&2
    echo "Linux tune-up (TRIM) utility for SATA SSDs"
    echo "Usage: $0 [--verbose] [--commit] <mount_point|block_device>" >&2
    echo "    Eg: $0 /dev/sda1" >&2
    echo >&2
    exit 1
}

## Parameter parsing for the main script.
## Yeah, we could use getopt here instead, but what fun would that be?
##

echo
echo "${0##*/}: Linux SATA SSD TRIM utility, version $VERSION, by Mark Lord."

export verbose=0
commit=""
destroy_me=""
argc=$#
arg=""
while [ $argc -gt 0 ]; do
    if [ "$1" = "--commit" ]; then
        commit=yes
    elif [ "$1" = "--please-prematurely-wear-out-my-ssd" ]; then
        destroy_me=yes
    elif [ "$1" = "--verbose" ]; then
        verbose=$((verbose + 1))
    elif [ "$1" = "" ]; then
        usage_error
    else

```

```

        if [ "$arg" != "" ]; then
            echo "$1: too many arguments, aborting." >&2
            exit 1
        fi
        arg="$1"
    fi
    argc=$((argc - 1))
    shift
done
[ "$arg" = "" ] && usage_error

## Find a required program, or else give a nicer error message than we'd otherwise see:
##
function find_prog(){
    prog="$1"
    if [ ! -x "$prog" ]; then
        prog="{prog##*/}"
        p=`type -f -P "$prog" 2>/dev/null`
        if [ "$p" = "" ]; then
            [ "$2" != "quiet" ] && echo "$1: needed but not found, aborting." >&2
            exit 1
        fi
        prog="$p"
        [ $verbose -gt 0 ] && echo " --> using $prog instead of $1" >&2
    fi
    echo "$prog"
}

## Ensure we have most of the necessary utilities available before trying to proceed:
##
hash -r ## Refresh bash's cached PATH entries
HDPARM=`find_prog /sbin/hdparm` || exit 1
FIND=`find_prog /usr/bin/find` || exit 1
STAT=`find_prog /usr/bin/stat` || exit 1
GAWK=`find_prog /usr/bin/gawk` || exit 1
BLKID=`find_prog /sbin/blkid` || exit 1
GREP=`find_prog /bin/grep` || exit 1
ID=`find_prog /usr/bin/id` || exit 1
LS=`find_prog /bin/ls` || exit 1
DF=`find_prog /bin/df` || exit 1
RM=`find_prog /bin/rm` || exit 1
STAT=`find_prog /usr/bin/stat` || exit 1

[ $verbose -gt 1 ] && HDPARM="$HDPARM --verbose"

## I suppose this will confuse the three SELinux users out there:
##
if [ `ID -u` -ne 0 ]; then
    echo "Only the super-user can use this (try \"sudo $0\" instead), aborting." >&2
    exit 1
fi

## We need a very modern hdparm, for its --fallocate and --trim-sector-ranges-stdin flags:
## Version 9.25 added automatic determination of safe max-size of TRIM commands.
##
HDPVER=`$HDPARM -v | $GAWK '{gsub("[^0-9.]", "", $2); if ($2 > 0) print ($2 * 100); else print 0; exit(0)}'`
if [ $HDPVER -lt 925 ]; then
    echo "$HDPARM: version >= 9.25 is required, aborting." >&2
    exit 1
fi

## Convert relative path "$1" into an absolute pathname, resolving all symlinks:
##
function get_realpath(){
    iter=0
    p="$1"
    while [ -e "$p" -a $iter -lt 100 ]; do
        ## Strip trailing slashes:
        while [ "$p" != "/" -a "$p" != "${p%%/}" ]; do
            p="${p%%/}"
        done
        ## Split into directory:leaf portions:
        d="${p%/*}"
        t="${p##*/}"
        ## If the split worked, then cd into the directory portion:
        if [ "$d" != "" -a "$d" != "$p" ]; then
            cd -P "$d" || exit
            p="$t"
        fi
        ## If what we have left is a directory, then cd to it and print realpath:
        if [ -d "$p" ]; then
            cd -P "$p" || exit
            pwd -P
            exit
        fi
        ## Otherwise if it is a symlink, read the link and loop again:
        elif [ -h "$p" ]; then
            p=`$LS -ld "$p" | awk '{sub("[^>]*-> *", ""); print}'`
        fi
        ## Otherwise, prefix $p with the cwd path and print it:
        elif [ -e "$p" ]; then
            [ "${p:0:1}" = "/" ] || p="`pwd -P`/$p"
            echo "$p"
            exit
        fi
        iter=$((iter + 1))
    done
}

function get_devpath(){

```

```

    dir="$1"
    kdev=`$STAT --format="%04D" "$dir" 2>/dev/null`
    [ "$kdev" = "" ] && exit 1
    major=$((0x${kdev:0:2}))
    minor=$((0x${kdev:2:2}))
    $FIND /dev -xdev -type b -exec $LS -ln {} \; | $GAWK -v major="$major," -v minor="$minor" \
        '($5 == major && $6 == minor){r=$NF}END{print r}'
}

## Convert "$arg" into an absolute pathname target, with no symlinks or embedded blanks:
target=`get_realpath "$arg"`
if [ "$target" = "" ]; then
    [ "$arg" = "/dev/root" ] && target=`get_devpath /`
    if [ "$target" = "" ]; then
        echo "$arg: unable to determine full pathname, aborting." >&2
        exit 1
    fi
fi
if [ "$target" != "${target##* }" ]; then
    echo "\"$target\": pathname has embedded blanks, aborting." >&2
    exit 1
fi

## Take a first cut at online/offline determination, based on the target:
##
if [ -d "$target" ]; then
    method=online
elif [ -b "$target" ]; then
    method=offline
else
    echo "$target: not a block device or mount point, aborting." >&2
    exit 1
fi

## Find the active mount-point (fsdir) associated with a device ($1: fsdev).
## This is complicated, and probably still buggy, because a single
## device can show up under *multiple* mount points in /proc/mounts.
##
function get_fsdir(){
    rw=""
    r=""
    while read -a m ; do
        pdev="${m[0]}"
        [ "$pdev" = "$1" ] || pdev=`get_realpath "$pdev"`
        if [ "$pdev" = "$1" ]; then
            if [ "$rw" != "rw" ]; then
                rw="${m[3]:0:2}"
                r="${m[1]}"
            fi
        fi
        #echo "$pdev ${m[1]} ${m[2]} ${m[3]}"
    done
    echo -n "$r"
}

## Find the device (fsdev) associated with a mount point ($1: fsdir).
## Since mounts can be stacked on top of each other, we return the
## one from the last occurrence in the list from /proc/mounts.
##
function get_fsdev(){ ## from fsdir
    get_realpath "`$GAWK -v p="$1" '{if ($2 == p) r=$1} END{print r}' < /proc/mounts`"
}

## Find the r/w or r/o status (fsmode) of a filesystem mount point ($1: fsdir)
## We get it from the last occurrence of the mount point in the list from /proc/mounts,
## and convert it to a longer human-readable string.
##
function get_fsmode(){ ## from fsdir
    mode="`$GAWK -v p="$1" '{if ($2 == p) r=substr($4,1,2)} END{print r}' < /proc/mounts`"
    if [ "$mode" = "ro" ]; then
        echo "read-only"
    elif [ "$mode" = "rw" ]; then
        echo "read-write"
    else
        echo "$fsdir: unable to determine mount status, aborting." >&2
        exit 1
    fi
}

## Try and determine the device name associated with the root filesystem.
## This is nearly impossible to do in any perfect fashion.
##
## Redhat/Fedora no longer have an rdev command. Silly them.
## So we now implement it internally, below.
##
## match_rootdev *should* work, but on some distros it may find only "/dev/root",
## and "/dev/root" is not usually a real device. We leave it like that for now,
## because that's the pattern such systems also use in /proc/mounts.
## Later, at time of use, we'll try harder to find the real rootdev.
##
## FIXME: apparently this doesn't work on SuSE Linux, though.
## So for there, we'll likely need to read /etc/mtab,
## or be a lot more clever and get it somehow from statfs or something.
## FIXME: or use target from /dev/root symlink for Gentoo as well.
##
function match_rootdev() {
    rdev=""
    rdevno="$1"
}

```

```

while read bdev ; do
    if [ "$rdev" = "" -o "$bdev" != "/dev/root" ]; then
        devno=$(STAT -c "0x%t%02T" "$bdev" 2>/dev/null)
        [ "$devno" = "$rdevno" ] && rdev="$bdev"
    fi
done
echo -n "$rdev"
}

rootdev=$(FIND /dev/ -type b 2>/dev/null | match_rootdev $(STAT -c "0x%D" '/'))
[ $verbose -gt 0 ] && echo "rootdev=$rootdev"

## The user gave us a directory (mount point) to TRIM,
## which implies that we will be doing an online TRIM
## using --fallocate and --fibmap to find the free extents.
## Do some preliminary correctness/feasibility checks on fsdir:
##
if [ "$method" = "online" ]; then
    ## Ensure fsdir exists and is accessible to us:
    fsdir="$target"
    cd "$fsdir" || exit 1

    if [ "$fsdir" = "/" ]; then
        fsdev="$rootdev"
    else
        ## Figure out what device holds the filesystem.
        fsdev=`get_fsdev $fsdir`
        if [ "$fsdev" = "" ]; then
            echo "$fsdir: not found in /proc/mounts, aborting." >&2
            exit 1
        fi
    fi

    ## The root filesystem may show up as the phoney "/dev/root" device
    ## in /proc/mounts (ugh). So if we see that, then substitute the rootdev
    ## that $DF gave us earlier. But $DF may have the same problem (double ugh).
    ##
    [ ! -e "$fsdev" -a "$fsdev" = "/dev/root" ] && fsdev="$rootdev"

    ## Ensure that fsdev exists and is a block device:
    if [ ! -e "$fsdev" ]; then
        if [ "$fsdev" != "/dev/root" ]; then
            echo "$fsdev: not found" >&2
            exit 1
        fi
        if [ "$rootdev" = "" ]; then
            echo "$fsdev: not found" >&2
            exit 1
        fi
        fsdev="$rootdev"
    fi
    if [ ! -b "$fsdev" ]; then
        echo "$fsdev: not a block device" >&2
        exit 1
    fi

    ## If it is mounted read-only, we must switch to doing an "offline" trim of fsdev:
    fsmode=`get_fsmode $fsdir` || exit 1
    [ $verbose -gt 0 ] && echo "fsmodel: fsmode=$fsmode"
    [ "$fsmode" = "read-only" ] && method=offline
fi

## This is not an "else" clause from the above, because "method" may have changed.
## For offline TRIM, we need the block device, and it cannot be mounted read-write:
##
if [ "$method" = "offline" ]; then
    ## We might already have fsdev/fsdir from above; if not, we need to find them.
    if [ "$fsdev" = "" -o "$fsdir" = "" ]; then
        fsdev="$target"
        fsdir=`get_fsdir "$fsdev" < /proc/mounts`
        ## More weirdness for /dev/root in /proc/mounts:
        if [ "$fsdir" = "" -a "$fsdev" = "$rootdev" ]; then
            fsdir=`get_fsdir /dev/root < /proc/mounts`
            if [ "$fsdir" = "" ]; then
                rdev=`get_devpath /`
                [ "$rdev" != "" ] && fsdir=`get_fsdir "$rdev" < /proc/mounts`
            fi
        fi
    fi

    ## If the filesystem is truly not-mounted, then fsdir will still be empty here.
    ## It could be mounted, though. Read-only is fine, but read-write means we need
    ## to switch gears and do an "online" TRIM instead of an "offline" TRIM.
    ##
    if [ "$fsdir" != "" ]; then
        fsmode=`get_fsmode $fsdir` || exit 1
        [ $verbose -gt 0 ] && echo "fsmodel: fsmode=$fsmode"
        if [ "$fsmode" = "read-write" ]; then
            method=online
            cd "$fsdir" || exit 1
        fi
    fi
fi

## Use $LS to find the major number of a block device:
##
function get_major(){
    $LS -ln "$1" | $GAWK '{print gensub(",","",1,$5)}'
}

```

```

}

## At this point, we have finalized our selection of online vs. offline,
## and we definitely know the fsdev, as well as the fsdir (fsdir="" if not-mounted).
##
## Now guess at the underlying rawdev name, which could be exactly the same as fsdev.
## Then determine whether or not rawdev claims support for TRIM commands.
## Note that some devices lie about support, and later reject the TRIM commands.
##
rawdev=`echo $fsdev | $GAWK '{print gensub("[0-9]*$", "", "g")}'`
rawdev=`get_realpath "$rawdev"`
if [ ! -e "$rawdev" ]; then
    rawdev=""
elif [ ! -b "$rawdev" ]; then
    rawdev=""
elif [ "`get_major $fsdev`" -ne "`get_major $rawdev`" ]; then ## sanity check
    rawdev=""
else
    ## "SCSI" drives only; no LVM confusion for now:
    maj=$(get_major $fsdev)
    maj_ok=0
    for scsi_major in 8 65 66 67 68 69 70 71 ; do
        [ "$maj" = "$scsi_major" ] && maj_ok=1
    done
    if [ $maj_ok -eq 0 ]; then
        echo "$rawdev: does not appear to be a SCSI/SATA SSD, aborting." >&2
        exit 1
    fi
    if ! $HDPARM -I $rawdev | $GREP -i '[ ][*][ ]*Data Set Management TRIM supported' &>/dev/null ; then
        if [ "$scommit" = "yes" ]; then
            echo "$rawdev: DSM/TRIM command not supported, aborting." >&2
            exit 1
        fi
        echo "$rawdev: DSM/TRIM command not supported (continuing with dry-run)." >&2
    fi
fi
if [ "$rawdev" = "" ]; then
    echo "$fsdev: unable to reliably determine the underlying physical device name, aborting" >&2
    exit 1
fi

## We also need to know the offset of fsdev from the beginning of rawdev,
## because TRIM requires absolute sector numbers within rawdev:
##
fsoffset=`$HDPARM -g "$fsdev" | $GAWK 'END {print $NF}'`

## Next step is to determine what type of filesystem we are dealing with (fstype):
##
if [ "$fsdir" = "" ]; then
    ## Not mounted: use $BLKID to determine the fstype of fsdev:
    fstype=`$BLKID -w /dev/null -c /dev/null $fsdev 2>/dev/null | \
        $GAWK '/ TYPE=".*"/{sub("^.* TYPE=\"", ""); sub("[\"]" ]*.*", ""); print}'`
    [ $verbose -gt 0 ] && echo "$fsdev: fstype=$fstype"
else
    ## Mounted: we could just use $BLKID here, too, but it's safer to use /proc/mounts directly:
    fstype=`$GAWK -v p="$fsdir" '{if ($2 == p) r=$3} END{print r}' < /proc/mounts`
    [ $verbose -gt 0 ] && echo "$fsdir: fstype=$fstype"
fi
if [ "$fstype" = "" ]; then
    echo "$fsdev: unable to determine filesystem type, aborting." >&2
    exit 1
fi

## Some helper funcs and vars for use with the xfs filesystem tools:
##
function xfs_abort(){
    echo "$fsdev: unable to determine xfs filesystem ${1-parameters}, aborting." >&2
    exit 1
}
function xfs_trimlist(){
    $XFS_DB -r -c "freesp -d" "$fsdev" ## couldn't get this to work inline
}
xfs_agoffsets=""
xfs_blksects=0

## We used to allow single-drive btrfs here, but it stopped working in linux-2.6.31,
## and Chris Mason says "unsafe at any speed" really. So it's been dropped now.
##
if [ "$fstype" = "btrfs" ]; then ## hdparm --fibmap fails, due to fake 0:xx device nodes
    echo "$target: btrfs filesystem type not supported (cannot determine physical devices), aborting." >&2
    exit 1
fi

## Now figure out whether we can actually do TRIM on this type of filesystem:
##
if [ "$method" = "online" ]; then
    ## Print sensible error messages for some common situations,
    ## rather than failing with more confusing messages later on..
    ##
    if [ "$fstype" = "ext2" -o "$fstype" = "ext3" ]; then ## No --fallocate support
        echo "$target: cannot TRIM $fstype filesystem when mounted read-write, aborting." >&2
        exit 1
    fi

    ## Figure out if we have enough free space to even attempt TRIM:
    ##
    freesize=`DF -P -B 1024 . | $GAWK '{r=$4}END{print r}'`
    if [ "$freesize" = "" ]; then

```

```

        echo "$fsdev: unknown to '$DF'"
        exit 1
    fi
    if [ $freesize -lt 15000 ]; then
        echo "$target: filesystem too full for TRIM, aborting." >&2
        exit 1
    fi

    ## Figure out how much space to --fallocate (later), keeping in mind
    ## that this is a live filesystem, and we need to leave some space for
    ## other concurrent activities, as well as for filesystem overhead (metadata).
    ## So, reserve at least 1% or 7500 KB, whichever is larger:
    ##
    reserved=$((freesize / 100))
    [ $reserved -lt 7500 ] && reserved=7500
    [ $verbose -gt 0 ] && echo "freesize = ${freesize} KB, reserved = ${reserved} KB"
    tmpsize=$((freesize - reserved))
    tmpfile="WIPER_TMPFILE.$$"
    get_trimlist="$HDPARM --fibmap $tmpfile"
else
    ## We can only do offline TRIM on filesystems that we "know" about here.
    ## Currently, this includes the ext2/3/4 family, xfs, and reiserfs.
    ## The first step for any of these is to ensure that the filesystem is "clean",
    ## and immediately abort if it is not.
    ##
    get_trimlist=""
    if [ "$fstype" = "ext2" -o "$fstype" = "ext3" -o "$fstype" = "ext4" ]; then
        DUMPE2FS=find_prog /sbin/dumpe2fs` || exit 1
        fstate="$DUMPE2FS $fsdev 2>/dev/null | $GAWK '/^[Ff]ilesystem state:/{print $NF}' 2>/dev/null`"
        if [ "$fstate" != "clean" ]; then
            echo "$target: filesystem not clean, please run \"e2fsck $fsdev\" first, aborting." >&2
            exit 1
        fi
        get_trimlist="$DUMPE2FS $fsdev"
    elif [ "$fstype" = "xfs" ]; then
        XFS_DB=find_prog /sbin/xfs_db` || exit 1
        XFS_REPAIR=find_prog /sbin/xfs_repair` || exit 1
        if ! $XFS_REPAIR -n "$fsdev" &>/dev/null ; then
            echo "$fsdev: filesystem not clean, please run \"xfs_repair $fsdev\" first, aborting." >&2
            exit 1
        fi

        ## For xfs, life is more complex than with ext2/3/4 above.
        ## The $XFS_DB tool does not return absolute block numbers for freespace,
        ## but rather gives them as relative to it's allocation groups (ag's).
        ## So, we'll need to interrogate it for the offset of each ag within the filesystem.
        ## The agoffsets are extracted from $XFS_DB as sector offsets within the fsdev.
        ##
        agcount=$XFS_DB -r -c "sb" -c "print agcount" "$fsdev" | $GAWK '{print 0 + $NF}'`
        [ "$agcount" = "" -o "$agcount" = "0" ] && xfs_abort "agcount"
        xfs_agoffsets=
        i=0
        while [ $i -lt $agcount ]; do
            agoffset=$XFS_DB -r -c "sb" -c "convert agno $i daddr" "$fsdev" \
                | $GAWK '{print 0 + gensub("[()]", "", "g", $2)}'`
            [ "$agoffset" = "" ] && xfs_abort "agoffset-$i"
            [ $i -gt 0 ] && [ $agoffset -le ${xfs_agoffsets##*} ] && xfs_abort "agoffset[$i]"
            xfs_agoffsets="$xfs_agoffsets $agoffset"
            i=$((i + 1))
        done
        xfs_agoffsets="${xfs_agoffsets:1}"      ## strip leading space

        ## We also need xfs_blksects for later, because freespace gets listed as block numbers.
        ##
        blksize=$XFS_DB -r -c "sb" -c "print blocksize" "$fsdev" | $GAWK '{print 0 + $NF}'`
        [ "$blksize" = "" -o "$blksize" = "0" ] && xfs_abort "block size"
        xfs_blksects=$((blksize/512))
        get_trimlist="xfs_trimlist"
    elif [ "$fstype" = "reiserfs" ]; then
        DEBUGREISERFS=find_prog /sbin/debugreiserfs` || exit 1
        ( $DEBUGREISERFS $fsdev | $GREP '^Filesystem state:.consistent' ) &> /dev/null
        if [ $? -ne 0 ]; then
            echo "Please run fsck.reiserfs first, aborting." >&2
            exit 1
        fi
        get_trimlist="$DEBUGREISERFS -m $fsdev"
    elif [ "$fstype" = "hfsplus" ]; then
        OD=find_prog /usr/bin/od` || exit 1
        TR=find_prog /usr/bin/tr` || exit 1
        #check sleuthkit
        FSSTAT=find_prog /usr/local/bin/fsstat`
        if [ "$?" = "1" ]; then
            echo "fsstat and icat from package sleuthkit >= 3.1.1 is required for hfsplus."
            exit 1
        fi
        ICAT=find_prog /usr/local/bin/icat`
        if [ ""`$ICAT -f list 2>/dev/stdout|$GREP HFS+`" = "" ]; then
            echo "Wrong icat, version from package sleuthkit >= 3.1.1 is required for hfsplus."
            exit 1
        fi
        #check for unmounted properly
        if [ ""`$FSSTAT -f hfs $fsdev | $GREP "Volume Unmounted Properly"`" = "" ]; then
            echo "hfsplus volume unmounted improperly!"
            exit 1
        fi
        #check $AllocationFile inode
        FFIND=find_prog /usr/local/bin/ffind`
        if [ ""`$FFIND -f hfs $fsdev 6`" != "/\AllocationFile" ]; then

```

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        echo "Hfsplus bitmap \${AllocationFile} is not inode 6!"
        exit 1
    fi
    #get offset for hfsplus with a wrapper
    hfsoffset=`$FSSTAT -f hfs $fsdev | $GREP "File system is embedded in an HFS wrapper at offset "|$TR -d "\t"`
    if [ -n "$hfsoffset" ]; then
        hfsoffset=${hfsoffset:52}
        ((fsoffset=fsoffset+hfsoffset))
        echo "File system is embedded in an HFS wrapper at offset $hfsoffset"
    fi
    blksize=`$FSSTAT -f hfs $fsdev | $GREP "Allocation Block Size: "|$TR -d "\t"`
    blksize=${blksize:23}
    blksects=$((blksize / 512))
    #get count of used bytes in $AllocationFile
    blkcount=`$FSSTAT -f hfs $fsdev | $GREP "Block Range: 0 - "`
    blkcount=${blkcount:17}
    bytecount=$((blkcount/blksects))

    method="bitmap_offline"
    get_trimlist=`echo $blksects hfsplus `ICAT -f hfs $fsdev 6 | $OD -N $bytecount -An -vtul -j0 -w1`"
elif [ "$fstype" = "ntfs" ]; then
    NTFSINFO=`find_prog /usr/bin/ntfsinfo` || exit 1
    NTFSFSCAT=`find_prog /usr/bin/ntfsfscat` || exit 1
    NTFSPROBE=`find_prog /usr/bin/ntfs-3g.probe` || exit 1
    OD=`find_prog /usr/bin/od` || exit 1
    TR=`find_prog /usr/bin/tr` || exit 1
    #check for unmounted properly
    $NTFSPROBE -w $fsdev 2>/dev/null
    if [ $? -ne 0 ]; then
        echo "$fsdev contains an unclean file system!"
        exit 1
    fi
    #check for volume version
    if [ "`$NTFSINFO -m -f $fsdev | $GREP "Volume Version: 3.1" = "" ]; then
        echo "NTFS volume version must be 3.1!"
        exit 1
    fi
    blksize=`$NTFSINFO -m -f $fsdev | $GREP "Cluster Size: "|$TR -d "\t"`
    blksize=${blksize:14}
    blksects=$((blksize / 512))
    #get count of used bytes in $Bitmap
    blkcount=`$NTFSINFO -m -f $fsdev | $GREP "Volume Size in Clusters: "|$TR -d "\t"`
    blkcount=${blkcount:25}
    bytecount=$((blkcount/blksects))

    method="bitmap_offline"
    get_trimlist="echo $blksects ntfs `NTFSFSCAT $fsdev \\$Bitmap | $OD -N $bytecount -An -vtul -j0 -w1`"
fi
if [ "$get_trimlist" = "" ]; then
    echo "$target: offline TRIM not supported for $fstype filesystems, aborting." >&2
    exit 1
fi

fi

## All ready. Now let the user know exactly what we intend to do:
##
mountstatus="$fstype non-mounted"
[ "$fsdir" = "" ] || mountstatus="$fstype mounted $fsmode at $fsdir"
echo "Preparing for $method TRIM of free space on $fsdev ($mountstatus)."

## If they specified "--commit" on the command line, then prompt for confirmation first:
##
if [ "$commit" = "yes" ]; then
    if [ "$destroy_me" = "" ]; then
        echo >/dev/tty
        echo -n "This operation could silently destroy your data. Are you sure (y/N)? " >/dev/tty
        read yn < /dev/tty
        if [ "$yn" != "y" -a "$yn" != "Y" ]; then
            echo "Aborting." >&2
            exit 1
        fi
    fi
    TRIM="$HDPARM --please-destroy-my-drive --trim-sector-ranges-stdin $rawdev"
else
    echo "This will be a DRY-RUN only. Use --commit to do it for real."
    TRIM="$GAWK {}"
fi

## Useful in a few places later on:
##
function sync_disks(){
    echo -n "Syncing disks.. "
    sync
    echo
}

## Clean up tmpfile (if any) and exit:
##
function do_cleanup(){
    if [ "$method" = "online" ]; then
        if [ -e $tmpfile ]; then
            echo "Removing temporary file.."
            $RM -f $tmpfile
        fi
        sync_disks
    fi
    [ $1 -eq 0 ] && echo "Done."
    [ $1 -eq 0 ] || echo "Aborted." >&2
}

```

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    exit $1
}

## Prepare signal handling, in case we get interrupted while $tmpfile exists:
##
function do_abort(){
    echo
    do_cleanup 1
}
trap do_abort SIGTERM
trap do_abort SIGQUIT
trap do_abort SIGINT
trap do_abort SIGHUP
trap do_abort SIGPIPE

## For online TRIM, go ahead and create the huge temporary file.
## This is where we finally discover whether the filesystem actually
## supports --fallocate or not. Some folks will be disappointed here.
##
## Note that --fallocate does not actually write any file data to fsdev,
## but rather simply allocates formerly-free space to the tmpfile.
##
if [ "$method" = "online" ]; then
    if [ -e "$tmpfile" ]; then
        if ! $RM -f "$tmpfile" ; then
            echo "$tmpfile: already exists and could not be removed, aborting." >&2
            exit 1
        fi
    fi
    echo -n "Allocating temporary file (${tmpsize} KB).. "
    if ! $HDPARM --fallocate "${tmpsize}" $tmpfile ; then
        echo "$target: this kernel may not support 'fallocate' on a $fstype filesystem, aborting." >&2
        exit 1
    fi
    echo
fi

## Finally, we are now ready to TRIM something!
##
## Feed the "get_trimlist" output into a gawk program which will
## extract the trimable lba-ranges (extents) and batch them together
## into huge --trim-sector-ranges calls.
##
## We are limited by at least one thing when doing this:
## 1. Some device drivers may not support more than 255 sectors
## full of lba:count range data per TRIM command.
## The latest hdparm versions now take care of that automatically.
##
sync_disks
if [ "$commit" = "yes" ]; then
    echo "Beginning TRIM operations.."
else
    echo "Simulating TRIM operations.."
fi
[ $verbose -gt 0 ] && echo "get_trimlist=$get_trimlist"

## Begin gawk program
GAWKPROG='
BEGIN {
    if (xfs_agoffsets != "") {
        method = "xfs_offline"
        agcount = split(xfs_agoffsets,agoffset," ");
    }
}
function append_range (lba,count ,this_count){
    nsectors += count;
    while (count > 0) {
        this_count = (count > 65535) ? 65535 : count
        printf "%u:%u ", lba, this_count
        if (verbose > 1)
            printf "%u:%u ", lba, this_count > "/dev/stderr"
        lba += this_count
        count -= this_count
        nranges++;
    }
}
(method == "online") { ## Output from "hdparm --fibmap", in absolute sectors:
    if (NF == 4 && $2 ~ "^[1-9][0-9]*$")
        append_range($2,$4)
    next
}
(method == "xfs_offline") { ## Output from xfs_db:
    if (NF == 3 && gensub("[0-9 ]","","g",$0) == "" && $1 < agcount) {
        lba = agoffset[1 + $1] + ($2 * xfs_blksects) + fsoffset
        count = $3 * xfs_blksects
        append_range(lba,count)
    }
    next
}
(method == "bitmap_offline") {
    n = split($0,f)
    blksects = f[1]
    fstype = f[2]
    bitmap_start = 3
    range_first = -1 #clusters
    range_last = -1
    for (i = bitmap_start; i <= n-1; i++) {
        if (f[i] == 0) {

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        if (range_first == -1)
            range_first = (i-bitmap_start) * 8
            range_last = (i-bitmap_start) * 8 + 7
    } else if (f[i] == 255 && range_first > -1){
        #printf range_first "-" range_last "\n" > "/dev/stderr"
        lba = (range_first * blksects) + fsoffset
        count = (range_last - range_first + 1) * blksects
        append_range(lba,count)
        range_first = -1
        range_last = -1
    } else {
        for (b = 0; b < 8; b++) {
            if (fstype == "ntfs")
                bit = and(f[i], lshift(1, b)) ? 1 : 0
            else #hfsplus
                bit = and(f[i], lshift(1, 7-b)) ? 1 : 0
            if (bit == 0) {
                if (range_first == -1) {
                    range_first = (i-bitmap_start) * 8 + b
                    range_last = (i-bitmap_start) * 8 + b
                } else
                    range_last += 1
            } else if (range_first > -1) {
                #printf range_first "-" range_last " " > "/dev/stderr"
                lba = (range_first * blksects) + fsoffset
                count = (range_last - range_first + 1) * blksects
                if (fstype == "ntfs")
                    append_range(lba,count)
                else if (count > (2 * blksects)) #faster for hfsplus
                    append_range(lba,count)
                range_first = -1
                range_last = -1
            }
        }
    }
}
if (range_first > -1){
    #printf range_first "-" range_last " " > "/dev/stderr"
    lba = (range_first * blksects) + fsoffset
    count = (range_last - range_first + 1) * blksects
    append_range(lba,count)
}
}
next
}
/^Block size: *[1-9]/ { ## First stage output from dumpe2fs:
    blksects = $NF / 512
    next
}
/^Group [0-9][0-9]*:/ { ## Second stage output from dumpe2fs:
    in_groups = 1
    next
}
/^ *Free blocks: [0-9]/ { ## Bulk of output from dumpe2fs:
    if (blksects && in_groups) {
        n = split(substr($0,16),f," *")
        for (i = 1; i <= n; ++i) {
            if (f[i] ~ "^[1-9][0-9]*-[1-9][0-9]*$") {
                split(f[i],b,"-")
                lba = (b[1] * blksects) + fsoffset
                count = (b[2] - b[1] + 1) * blksects
                append_range(lba,count)
            } else if (f[i] ~ "^[1-9][0-9]*$") {
                lba = (f[i] * blksects) + fsoffset
                count = blksects
                append_range(lba,count)
            }
        }
    }
    next
}
}
/^Reiserfs super block/ {
    method = "reiserfs"
    next
}
/^Blocksize: / {
    if (method == "reiserfs") {
        blksects = $2 / 512
        next
    }
}
/^#[0-9][0-9]*:.*Free[ ]/ { ## debugreiserfs
    if (method == "reiserfs" && blksects > 0) {
        n = split($0,f)
        for (i = 4; i <= n; ++i) {
            if (f[i] ~ ".*Free[ ]") {
                if (2 == split(gensub("^[^0-9]", "", "g", f[i]),b,"-")) {
                    lba = (b[1] * blksects) + fsoffset
                    count = (b[2] - b[1] + 1) * blksects
                    append_range(lba, count)
                }
            }
        }
    }
    next
}
}
}
END {
    if (err == 0 && commit != "yes")
        printf "(dry-run) trimming %u sectors from %u ranges\n", nsectors, nranges > "/dev/stderr"
}

```

```

        exit err
    }'
## End gawk program

$get_trimlist 2>/dev/null | $GAWK          \
-v commit="$commit"                       \
-v method="$method"                       \
-v rawdev="$rawdev"                       \
-v fsoffset="$fsoffset"                   \
-v verbose="$verbose"                     \
-v xfs_blksects="$xfs_blksects"          \
-v xfs_agoffsets="$xfs_agoffsets"        \
"$GAWKPROG" | $TRIM

do_cleanup $?

```

## Notice for package(s)

### *bzip2*

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Julian Seward, [jseward@bzip.org](mailto:jseward@bzip.org)  
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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## Notice for package(s)

### *grep*

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<one line to give the program's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>
```

```
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(at your option) any later version.
```

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```

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```

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```
<program> Copyright (C) <year> <name of author>
This program comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
```

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*libxml2*  
*ncurses*  
*nfs-utils*  
*popt*  
*run-postinsts*  
*shadow-securetty*  
*udev-extraconf*  
*udev-rules-goriq*

---

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---

## Notice for package(s)

*gdbm*

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Version 3, 29 June 2007

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---

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 */
```

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## Notice for package(s)

### *run-postinsts* *shadow-securetty* *udev-extraconf*

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*procps*

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```

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```
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```

```
<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice
```

That's all there is to it!

---

## Notice for package(s)

### *glib-2.0*

---

```
/*
 * Perl-Compatible Regular Expressions
 */
```

```
/* This is the public header file for the PCRE library, to be #included by
applications that call the PCRE functions.
```

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-----  
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POSSIBILITY OF SUCH DAMAGE.

```
-----
*/
#ifndef _PCRE_H
#define _PCRE_H

/* The current PCRE version information. */

#define PCRE_MAJOR      8
#define PCRE_MINOR     31
#define PCRE_PRERELEASE
#define PCRE_DATE       2012-07-06

/* When an application links to a PCRE DLL in Windows, the symbols that are
imported have to be identified as such. When building PCRE, the appropriate
export setting is defined in pcre_internal.h, which includes this file. So we
don't change existing definitions of PCRE_EXP_DECL and PCRECPP_EXP_DECL. */

#if defined(_WIN32) && !defined(PCRE_STATIC)
#  ifndef PCRE_EXP_DECL
#    define PCRE_EXP_DECL extern __declspec(dllexport)
#  endif
#  ifdef __cplusplus
#    ifndef PCRECPP_EXP_DECL
#      define PCRECPP_EXP_DECL extern __declspec(dllexport)
#    endif
#    ifndef PCRECPP_EXP_DEFN
#      define PCRECPP_EXP_DEFN __declspec(dllexport)
#    endif
#  endif
#endif

/* By default, we use the standard "extern" declarations. */

#ifndef PCRE_EXP_DECL
#  ifdef __cplusplus
#    define PCRE_EXP_DECL extern "C"
#  else
#    define PCRE_EXP_DECL extern
#  endif
#endif

#ifdef __cplusplus
#  ifndef PCRECPP_EXP_DECL
#    define PCRECPP_EXP_DECL extern
#  endif
#  ifndef PCRECPP_EXP_DEFN
#    define PCRECPP_EXP_DEFN
#  endif
#endif

/* Have to include stdlib.h in order to ensure that size_t is defined;
it is needed here for malloc. */

#include <stdlib.h>

/* Allow for C++ users */

#ifdef __cplusplus
extern "C" {
#endif

/* Options. Some are compile-time only, some are run-time only, and some are
both, so we keep them all distinct. However, almost all the bits in the options
word are now used. In the long run, we may have to re-use some of the
compile-time only bits for runtime options, or vice versa. In the comments
below, "compile", "exec", and "DFA exec" mean that the option is permitted to
be set for those functions; "used in" means that an option may be set only for
compile, but is subsequently referenced in exec and/or DFA exec. Any of the
compile-time options may be inspected during studying (and therefore JIT
compiling). */

#define PCRE_CASELESS      0x00000001 /* Compile */
#define PCRE_MULTILINE    0x00000002 /* Compile */
#define PCRE_DOTALL      0x00000004 /* Compile */
#define PCRE_EXTENDED     0x00000008 /* Compile */
#define PCRE_ANCHORED     0x00000010 /* Compile, exec, DFA exec */
#define PCRE_DOLLAR_ENDONLY 0x00000020 /* Compile, used in exec, DFA exec */
#define PCRE_EXTRA        0x00000040 /* Compile */
#define PCRE_NOTBOL      0x00000080 /* Exec, DFA exec */
#define PCRE_NOTEOL      0x00000100 /* Exec, DFA exec */
#define PCRE_UNGREEDY     0x00000200 /* Compile */
#define PCRE_NOTEMPTY     0x00000400 /* Exec, DFA exec */
/* The next two are also used in exec and DFA exec */
#define PCRE_UTF8         0x00000800 /* Compile (same as PCRE_UTF16) */
#define PCRE_UTF16        0x00000800 /* Compile (same as PCRE_UTF8) */
#define PCRE_NO_AUTO_CAPTURE 0x00001000 /* Compile */
/* The next two are also used in exec and DFA exec */
#define PCRE_NO_UTF8_CHECK 0x00002000 /* Compile (same as PCRE_NO_UTF16_CHECK) */
#define PCRE_NO_UTF16_CHECK 0x00002000 /* Compile (same as PCRE_NO_UTF8_CHECK) */
#define PCRE_AUTO_CALLOUT 0x00004000 /* Compile */
#define PCRE_PARTIAL_SOFT 0x00008000 /* Exec, DFA exec */
#define PCRE_PARTIAL      0x00008000 /* Backwards compatible synonym */
#define PCRE_DFA_SHORTEST 0x00010000 /* DFA exec */
#define PCRE_DFA_RESTART  0x00020000 /* DFA exec */
#define PCRE_FIRSTLINE    0x00040000 /* Compile, used in exec, DFA exec */
#define PCRE_DUPNAMES     0x00080000 /* Compile */
```

```

#define PCRE_NEWLINE_CR      0x00100000 /* Compile, exec, DFA exec */
#define PCRE_NEWLINE_LF      0x00200000 /* Compile, exec, DFA exec */
#define PCRE_NEWLINE_CRLF    0x00300000 /* Compile, exec, DFA exec */
#define PCRE_NEWLINE_ANY     0x00400000 /* Compile, exec, DFA exec */
#define PCRE_NEWLINE_ANYCRLF 0x00500000 /* Compile, exec, DFA exec */
#define PCRE_BSR_ANYCRLF     0x00800000 /* Compile, exec, DFA exec */
#define PCRE_BSR_UNICODE     0x01000000 /* Compile, exec, DFA exec */
#define PCRE_JAVASCRIPT_COMPAT 0x02000000 /* Compile, used in exec */
#define PCRE_NO_START_OPTIMIZE 0x04000000 /* Compile, exec, DFA exec */
#define PCRE_NO_START_OPTIMIZE 0x04000000 /* Synonym */
#define PCRE_PARTIAL_HARD    0x08000000 /* Exec, DFA exec */
#define PCRE_NOTEEMPTY_ATSTART 0x10000000 /* Exec, DFA exec */
#define PCRE_UCP              0x20000000 /* Compile, used in exec, DFA exec */

```

```
/* Exec-time and get/set-time error codes */
```

```

#define PCRE_ERROR_NOMATCH      (-1)
#define PCRE_ERROR_NULL        (-2)
#define PCRE_ERROR_BADOPTION    (-3)
#define PCRE_ERROR_BADMAGIC     (-4)
#define PCRE_ERROR_UNKNOWN_OPCODE (-5)
#define PCRE_ERROR_UNKNOWN_NODE  (-5) /* For backward compatibility */
#define PCRE_ERROR_NOMEMORY     (-6)
#define PCRE_ERROR_NOSUBSTRING  (-7)
#define PCRE_ERROR_MATCHLIMIT   (-8)
#define PCRE_ERROR_CALLOUT      (-9) /* Never used by PCRE itself */
#define PCRE_ERROR_BADUTF8      (-10) /* Same for 8/16 */
#define PCRE_ERROR_BADUTF16    (-10) /* Same for 8/16 */
#define PCRE_ERROR_BADUTF8_OFFSET (-11) /* Same for 8/16 */
#define PCRE_ERROR_BADUTF16_OFFSET (-11) /* Same for 8/16 */
#define PCRE_ERROR_PARTIAL     (-12)
#define PCRE_ERROR_BADPARTIAL  (-13)
#define PCRE_ERROR_INTERNAL    (-14)
#define PCRE_ERROR_BADCOUNT   (-15)
#define PCRE_ERROR_DFA_UITEM   (-16)
#define PCRE_ERROR_DFA_UCOND   (-17)
#define PCRE_ERROR_DFA_UMLIMIT (-18)
#define PCRE_ERROR_DFA_WSSIZE  (-19)
#define PCRE_ERROR_DFA_RECURSE (-20)
#define PCRE_ERROR_RECURSIONLIMIT (-21)
#define PCRE_ERROR_NULLWSLIMIT (-22) /* No longer actually used */
#define PCRE_ERROR_BADNEWLINE  (-23)
#define PCRE_ERROR_BADOFFSET   (-24)
#define PCRE_ERROR_SHORTUTF8   (-25)
#define PCRE_ERROR_SHORTUTF16  (-25) /* Same for 8/16 */
#define PCRE_ERROR_RECURSELOOP (-26)
#define PCRE_ERROR_JIT_STACKLIMIT (-27)
#define PCRE_ERROR_BADMODE     (-28)
#define PCRE_ERROR_BADENDIANNESS (-29)
#define PCRE_ERROR_DFA_BADRESTART (-30)

```

```
/* Specific error codes for UTF-8 validity checks */
```

```

#define PCRE_UTF8_ERR0      0
#define PCRE_UTF8_ERR1      1
#define PCRE_UTF8_ERR2      2
#define PCRE_UTF8_ERR3      3
#define PCRE_UTF8_ERR4      4
#define PCRE_UTF8_ERR5      5
#define PCRE_UTF8_ERR6      6
#define PCRE_UTF8_ERR7      7
#define PCRE_UTF8_ERR8      8
#define PCRE_UTF8_ERR9      9
#define PCRE_UTF8_ERR10     10
#define PCRE_UTF8_ERR11     11
#define PCRE_UTF8_ERR12     12
#define PCRE_UTF8_ERR13     13
#define PCRE_UTF8_ERR14     14
#define PCRE_UTF8_ERR15     15
#define PCRE_UTF8_ERR16     16
#define PCRE_UTF8_ERR17     17
#define PCRE_UTF8_ERR18     18
#define PCRE_UTF8_ERR19     19
#define PCRE_UTF8_ERR20     20
#define PCRE_UTF8_ERR21     21

```

```
/* Specific error codes for UTF-16 validity checks */
```

```

#define PCRE_UTF16_ERR0      0
#define PCRE_UTF16_ERR1      1
#define PCRE_UTF16_ERR2      2
#define PCRE_UTF16_ERR3      3
#define PCRE_UTF16_ERR4      4

```

```
/* Request types for pcre_fullinfo() */
```

```

#define PCRE_INFO_OPTIONS      0
#define PCRE_INFO_SIZE        1
#define PCRE_INFO_CAPTURECOUNT 2
#define PCRE_INFO_BACKREFMAX  3
#define PCRE_INFO_FIRSTBYTE    4
#define PCRE_INFO_FIRSTCHAR    4 /* For backwards compatibility */
#define PCRE_INFO_FIRSTTABLE   5
#define PCRE_INFO_LASTLITERAL  6
#define PCRE_INFO_NAMEENTRYSIZE 7
#define PCRE_INFO_NAMECOUNT   8
#define PCRE_INFO_NAMETABLE    9
#define PCRE_INFO_STUDYSIZE    10

```

```

#define PCRE_INFO_DEFAULT_TABLES 11
#define PCRE_INFO_OKPARTIAL 12
#define PCRE_INFO_JCHANGED 13
#define PCRE_INFO_HASCORLRF 14
#define PCRE_INFO_MINLENGTH 15
#define PCRE_INFO_JIT 16
#define PCRE_INFO_JITSIZE 17
#define PCRE_INFO_MAXLOOKBEHIND 18

/* Request types for pcre_config(). Do not re-arrange, in order to remain
compatible. */

#define PCRE_CONFIG_UTF8 0
#define PCRE_CONFIG_NEWLINE 1
#define PCRE_CONFIG_LINK_SIZE 2
#define PCRE_CONFIG_POSIX_MALLOC_THRESHOLD 3
#define PCRE_CONFIG_MATCH_LIMIT 4
#define PCRE_CONFIG_STACKRECURSE 5
#define PCRE_CONFIG_UNICODE_PROPERTIES 6
#define PCRE_CONFIG_MATCH_LIMIT_RECURSION 7
#define PCRE_CONFIG_BSR 8
#define PCRE_CONFIG_JIT 9
#define PCRE_CONFIG_UTF16 10
#define PCRE_CONFIG_JITTARGET 11

/* Request types for pcre_study(). Do not re-arrange, in order to remain
compatible. */

#define PCRE_STUDY_JIT_COMPILE 0x0001
#define PCRE_STUDY_JIT_PARTIAL_SOFT_COMPILE 0x0002
#define PCRE_STUDY_JIT_PARTIAL_HARD_COMPILE 0x0004

/* Bit flags for the pcre[16]_extra structure. Do not re-arrange or redefine
these bits, just add new ones on the end, in order to remain compatible. */

#define PCRE_EXTRA_STUDY_DATA 0x0001
#define PCRE_EXTRA_MATCH_LIMIT 0x0002
#define PCRE_EXTRA_CALLOUT_DATA 0x0004
#define PCRE_EXTRA_TABLES 0x0008
#define PCRE_EXTRA_MATCH_LIMIT_RECURSION 0x0010
#define PCRE_EXTRA_MARK 0x0020
#define PCRE_EXTRA_EXECUTABLE_JIT 0x0040

/* Types */

struct real_pcre; /* declaration; the definition is private */
typedef struct real_pcre pcre;

struct real_pcre16; /* declaration; the definition is private */
typedef struct real_pcre16 pcre16;

struct real_pcre_jit_stack; /* declaration; the definition is private */
typedef struct real_pcre_jit_stack pcre_jit_stack;

struct real_pcre16_jit_stack; /* declaration; the definition is private */
typedef struct real_pcre16_jit_stack pcre16_jit_stack;

/* If PCRE is compiled with 16 bit character support, PCRE_UCHAR16 must contain
a 16 bit wide signed data type. Otherwise it can be a dummy data type since
pcre16 functions are not implemented. There is a check for this in pcre_internal.h. */
#ifndef PCRE_UCHAR16
#define PCRE_UCHAR16 unsigned short
#endif

#ifndef PCRE_SPTR16
#define PCRE_SPTR16 const PCRE_UCHAR16 *
#endif

/* When PCRE is compiled as a C++ library, the subject pointer type can be
replaced with a custom type. For conventional use, the public interface is a
const char *. */

#ifndef PCRE_SPTR
#define PCRE_SPTR const char *
#endif

/* The structure for passing additional data to pcre_exec(). This is defined in
such a way as to be extensible. Always add new fields at the end, in order to
remain compatible. */

typedef struct pcre_extra {
  unsigned long int flags; /* Bits for which fields are set */
  void *study_data; /* Opaque data from pcre_study() */
  unsigned long int match_limit; /* Maximum number of calls to match() */
  void *callout_data; /* Data passed back in callouts */
  const unsigned char *tables; /* Pointer to character tables */
  unsigned long int match_limit_recursion; /* Max recursive calls to match() */
  unsigned char **mark; /* For passing back a mark pointer */
  void *executable_jit; /* Contains a pointer to a compiled jit code */
} pcre_extra;

/* Same structure as above, but with 16 bit char pointers. */

typedef struct pcre16_extra {
  unsigned long int flags; /* Bits for which fields are set */
  void *study_data; /* Opaque data from pcre_study() */
  unsigned long int match_limit; /* Maximum number of calls to match() */
  void *callout_data; /* Data passed back in callouts */
}

```

```

const unsigned char *tables; /* Pointer to character tables */
unsigned long int match_limit_recursion; /* Max recursive calls to match() */
PCRE_UCHAR16 **mark; /* For passing back a mark pointer */
void *executable_jit; /* Contains a pointer to a compiled jit code */
} pcre16_extra;

/* The structure for passing out data via the pcre_callout_function. We use a
structure so that new fields can be added on the end in future versions,
without changing the API of the function, thereby allowing old clients to work
without modification. */

typedef struct pcre_callout_block {
int version; /* Identifies version of block */
/* ----- Version 0 ----- */
int callout_number; /* Number compiled into pattern */
int *offset_vector; /* The offset vector */
PCRE_SPTR subject; /* The subject being matched */
int subject_length; /* The length of the subject */
int start_match; /* Offset to start of this match attempt */
int current_position; /* Where we currently are in the subject */
int capture_top; /* Max current capture */
int capture_last; /* Most recently closed capture */
void *callout_data; /* Data passed in with the call */
/* ----- Added for Version 1 ----- */
int pattern_position; /* Offset to next item in the pattern */
int next_item_length; /* Length of next item in the pattern */
/* ----- Added for Version 2 ----- */
const unsigned char *mark; /* Pointer to current mark or NULL */
} pcre_callout_block;

/* Same structure as above, but with 16 bit char pointers. */

typedef struct pcre16_callout_block {
int version; /* Identifies version of block */
/* ----- Version 0 ----- */
int callout_number; /* Number compiled into pattern */
int *offset_vector; /* The offset vector */
PCRE_SPTR16 subject; /* The subject being matched */
int subject_length; /* The length of the subject */
int start_match; /* Offset to start of this match attempt */
int current_position; /* Where we currently are in the subject */
int capture_top; /* Max current capture */
int capture_last; /* Most recently closed capture */
void *callout_data; /* Data passed in with the call */
/* ----- Added for Version 1 ----- */
int pattern_position; /* Offset to next item in the pattern */
int next_item_length; /* Length of next item in the pattern */
/* ----- Added for Version 2 ----- */
const PCRE_UCHAR16 *mark; /* Pointer to current mark or NULL */
} pcre16_callout_block;

/* Indirection for store get and free functions. These can be set to
alternative malloc/free functions if required. Special ones are used in the
non-recursive case for "frames". There is also an optional callout function
that is triggered by the (?) regex item. For Virtual Pascal, these definitions
have to take another form. */

#ifdef VPCOMPAT
PCRE_EXP_DECL void (*pcre_malloc)(size_t);
PCRE_EXP_DECL void (*pcre_free)(void *);
PCRE_EXP_DECL void (*pcre_stack_malloc)(size_t);
PCRE_EXP_DECL void (*pcre_stack_free)(void *);
PCRE_EXP_DECL int (*pcre_callout)(pcre_callout_block *);

PCRE_EXP_DECL void (*pcre16_malloc)(size_t);
PCRE_EXP_DECL void (*pcre16_free)(void *);
PCRE_EXP_DECL void (*pcre16_stack_malloc)(size_t);
PCRE_EXP_DECL void (*pcre16_stack_free)(void *);
PCRE_EXP_DECL int (*pcre16_callout)(pcre16_callout_block *);
#else /* VPCOMPAT */
PCRE_EXP_DECL void *pcre_malloc(size_t);
PCRE_EXP_DECL void pcre_free(void *);
PCRE_EXP_DECL void *pcre_stack_malloc(size_t);
PCRE_EXP_DECL void pcre_stack_free(void *);
PCRE_EXP_DECL int pcre_callout(pcre_callout_block *);

PCRE_EXP_DECL void *pcre16_malloc(size_t);
PCRE_EXP_DECL void pcre16_free(void *);
PCRE_EXP_DECL void *pcre16_stack_malloc(size_t);
PCRE_EXP_DECL void pcre16_stack_free(void *);
PCRE_EXP_DECL int pcre16_callout(pcre16_callout_block *);
#endif /* VPCOMPAT */

/* User defined callback which provides a stack just before the match starts. */

typedef pcre_jit_stack *(*pcre_jit_callback)(void *);
typedef pcre16_jit_stack *(*pcre16_jit_callback)(void *);

/* Exported PCRE functions */

PCRE_EXP_DECL pcre *pcre_compile(const char *, int, const char **, int *,
const unsigned char *);
PCRE_EXP_DECL pcre16 *pcre16_compile(PCRE_SPTR16, int, const char **, int *,
const unsigned char *);
PCRE_EXP_DECL pcre *pcre_compile2(const char *, int, int *, const char **,
int *, const unsigned char *);

```

```

PCRE_EXP_DECL pcre16 *pcre16_compile2(PCRE_SPTR16, int, int *, const char **,
int *, const unsigned char *);
PCRE_EXP_DECL int pcre_config(int, void *);
PCRE_EXP_DECL int pcre16_config(int, void *);
PCRE_EXP_DECL int pcre_copy_named_substring(const pcre *, const char *,
int *, int, const char *, char *, int);
PCRE_EXP_DECL int pcre16_copy_named_substring(const pcre16 *, PCRE_SPTR16,
int *, int, PCRE_SPTR16, PCRE_UCHAR16 *, int);
PCRE_EXP_DECL int pcre_copy_substring(const char *, int *, int, int,
char *, int);
PCRE_EXP_DECL int pcre16_copy_substring(PCRE_SPTR16, int *, int, int,
PCRE_UCHAR16 *, int);
PCRE_EXP_DECL int pcre_dfa_exec(const pcre *, const pcre_extra *,
const char *, int, int, int, int *, int *, int *, int);
PCRE_EXP_DECL int pcre16_dfa_exec(const pcre16 *, const pcre16_extra *,
PCRE_SPTR16, int, int, int, int *, int *, int *, int);
PCRE_EXP_DECL int pcre_exec(const pcre *, const pcre_extra *, PCRE_SPTR,
int, int, int, int *, int);
PCRE_EXP_DECL int pcre16_exec(const pcre16 *, const pcre16_extra *,
PCRE_SPTR16, int, int, int, int *, int);
PCRE_EXP_DECL void pcre_free_substring(const char *);
PCRE_EXP_DECL void pcre16_free_substring(PCRE_SPTR16);
PCRE_EXP_DECL void pcre_free_substring_list(const char **);
PCRE_EXP_DECL void pcre16_free_substring_list(PCRE_SPTR16 *);
PCRE_EXP_DECL int pcre_fullinfo(const pcre *, const pcre_extra *, int,
void *);
PCRE_EXP_DECL int pcre16_fullinfo(const pcre16 *, const pcre16_extra *, int,
void *);
PCRE_EXP_DECL int pcre_get_named_substring(const pcre *, const char *,
int *, int, const char *, const char **);
PCRE_EXP_DECL int pcre16_get_named_substring(const pcre16 *, PCRE_SPTR16,
int *, int, PCRE_SPTR16, PCRE_SPTR16 *);
PCRE_EXP_DECL int pcre_get_stringnumber(const pcre *, const char *);
PCRE_EXP_DECL int pcre16_get_stringnumber(const pcre16 *, PCRE_SPTR16);
PCRE_EXP_DECL int pcre_get_stringtable_entries(const pcre *, const char *,
char **, char **);
PCRE_EXP_DECL int pcre16_get_stringtable_entries(const pcre16 *, PCRE_SPTR16,
PCRE_UCHAR16 **, PCRE_UCHAR16 **);
PCRE_EXP_DECL int pcre_get_substring(const char *, int *, int, int,
const char **);
PCRE_EXP_DECL int pcre16_get_substring(PCRE_SPTR16, int *, int, int,
PCRE_SPTR16 *);
PCRE_EXP_DECL int pcre_get_substring_list(const char *, int *, int,
const char ***);
PCRE_EXP_DECL int pcre16_get_substring_list(PCRE_SPTR16, int *, int,
PCRE_SPTR16 **);
PCRE_EXP_DECL const unsigned char *pcre_maketables(void);
PCRE_EXP_DECL const unsigned char *pcre16_maketables(void);
PCRE_EXP_DECL int pcre_refcount(pcre *, int);
PCRE_EXP_DECL int pcre16_refcount(pcre16 *, int);
PCRE_EXP_DECL pcre_extra *pcre_study(const pcre *, int, const char **);
PCRE_EXP_DECL pcre16_extra *pcre16_study(const pcre16 *, int, const char **);
PCRE_EXP_DECL void pcre_free_study(pcre_extra *);
PCRE_EXP_DECL void pcre16_free_study(pcre16_extra *);
PCRE_EXP_DECL const char *pcre_version(void);
PCRE_EXP_DECL const char *pcre16_version(void);

/* Utility functions for byte order swaps. */
PCRE_EXP_DECL int pcre_pattern_to_host_byte_order(pcre *, pcre_extra *,
const unsigned char *);
PCRE_EXP_DECL int pcre16_pattern_to_host_byte_order(pcre16 *, pcre16_extra *,
const unsigned char *);
PCRE_EXP_DECL int pcre16_utf16_to_host_byte_order(PCRE_UCHAR16 *,
PCRE_SPTR16, int, int *, int);

/* JIT compiler related functions. */

PCRE_EXP_DECL pcre_jit_stack *pcre_jit_stack_alloc(int, int);
PCRE_EXP_DECL pcre16_jit_stack *pcre16_jit_stack_alloc(int, int);
PCRE_EXP_DECL void pcre_jit_stack_free(pcre_jit_stack *);
PCRE_EXP_DECL void pcre16_jit_stack_free(pcre16_jit_stack *);
PCRE_EXP_DECL void pcre_assign_jit_stack(pcre_extra *,
pcre_jit_callback, void *);
PCRE_EXP_DECL void pcre16_assign_jit_stack(pcre16_extra *,
pcre16_jit_callback, void *);

#ifdef __cplusplus
} /* extern "C" */
#endif

#endif /* End of pcre.h */

```

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*libusb1*

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```

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

---

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*glib-2.0*  
*hdparm*  
*iputils*  
*libcap*  
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*gmp*  
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## Notice for package(s)

*shadow*

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*
* Optimised ANSI C code for the Rijndael cipher (now AES)
*
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*****/

```

```

-----
$OpenBSD: LICENCE,v 1.19 2004/08/30 09:18:08 markus Exp $

```

---

## Notice for package(s)

### *libnfsidmap*

---

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## Notice for package(s)

### *iputils*

---

```

/*
 * arping.c
 *
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 * modify it under the terms of the GNU General Public License
 * as published by the Free Software Foundation; either version
 * 2 of the License, or (at your option) any later version.
 *
 * Authors:   Alexey Kuznetsov, <kuznet@ms2.inr.ac.ru>
 *           YOSHIFUJI Hideaki <yoshifuji@linux-ipv6.org>
 */

#include <stdlib.h>
#include <sys/param.h>
#include <sys/socket.h>
#include <linux/sockios.h>
#include <sys/file.h>
#include <sys/time.h>

```

```

#include <sys/signal.h>
#include <sys/ioctl.h>
#include <net/if.h>
#include <linux/if_packet.h>
#include <linux/if_ether.h>
#include <net/if_arp.h>
#include <sys/uid.h>
#ifdef CAPABILITIES
#include <sys/prctl.h>
#include <sys/capability.h>
#endif

#include <netdb.h>
#include <unistd.h>
#include <stdio.h>
#include <ctype.h>
#include <errno.h>
#include <string.h>
#include <netinet/in.h>
#include <arpa/inet.h>

#ifdef USE_SYSFS
#include <sysfs/libsysfs.h>
struct sysfs_devattr_values;
#endif

#ifdef WITHOUT_IFADDRS
#include <ifaddrs.h>
#endif

#ifdef USE_IDN
#include <idna.h>
#include <locale.h>
#endif

#include "SNAPSHOT.h"

static void usage(void) __attribute__((noreturn));

#ifdef DEFAULT_DEVICE
# define DEFAULT_DEVICE_STR    DEFAULT_DEVICE
#else
# define DEFAULT_DEVICE        NULL
#endif

struct device {
    char *name;
    int ifindex;
#ifdef WITHOUT_IFADDRS
    struct ifaddrs *ifa;
#endif
#ifdef USE_SYSFS
    struct sysfs_devattr_values *sysfs;
#endif
};

int quit_on_reply=0;
struct device device = {
    .name = DEFAULT_DEVICE,
};
char *source;
struct in_addr src, dst;
char *target;
int dad, unsolicited, advert;
int quiet;
int count=-1;
int timeout;
int unicasting;
int s;
int broadcast_only;

struct sockaddr_storage me;
struct sockaddr_storage he;

struct timeval start, last;

int sent, brd_sent;
int received, brd_rcv, req_rcv;

#ifdef CAPABILITIES
static uid_t euid;
#endif

#define MS_TDIFF(tv1,tv2) ( ((tv1).tv_sec-(tv2).tv_sec)*1000 + \
                            ((tv1).tv_usec-(tv2).tv_usec)/1000 )

#define OFFSET_OF(name,ele)    ((size_t)((name *)0->ele))

static inline socklen_t sll_len(size_t halen)
{
    socklen_t len = OFFSET_OF(struct sockaddr_ll, sll_addr) + halen;
    if (len < sizeof(struct sockaddr_ll))
        len = sizeof(struct sockaddr_ll);
    return len;
}

#define SLL_LEN(hln)          sll_len(hln)

```

```

void usage(void)
{
    fprintf(stderr,
        "Usage: arping [-fqbdUAV] [-c count] [-w timeout] [-I device] [-s source] destination\n"
        "  -f : quit on first reply\n"
        "  -q : be quiet\n"
        "  -b : keep broadcasting, don't go unicast\n"
        "  -D : duplicate address detection mode\n"
        "  -U : Unsolicited ARP mode, update your neighbours\n"
        "  -A : ARP answer mode, update your neighbours\n"
        "  -V : print version and exit\n"
        "  -c count : how many packets to send\n"
        "  -w timeout : how long to wait for a reply\n"
        "  -I device : which ethernet device to use"
#ifdef DEFAULT_DEVICE_STR
        " (" DEFAULT_DEVICE_STR ") "
#endif
        "\n"
        "  -s source : source ip address\n"
        "  destination : ask for what ip address\n"
    );
    exit(2);
}

void set_signal(int signo, void (*handler)(void))
{
    struct sigaction sa;

    memset(&sa, 0, sizeof(sa));
    sa.sa_handler = (void (*)(int))handler;
    sa.sa_flags = SA_RESTART;
    sigaction(signo, &sa, NULL);
}

#ifdef CAPABILITIES
static const cap_value_t caps[] = { CAP_NET_RAW, };
static cap_flag_value_t cap_raw = CAP_CLEAR;
#endif

void limit_capabilities(void)
{
#ifdef CAPABILITIES
    cap_t cap_p;

    cap_p = cap_get_proc();
    if (!cap_p) {
        perror("arping: cap_get_proc");
        exit(-1);
    }

    cap_get_flag(cap_p, CAP_NET_RAW, CAP_PERMITTED, &cap_raw);

    if (cap_raw != CAP_CLEAR) {
        if (cap_clear(cap_p) < 0) {
            perror("arping: cap_clear");
            exit(-1);
        }
    }

    cap_set_flag(cap_p, CAP_PERMITTED, 1, caps, CAP_SET);

    if (cap_set_proc(cap_p) < 0) {
        perror("arping: cap_set_proc");
        if (errno != EPERM)
            exit(-1);
    }
}

if (prctl(PR_SET_KEEPCAPS, 1) < 0) {
    perror("arping: prctl");
    exit(-1);
}

if (setuid(getuid()) < 0) {
    perror("arping: setuid");
    exit(-1);
}

if (prctl(PR_SET_KEEPCAPS, 0) < 0) {
    perror("arping: prctl");
    exit(-1);
}

cap_free(cap_p);
#else
    euid = geteuid();
#endif
}

int modify_capability_raw(int on)
{
#ifdef CAPABILITIES
    cap_t cap_p;

    if (cap_raw != CAP_SET)
        return on ? -1 : 0;

    cap_p = cap_get_proc();
    if (!cap_p) {

```

```

        perror("arping: cap_get_proc");
        return -1;
    }

    cap_set_flag(cap_p, CAP_EFFECTIVE, 1, caps, on ? CAP_SET : CAP_CLEAR);

    if (cap_set_proc(cap_p) < 0) {
        perror("arping: cap_set_proc");
        return -1;
    }

    cap_free(cap_p);
#else
    if (setuid(on ? euid : getuid())) {
        perror("arping: setuid");
        return -1;
    }
#endif
    return 0;
}

static inline int enable_capability_raw(void)
{
    return modify_capability_raw(1);
}

static inline int disable_capability_raw(void)
{
    return modify_capability_raw(0);
}

void drop_capabilities(void)
{
#ifdef CAPABILITIES
    cap_t cap_p = cap_init();

    if (!cap_p) {
        perror("arping: cap_init");
        exit(-1);
    }

    if (cap_set_proc(cap_p) < 0) {
        perror("arping: cap_set_proc");
        exit(-1);
    }

    cap_free(cap_p);
#else
    if (setuid(getuid()) < 0) {
        perror("arping: setuid");
        exit(-1);
    }
#endif
}

int send_pack(int s, struct in_addr src, struct in_addr dst,
             struct sockaddr_ll *ME, struct sockaddr_ll *HE)
{
    int err;
    struct timeval now;
    unsigned char buf[256];
    struct arphdr *ah = (struct arphdr*)buf;
    unsigned char *p = (unsigned char *) (ah+1);

    ah->ar_hrd = htons(ME->sll_hatype);
    if (ah->ar_hrd == htons(ARPHRD_FDDI))
        ah->ar_hrd = htons(ARPHRD_ETHER);
    ah->ar_pro = htons(ETH_P_IP);
    ah->ar_hln = ME->sll_halen;
    ah->ar_pln = 4;
    ah->ar_op = advert ? htons(ARPOP_REPLY) : htons(ARPOP_REQUEST);

    memcpy(p, &ME->sll_addr, ah->ar_hln);
    p+=ME->sll_halen;

    memcpy(p, &src, 4);
    p+=4;

    if (advert)
        memcpy(p, &ME->sll_addr, ah->ar_hln);
    else
        memcpy(p, &HE->sll_addr, ah->ar_hln);
    p+=ah->ar_hln;

    memcpy(p, &dst, 4);
    p+=4;

    gettimeofday(&now, NULL);
    err = sendto(s, buf, p-buf, 0, (struct sockaddr*)HE, SLL_LEN(ah->ar_hln));
    if (err == p-buf) {
        last = now;
        sent++;
        if (!unicasting)
            brd_sent++;
    }
    return err;
}

```

```

void finish(void)
{
    if (!quiet) {
        printf("Sent %d probes (%d broadcast(s))\n", sent, brd_sent);
        printf("Received %d response(s)", received);
        if (brd_rcv || req_rcv) {
            printf(" ");
            if (req_rcv)
                printf("%d request(s)", req_rcv);
            if (brd_rcv)
                printf("%s%d broadcast(s)",
                    req_rcv ? ", " : "",
                    brd_rcv);
            printf(" ");
        }
        printf("\n");
        fflush(stdout);
    }
    if (dad)
        exit(!received);
    if (unsolicited)
        exit(0);
    exit(!received);
}

void catcher(void)
{
    struct timeval tv, tv_s, tv_o;

    gettimeofday(&tv, NULL);

    if (start.tv_sec==0)
        start = tv;

    timersub(&tv, &start, &tv_s);
    tv_o.tv_sec = timeout;
    tv_o.tv_usec = 500 * 1000;

    if (count-- == 0 || (timeout && timercmp(&tv_s, &tv_o, >)))
        finish();

    timersub(&tv, &last, &tv_s);
    tv_o.tv_sec = 0;

    if (last.tv_sec==0 || timercmp(&tv_s, &tv_o, >)) {
        send_pack(s, src, dst,
            (struct sockaddr_ll *)&me, (struct sockaddr_ll *)&he);
        if (count == 0 && unsolicited)
            finish();
    }
    alarm(1);
}

void print_hex(unsigned char *p, int len)
{
    int i;
    for (i=0; i<len; i++) {
        printf("%02X", p[i]);
        if (i != len-1)
            printf(":");
    }
}

int rcv_pack(unsigned char *buf, int len, struct sockaddr_ll *FROM)
{
    struct timeval tv;
    struct arphdr *ah = (struct arphdr*)buf;
    unsigned char *p = (unsigned char *) (ah+1);
    struct in_addr src_ip, dst_ip;

    gettimeofday(&tv, NULL);

    /* Filter out wild packets */
    if (FROM->sll_pkttype != PACKET_HOST &&
        FROM->sll_pkttype != PACKET_BROADCAST &&
        FROM->sll_pkttype != PACKET_MULTICAST)
        return 0;

    /* Only these types are recognised */
    if (ah->ar_op != htons(ARPOP_REQUEST) &&
        ah->ar_op != htons(ARPOP_REPLY))
        return 0;

    /* ARPHRD check and this darned FDDI hack here :-( */
    if (ah->ar_hrd != htons(FROM->sll_hatype) &&
        (FROM->sll_hatype != ARPHRD_FDDI || ah->ar_hrd != htons(ARPHRD_ETHER)))
        return 0;

    /* Protocol must be IP. */
    if (ah->ar_pro != htons(ETH_P_IP))
        return 0;
    if (ah->ar_pln != 4)
        return 0;
    if (ah->ar_hln != ((struct sockaddr_ll *)&me)->sll_halen)
        return 0;
    if (len < sizeof(*ah) + 2*(4 + ah->ar_hln))
        return 0;
    memcpy(&src_ip, p+ah->ar_hln, 4);
}

```

```

memcpy(&dst_ip, p+ah->ar_hln+4+ah->ar_hln, 4);
if (!dad) {
    if (src_ip.s_addr != dst.s_addr)
        return 0;
    if (src.s_addr != dst_ip.s_addr)
        return 0;
    if (memcmp(p+ah->ar_hln+4, ((struct sockaddr_ll *)&me)->sll_addr, ah->ar_hln))
        return 0;
} else {
    /* DAD packet was:
    src_ip = 0 (or some src)
    src_hw = ME
    dst_ip = tested address
    dst_hw = <unspec>

    We fail, if receive request/reply with:
    src_ip = tested_address
    src_hw != ME
    if src_ip in request was not zero, check
    also that it matches to dst_ip, otherwise
    dst_ip/dst_hw do not matter.
    */
    if (src_ip.s_addr != dst.s_addr)
        return 0;
    if (memcmp(p, ((struct sockaddr_ll *)&me)->sll_addr, ((struct sockaddr_ll *)&me)->sll_halen) == 0)
        return 0;
    if (src.s_addr && src.s_addr != dst_ip.s_addr)
        return 0;
}
if (!quiet) {
    int s_printed = 0;
    printf("%s ", FROM->sll_pkttype==PACKET_HOST ? "Unicast" : "Broadcast");
    printf("%s from ", ah->ar_op == htons(ARPOP_REPLY) ? "reply" : "request");
    printf("%s [", inet_ntoa(src_ip));
    print_hex(p, ah->ar_hln);
    printf("] ");
    if (dst_ip.s_addr != src.s_addr) {
        printf("for %s ", inet_ntoa(dst_ip));
        s_printed = 1;
    }
    if (memcmp(p+ah->ar_hln+4, ((struct sockaddr_ll *)&me)->sll_addr, ah->ar_hln)) {
        if (!s_printed)
            printf("for ");
        printf("[");
        print_hex(p+ah->ar_hln+4, ah->ar_hln);
        printf("]");
    }
    if (last.tv_sec) {
        long usecs = (tv.tv_sec-last.tv_sec) * 1000000 +
            tv.tv_usec-last.tv_usec;
        long msecs = (usecs+500)/1000;
        usecs -= msecs*1000 - 500;
        printf(" %ld.%03ldms\n", msecs, usecs);
    } else {
        printf(" UNSOLICITED?\n");
    }
    fflush(stdout);
}
received++;
if (FROM->sll_pkttype != PACKET_HOST)
    brd_recv++;
if (ah->ar_op == htons(ARPOP_REQUEST))
    req_recv++;
if (quit_on_reply)
    finish();
if (!broadcast_only) {
    memcpy(((struct sockaddr_ll *)&he)->sll_addr, p, ((struct sockaddr_ll *)&me)->sll_halen);
    unicasting=1;
}
return 1;
}

#ifdef USE_SYSFS
union sysfs_devattr_value {
    unsigned long    ulong;
    void             *ptr;
};

enum {
    SYSFS_DEVATTR_IFINDEX,
    SYSFS_DEVATTR_FLAGS,
    SYSFS_DEVATTR_ADDR_LEN,
#ifdef 0
    SYSFS_DEVATTR_TYPE,
    SYSFS_DEVATTR_ADDRESS,
#endif
    SYSFS_DEVATTR_BROADCAST,
    SYSFS_DEVATTR_NUM
};

struct sysfs_devattr_values
{
    char *ifname;
    union sysfs_devattr_value    value[SYSFS_DEVATTR_NUM];
};

static int sysfs_devattr_ulong_dec(char *ptr, struct sysfs_devattr_values *v, unsigned idx);
static int sysfs_devattr_ulong_hex(char *ptr, struct sysfs_devattr_values *v, unsigned idx);

```

```

static int sysfs_devattr_macaddr(char *ptr, struct sysfs_devattr_values *v, unsigned idx);

struct sysfs_devattr {
    const char *name;
    int (*handler)(char *ptr, struct sysfs_devattr_values *v, unsigned int idx);
    int free;
} sysfs_devattr[SYSFS_DEVATTR_NUM] = {
    [SYSFS_DEVATTR_IFINDEX] = {
        .name      = "ifindex",
        .handler   = sysfs_devattr_ulong_dec,
    },
    [SYSFS_DEVATTR_ADDR_LEN] = {
        .name      = "addr_len",
        .handler   = sysfs_devattr_ulong_dec,
    },
    [SYSFS_DEVATTR_FLAGS] = {
        .name      = "flags",
        .handler   = sysfs_devattr_ulong_hex,
    },
#ifdef 0
    [SYSFS_DEVATTR_TYPE] = {
        .name      = "type",
        .handler   = sysfs_devattr_ulong_dec,
    },
    [SYSFS_DEVATTR_ADDRESS] = {
        .name      = "address",
        .handler   = sysfs_devattr_macaddr,
        .free      = 1,
    },
#endif
    [SYSFS_DEVATTR_BROADCAST] = {
        .name      = "broadcast",
        .handler   = sysfs_devattr_macaddr,
        .free      = 1,
    },
};
#endif

/*
 * find_device()
 *
 * This function checks 1) if the device (if given) is okay for ARP,
 * or 2) find first appropriate device on the system.
 *
 * Return value:
 * >0      : Succeeded, and appropriate device not found.
 *          device.ifindex remains 0.
 * 0       : Succeeded, and appropriate device found.
 *          device.ifindex is set.
 * <0      : Failed. Support not found, or other
 *          : system error. Try other method.
 *
 * If an appropriate device found, it is recorded inside the
 * "device" variable for later reference.
 *
 * We have several implementations for this.
 * by_ifaddrs(): requires getifaddr() in glibc, and rtnetlink in
 *               kernel. default and recommended for recent systems.
 * by_sysfs():  requires libsysfs, and sysfs in kernel.
 * by_ioctl():  unable to list devices without ipv4 address; this
 *               means, you need to supply the device name for
 *               DAD purpose.
 */
/* Common check for ifa->ifa_flags */
static int check_ifflags(unsigned int ifflags, int fatal)
{
    if (!(ifflags & IFF_UP)) {
        if (fatal) {
            if (!quiet)
                printf("Interface \"%s\" is down\n", device.name);
            exit(2);
        }
        return -1;
    }
    if (ifflags & (IFF_NOARP | IFF_LOOPBACK)) {
        if (fatal) {
            if (!quiet)
                printf("Interface \"%s\" is not ARPable\n", device.name);
            exit(dad ? 0 : 2);
        }
        return -1;
    }
    return 0;
}

static int find_device_by_ifaddrs(void)
{
#ifdef WITHOUT_IFADDRS
    int rc;
    struct ifaddrs *ifa0, *ifa;
    int count = 0;

    rc = getifaddrs(&ifa0);
    if (rc) {
        perror("getifaddrs");
        return -1;
    }
#endif
}

```

```

for (ifa = ifa0; ifa; ifa = ifa->ifa_next) {
    if (!ifa->ifa_addr)
        continue;
    if (ifa->ifa_addr->sa_family != AF_PACKET)
        continue;
    if (device.name && ifa->ifa_name && strcmp(ifa->ifa_name, device.name))
        continue;

    if (check_ifflags(ifa->ifa_flags, device.name != NULL) < 0)
        continue;

    if (!((struct sockaddr_ll *)ifa->ifa_addr)->sll_halen)
        continue;
    if (!ifa->ifa_broadaddr)
        continue;

    device.ifa = ifa;

    if (count++)
        break;
}

if (count == 1 && device.ifa) {
    device.ifindex = if_nametoindex(device.ifa->ifa_name);
    if (!device.ifindex) {
        perror("arping: if_nametoindex");
        freeifaddrs(ifa0);
        return -1;
    }
    device.name = device.ifa->ifa_name;
    return 0;
}
return 1;
#else
return -1;
#endif
}

#ifdef USE_SYSFS
static void sysfs_devattr_values_init(struct sysfs_devattr_values *v, int do_free)
{
    int i;
    if (do_free) {
        free(v->ifname);
        for (i = 0; i < SYSFS_DEVATTR_NUM; i++) {
            if (sysfs_devattr[i].free)
                free(v->value[i].ptr);
        }
    }
    memset(v, 0, sizeof(*v));
}

static int sysfs_devattr_ulong(char *ptr, struct sysfs_devattr_values *v, unsigned int idx,
                               unsigned int base)
{
    unsigned long *p;
    char *ep;

    if (!ptr || !v)
        return -1;

    p = &v->value[idx].ulong;
    errno = 0;
    *p = strtoul(ptr, &ep, base);
    if ((*ptr && isspace(*ptr & 0xff)) || errno || (*ep != '\0' && *ep != '\n'))
        goto out;

    return 0;
out:
    return -1;
}

static int sysfs_devattr_ulong_dec(char *ptr, struct sysfs_devattr_values *v, unsigned int idx)
{
    int rc = sysfs_devattr_ulong(ptr, v, idx, 10);
    return rc;
}

static int sysfs_devattr_ulong_hex(char *ptr, struct sysfs_devattr_values *v, unsigned int idx)
{
    int rc = sysfs_devattr_ulong(ptr, v, idx, 16);
    return rc;
}

static int sysfs_devattr_macaddr(char *ptr, struct sysfs_devattr_values *v, unsigned int idx)
{
    unsigned char *m;
    int i;
    unsigned int addrlen;

    if (!ptr || !v)
        return -1;

    addrlen = v->value[SYSFS_DEVATTR_ADDR_LEN].ulong;
    m = malloc(addrlen);

    for (i = 0; i < addrlen; i++) {
        if (i && *(ptr + i * 3 - 1) != ':')

```

```

        goto out;
        if (sscanf(ptr + i * 3, "%02hhx", &m[i]) != 1)
            goto out;
    }

    v->value[idx].ptr = m;
    return 0;
out:
    free(m);
    return -1;
}
#endif

int find_device_by_sysfs(void)
{
    int rc = -1;
#ifdef USE_SYSFS
    struct sysfs_class *cls_net;
    struct dlist *dev_list;
    struct sysfs_class_device *dev;
    struct sysfs_attribute *dev_attr;
    struct sysfs_devattr_values sysfs_devattr_values;
    int count = 0;

    if (!device.sysfs) {
        device.sysfs = malloc(sizeof(*device.sysfs));
        sysfs_devattr_values_init(device.sysfs, 0);
    }

    cls_net = sysfs_open_class("net");
    if (!cls_net) {
        perror("sysfs_open_class");
        return -1;
    }

    dev_list = sysfs_get_class_devices(cls_net);
    if (!dev_list) {
        perror("sysfs_get_class_devices");
        goto out;
    }

    sysfs_devattr_values_init(&sysfs_devattr_values, 0);

    dlist_for_each_data(dev_list, dev, struct sysfs_class_device) {
        int i;
        int rc = -1;

        if (device.name && strcmp(dev->name, device.name))
            goto do_next;

        sysfs_devattr_values_init(&sysfs_devattr_values, 1);

        for (i = 0; i < SYSFS_DEVATTR_NUM; i++) {

            dev_attr = sysfs_get_classdev_attr(dev, sysfs_devattr[i].name);
            if (!dev_attr) {
                perror("sysfs_get_classdev_attr");
                rc = -1;
                break;
            }
            if (sysfs_read_attribute(dev_attr) {
                perror("sysfs_read_attribute");
                rc = -1;
                break;
            }
            rc = sysfs_devattr[i].handler(dev_attr->value, &sysfs_devattr_values, i);

            if (rc < 0)
                break;
        }

        if (rc < 0)
            goto do_next;

        if (check_iflags(sysfs_devattr_values.value[SYSFS_DEVATTR_FLAGS].ulong,
            device.name != NULL) < 0)
            goto do_next;

        if (!sysfs_devattr_values.value[SYSFS_DEVATTR_ADDR_LEN].ulong)
            goto do_next;

        if (device.sysfs->value[SYSFS_DEVATTR_IFINDEX].ulong) {
            if (device.sysfs->value[SYSFS_DEVATTR_FLAGS].ulong & IFF_RUNNING)
                goto do_next;
        }

        sysfs_devattr_values.ifname = strdup(dev->name);
        if (!sysfs_devattr_values.ifname) {
            perror("malloc");
            goto out;
        }

        sysfs_devattr_values_init(device.sysfs, 1);
        memcpy(device.sysfs, &sysfs_devattr_values, sizeof(*device.sysfs));
        sysfs_devattr_values_init(&sysfs_devattr_values, 0);

        if (count++)
            break;
    }
#endif
}

```

```

        continue;
do_next:
    sysfs_devattr_values_init(&sysfs_devattr_values, 1);
}

if (count == 1) {
    device.ifindex = device.sysfs->value[SYSFS_DEVATTR_IFINDEX].ulong;
    device.name = device.sysfs->ifname;
}
rc = !device.ifindex;
out:
    sysfs_close_class(cls_net);
#endif
return rc;
}

static int check_device_by_ioctl(int s, struct ifreq *ifr)
{
    if (ioctl(s, SIOCGIFFLAGS, ifr) < 0) {
        perror("ioctl(SIOCGIFFLAGS)");
        return -1;
    }

    if (check_ifflags(ifr->ifr_flags, device.name != NULL) < 0)
        return 1;

    if (ioctl(s, SIOCGIFINDEX, ifr) < 0) {
        perror("ioctl(SIOCGIFINDEX)");
        return -1;
    }

    return 0;
}

static int find_device_by_ioctl(void)
{
    int s;
    struct ifreq *ifr0, *ifr, *ifr_end;
    size_t ifrsize = sizeof(*ifr);
    struct ifconf ifc;
    static struct ifreq ifrbuf;
    int count = 0;

    s = socket(AF_INET, SOCK_DGRAM, 0);
    if (s < 0) {
        perror("socket");
        return -1;
    }

    memset(&ifrbuf, 0, sizeof(ifrbuf));

    if (device.name) {
        strncpy(ifrbuf.ifr_name, device.name, sizeof(ifrbuf.ifr_name) - 1);
        if (check_device_by_ioctl(s, &ifrbuf))
            goto out;
        count++;
    } else {
        do {
            int rc;
            ifr0 = malloc(ifrsize);
            if (!ifr0) {
                perror("malloc");
                goto out;
            }

            ifc.ifc_buf = (char *)ifr0;
            ifc.ifc_len = ifrsize;

            rc = ioctl(s, SIOCGIFCONF, &ifc);
            if (rc < 0) {
                perror("ioctl(SIOCGIFCONF)");
                goto out;
            }

            if (ifc.ifc_len + sizeof(*ifr0) + sizeof(struct sockaddr_storage) - sizeof(struct sockaddr) <= ifrsize)
                break;
            ifrsize *= 2;
            free(ifr0);
            ifr0 = NULL;
        } while (ifrsize < INT_MAX / 2);

        if (!ifr0) {
            fprintf(stderr, "arping: too many interfaces!?\n");
            goto out;
        }

        ifr_end = (struct ifreq *)(((char *)ifr0) + ifc.ifc_len - sizeof(*ifr0));
        for (ifr = ifr0; ifr <= ifr_end; ifr++) {
            if (check_device_by_ioctl(s, &ifrbuf))
                continue;
            memcpy(&ifrbuf.ifr_name, ifr->ifr_name, sizeof(ifrbuf.ifr_name));
            if (count++)
                break;
        }
    }

    close(s);
}

```

```

        if (count == 1) {
            device.ifindex = ifrbuf.ifr_ifindex;
            device.name = ifrbuf.ifr_name;
        }
        return !device.ifindex;
out:
    close(s);
    return -1;
}

static int find_device(void)
{
    int rc;
    rc = find_device_by_ifaddrs();
    if (rc >= 0)
        goto out;
    rc = find_device_by_sysfs();
    if (rc >= 0)
        goto out;
    rc = find_device_by_ioctl();
out:
    return rc;
}

/*
 * set_device_broadcast()
 *
 * This fills the device "broadcast address"
 * based on information found by find_device() funcion.
 */
static int set_device_broadcast_ifaddrs_one(struct device *device, unsigned char *ba, size_t balen, int fatal)
{
#ifdef WITHOUT_IFADDRS
    struct ifaddrs *ifa;
    struct sockaddr_ll *sll;

    if (!device)
        return -1;

    ifa = device->ifa;
    if (!ifa)
        return -1;

    sll = (struct sockaddr_ll *)ifa->ifa_broadaddr;

    if (sll->sll_halen != balen) {
        if (fatal) {
            if (!quiet)
                printf("Address length does not match...\n");
            exit(2);
        }
        return -1;
    }
    memcpy(ba, sll->sll_addr, sll->sll_halen);
    return 0;
#else
    return -1;
#endif
}

int set_device_broadcast_sysfs(struct device *device, unsigned char *ba, size_t balen)
{
#ifdef USE_SYSFS
    struct sysfs_devattr_values *v;
    if (!device)
        return -1;
    v = device->sysfs;
    if (!v)
        return -1;
    if (v->value[SYSFS_DEVATTR_ADDR_LEN].ulong != balen)
        return -1;
    memcpy(ba, v->value[SYSFS_DEVATTR_BROADCAST].ptr, balen);
    return 0;
#else
    return -1;
#endif
}

static int set_device_broadcast_fallback(struct device *device, unsigned char *ba, size_t balen)
{
    if (!quiet)
        fprintf(stderr, "WARNING: using default broadcast address.\n");
    memset(ba, -1, balen);
    return 0;
}

static void set_device_broadcast(struct device *dev, unsigned char *ba, size_t balen)
{
    if (!set_device_broadcast_ifaddrs_one(dev, ba, balen, 0))
        return;
    if (!set_device_broadcast_sysfs(dev, ba, balen))
        return;
    set_device_broadcast_fallback(dev, ba, balen);
}

int
main(int argc, char **argv)
{

```

```

int socket_errno;
int ch;

limit_capabilities();

#ifdef USE_IDN
setlocale(LC_ALL, "");
#endif

enable_capability_raw();

s = socket(PF_PACKET, SOCK_DGRAM, 0);
socket_errno = errno;

disable_capability_raw();

while ((ch = getopt(argc, argv, "h?bfDUAgc:w:s:I:V")) != EOF) {
    switch(ch) {
        case 'b':
            broadcast_only=1;
            break;
        case 'D':
            dad++;
            quit_on_reply=1;
            break;
        case 'U':
            unsolicited++;
            break;
        case 'A':
            advert++;
            unsolicited++;
            break;
        case 'q':
            quiet++;
            break;
        case 'c':
            count = atoi(optarg);
            break;
        case 'w':
            timeout = atoi(optarg);
            break;
        case 'I':
            device.name = optarg;
            break;
        case 'f':
            quit_on_reply=1;
            break;
        case 's':
            source = optarg;
            break;
        case 'V':
            printf("arping utility, iputils-%s\n", SNAPSHOT);
            exit(0);
        case 'h':
        case '?':
        default:
            usage();
    }
}
argc -= optind;
argv += optind;

if (argc != 1)
    usage();

target = *argv;

if (device.name && !*device.name)
    device.name = NULL;

if (s < 0) {
    errno = socket_errno;
    perror("arping: socket");
    exit(2);
}

if (find_device() < 0)
    exit(2);

if (!device.ifindex) {
    if (device.name) {
        fprintf(stderr, "arping: Device %s not available.\n", device.name);
        exit(2);
    }
    fprintf(stderr, "arping: device (option -I) is required.\n");
    usage();
}

if (inet_aton(target, &dst) != 1) {
    struct hostent *hp;
    char *idn = target;
#ifdef USE_IDN
    int rc;

    rc = idna_to_ascii_lz(target, &idn, 0);

    if (rc != IDNA_SUCCESS) {
        fprintf(stderr, "arping: IDN encoding failed: %s\n", idna_strerror(rc));
    }
#endif
}

```

```

        exit(2);
    }
#endif

    hp = gethostbyname2(idn, AF_INET);
    if (!hp) {
        fprintf(stderr, "arping: unknown host %s\n", target);
        exit(2);
    }

#ifdef USE_IDN
    free(idn);
#endif

    memcpy(&dst, hp->h_addr, 4);
}

if (source && inet_aton(source, &src) != 1) {
    fprintf(stderr, "arping: invalid source %s\n", source);
    exit(2);
}

if (!dad && unsolicited && src.s_addr == 0)
    src = dst;

if (!dad || src.s_addr) {
    struct sockaddr_in saddr;
    int probe_fd = socket(AF_INET, SOCK_DGRAM, 0);

    if (probe_fd < 0) {
        perror("socket");
        exit(2);
    }
    if (device.name) {
        enable_capability_raw();

        if (setsockopt(probe_fd, SOL_SOCKET, SO_BINDTODEVICE, device.name, strlen(device.name)+1) == -1)
            perror("WARNING: interface is ignored");

        disable_capability_raw();
    }
    memset(&saddr, 0, sizeof(saddr));
    saddr.sin_family = AF_INET;
    if (src.s_addr) {
        saddr.sin_addr = src;
        if (bind(probe_fd, (struct sockaddr*)&saddr, sizeof(saddr)) == -1) {
            perror("bind");
            exit(2);
        }
    }
    } else if (!dad) {
        int on = 1;
        socklen_t alen = sizeof(saddr);

        saddr.sin_port = htons(1025);
        saddr.sin_addr = dst;

        if (setsockopt(probe_fd, SOL_SOCKET, SO_DONTROUTE, (char*)&on, sizeof(on)) == -1)
            perror("WARNING: setsockopt(SO_DONTROUTE)");
        if (connect(probe_fd, (struct sockaddr*)&saddr, sizeof(saddr)) == -1) {
            perror("connect");
            exit(2);
        }
        if (getsockname(probe_fd, (struct sockaddr*)&saddr, &alen) == -1) {
            perror("getsockname");
            exit(2);
        }
        src = saddr.sin_addr;
    }
    close(probe_fd);
};

((struct sockaddr_ll *)&me)->sll_family = AF_PACKET;
((struct sockaddr_ll *)&me)->sll_ifindex = device.ifindex;
((struct sockaddr_ll *)&me)->sll_protocol = htons(ETH_P_ARP);
if (bind(s, (struct sockaddr*)&me, sizeof(me)) == -1) {
    perror("bind");
    exit(2);
}

if (1) {
    socklen_t alen = sizeof(me);
    if (getsockname(s, (struct sockaddr*)&me, &alen) == -1) {
        perror("getsockname");
        exit(2);
    }
}

if (((struct sockaddr_ll *)&me)->sll_halen == 0) {
    if (!quiet)
        printf("Interface \"%s\" is not ARPable (no ll address)\n", device.name);
    exit(dad?0:2);
}

he = me;

set_device_broadcast(&device, ((struct sockaddr_ll *)&he)->sll_addr,
                    ((struct sockaddr_ll *)&he)->sll_halen);

if (!quiet) {

```

```

        printf("ARPING %s ", inet_ntoa(dst));
        printf("from %s %s\n", inet_ntoa(src), device.name ? : "");
    }

    if (!src.s_addr && !dad) {
        fprintf(stderr, "arping: no source address in not-DAD mode\n");
        exit(2);
    }

    drop_capabilities();

    set_signal(SIGINT, finish);
    set_signal(SIGALRM, catcher);

    catcher();

    while(1) {
        sigset_t sset, osset;
        unsigned char packet[4096];
        struct sockaddr_storage from;
        socklen_t alen = sizeof(from);
        int cc;

        if ((cc = recvfrom(s, packet, sizeof(packet), 0,
                         (struct sockaddr *)&from, &alen)) < 0) {
            perror("arping: recvfrom");
            continue;
        }

        sigemptyset(&sset);
        sigaddset(&sset, SIGALRM);
        sigaddset(&sset, SIGINT);
        sigprocmask(SIG_BLOCK, &sset, &osset);
        recv_pack(packet, cc, (struct sockaddr_ll *)&from);
        sigprocmask(SIG_SETMASK, &osset, NULL);
    }
}

```

---

## Notice for package(s)

### *libxml2*

---

```

/*
 * hash.c: chained hash tables
 *
 * Reference: Your favorite introductory book on algorithms
 *
 * Copyright (C) 2000,2012 Bjorn Reese and Daniel Veillard.
 *
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 *
 * Author: breese@users.sourceforge.net
 */

#define IN_LIBXML
#include "libxml.h"

#include <string.h>
#ifdef HAVE_STDLIB_H
#include <stdlib.h>
#endif
#ifdef HAVE_TIME_H
#include <time.h>
#endif

/*
 * Following http://www.ocert.org/advisories/ocert-2011-003.html
 * it seems that having hash randomization might be a good idea
 * when using XML with untrusted data
 */
#if defined(HAVE RAND) && defined(HAVE_SRAND) && defined(HAVE_TIME)
#define HASH_RANDOMIZATION
#endif

#include <libxml/parser.h>
#include <libxml/hash.h>
#include <libxml/xmlmemory.h>
#include <libxml/xmlerror.h>
#include <libxml/globals.h>

#define MAX_HASH_LEN 8

```

```

/* #define DEBUG_GROW */

/*
 * A single entry in the hash table
 */
typedef struct _xmlHashEntry xmlHashEntry;
typedef xmlHashEntry *xmlHashEntryPtr;
struct _xmlHashEntry {
    struct _xmlHashEntry *next;
    xmlChar *name;
    xmlChar *name2;
    xmlChar *name3;
    void *payload;
    int valid;
};

/*
 * The entire hash table
 */
struct _xmlHashTable {
    struct _xmlHashEntry *table;
    int size;
    int nbElems;
    xmlDictPtr dict;
#ifdef HASH_RANDOMIZATION
    int random_seed;
#endif
};

/*
 * xmlHashComputeKey:
 * Calculate the hash key
 */
static unsigned long
xmlHashComputeKey(xmlHashTablePtr table, const xmlChar *name,
                  const xmlChar *name2, const xmlChar *name3) {
    unsigned long value = 0L;
    char ch;

#ifdef HASH_RANDOMIZATION
    value = table->random_seed;
#endif
    if (name != NULL) {
        value += 30 * (*name);
        while ((ch = *name++) != 0) {
            value = value ^ ((value << 5) + (value >> 3) + (unsigned long)ch);
        }
    }
    value = value ^ ((value << 5) + (value >> 3));
    if (name2 != NULL) {
        while ((ch = *name2++) != 0) {
            value = value ^ ((value << 5) + (value >> 3) + (unsigned long)ch);
        }
    }
    value = value ^ ((value << 5) + (value >> 3));
    if (name3 != NULL) {
        while ((ch = *name3++) != 0) {
            value = value ^ ((value << 5) + (value >> 3) + (unsigned long)ch);
        }
    }
    return (value % table->size);
}

static unsigned long
xmlHashComputeQKey(xmlHashTablePtr table,
                  const xmlChar *prefix, const xmlChar *name,
                  const xmlChar *prefix2, const xmlChar *name2,
                  const xmlChar *prefix3, const xmlChar *name3) {
    unsigned long value = 0L;
    char ch;

#ifdef HASH_RANDOMIZATION
    value = table->random_seed;
#endif
    if (prefix != NULL)
        value += 30 * (*prefix);
    else
        value += 30 * (*name);

    if (prefix != NULL) {
        while ((ch = *prefix++) != 0) {
            value = value ^ ((value << 5) + (value >> 3) + (unsigned long)ch);
        }
        value = value ^ ((value << 5) + (value >> 3) + (unsigned long)':'');
    }
    if (name != NULL) {
        while ((ch = *name++) != 0) {
            value = value ^ ((value << 5) + (value >> 3) + (unsigned long)ch);
        }
    }
    value = value ^ ((value << 5) + (value >> 3));
    if (prefix2 != NULL) {
        while ((ch = *prefix2++) != 0) {
            value = value ^ ((value << 5) + (value >> 3) + (unsigned long)ch);
        }
    }
    value = value ^ ((value << 5) + (value >> 3) + (unsigned long)':'');
    if (name2 != NULL) {

```

```

        while ((ch = *name2++) != 0) {
            value = value ^ ((value << 5) + (value >> 3) + (unsigned long)ch);
        }
    }
    value = value ^ ((value << 5) + (value >> 3));
    if (prefix3 != NULL) {
        while ((ch = *prefix3++) != 0) {
            value = value ^ ((value << 5) + (value >> 3) + (unsigned long)ch);
        }
        value = value ^ ((value << 5) + (value >> 3) + (unsigned long)');');
    }
    if (name3 != NULL) {
        while ((ch = *name3++) != 0) {
            value = value ^ ((value << 5) + (value >> 3) + (unsigned long)ch);
        }
    }
    return (value % table->size);
}

/**
 * xmlHashCreate:
 * @size: the size of the hash table
 *
 * Create a new xmlHashTablePtr.
 *
 * Returns the newly created object, or NULL if an error occurred.
 */
xmlHashTablePtr
xmlHashCreate(int size) {
    xmlHashTablePtr table;

    if (size <= 0)
        size = 256;

    table = xmlMalloc(sizeof(xmlHashTable));
    if (table) {
        table->dict = NULL;
        table->size = size;
        table->nbElems = 0;
        table->table = xmlMalloc(size * sizeof(xmlHashEntry));
        if (table->table) {
            memset(table->table, 0, size * sizeof(xmlHashEntry));
#ifdef HASH_RANDOMIZATION
            table->random_seed = __xmlRandom();
#endif
            return(table);
        }
        xmlFree(table);
    }
    return(NULL);
}

/**
 * xmlHashCreateDict:
 * @size: the size of the hash table
 * @dict: a dictionary to use for the hash
 *
 * Create a new xmlHashTablePtr which will use @dict as the internal dictionary
 *
 * Returns the newly created object, or NULL if an error occurred.
 */
xmlHashTablePtr
xmlHashCreateDict(int size, xmlDictPtr dict) {
    xmlHashTablePtr table;

    table = xmlHashCreate(size);
    if (table != NULL) {
        table->dict = dict;
        xmlDictReference(dict);
    }
    return(table);
}

/**
 * xmlHashGrow:
 * @table: the hash table
 * @size: the new size of the hash table
 *
 * resize the hash table
 *
 * Returns 0 in case of success, -1 in case of failure
 */
static int
xmlHashGrow(xmlHashTablePtr table, int size) {
    unsigned long key;
    int oldsize, i;
    xmlHashEntryPtr iter, next;
    struct _xmlHashEntry *oldtable;
#ifdef DEBUG_GROW
    unsigned long nbElem = 0;
#endif

    if (table == NULL)
        return(-1);
    if (size < 8)
        return(-1);
    if (size > 8 * 2048)
        return(-1);

```

```

oldsize = table->size;
oldtable = table->table;
if (oldtable == NULL)
    return(-1);

table->table = xmlMalloc(size * sizeof(xmlHashEntry));
if (table->table == NULL) {
    table->table = oldtable;
    return(-1);
}
memset(table->table, 0, size * sizeof(xmlHashEntry));
table->size = size;

/* If the two loops are merged, there would be situations where
a new entry needs to allocated and data copied into it from
the main table. So instead, we run through the array twice, first
copying all the elements in the main array (where we can't get
conflicts) and then the rest, so we only free (and don't allocate)
*/
for (i = 0; i < oldsize; i++) {
    if (oldtable[i].valid == 0)
        continue;
    key = xmlHashComputeKey(table, oldtable[i].name, oldtable[i].name2,
                           oldtable[i].name3);
    memcpy(&(table->table[key]), &(oldtable[i]), sizeof(xmlHashEntry));
    table->table[key].next = NULL;
}

for (i = 0; i < oldsize; i++) {
    iter = oldtable[i].next;
    while (iter) {
        next = iter->next;

        /*
         * put back the entry in the new table
         */

        key = xmlHashComputeKey(table, iter->name, iter->name2,
                               iter->name3);
        if (table->table[key].valid == 0) {
            memcpy(&(table->table[key]), iter, sizeof(xmlHashEntry));
            table->table[key].next = NULL;
            xmlFree(iter);
        } else {
            iter->next = table->table[key].next;
            table->table[key].next = iter;
        }
    }
}

#ifdef DEBUG_GROW
    nbElem++;
#endif

    iter = next;
}

xmlFree(oldtable);

#ifdef DEBUG_GROW
    xmlGenericError(xmlGenericErrorContext,
        "xmlHashGrow : from %d to %d, %d elems\n", oldsize, size, nbElem);
#endif

return(0);
}

/**
 * xmlHashFree:
 * @table: the hash table
 * @f: the deallocator function for items in the hash
 *
 * Free the hash @table and its contents. The userdata is
 * deallocated with @f if provided.
 */
void
xmlHashFree(xmlHashTablePtr table, xmlHashDeallocator f) {
    int i;
    xmlHashEntryPtr iter;
    xmlHashEntryPtr next;
    int inside_table = 0;
    int nbElems;

    if (table == NULL)
        return;
    if (table->table) {
        nbElems = table->nbElems;
        for(i = 0; (i < table->size) && (nbElems > 0); i++) {
            iter = &(table->table[i]);
            if (iter->valid == 0)
                continue;
            inside_table = 1;
            while (iter) {
                next = iter->next;
                if ((f != NULL) && (iter->payload != NULL))
                    f(iter->payload, iter->name);
                if (table->dict == NULL) {
                    if (iter->name)

```

```

        xmlFree(iter->name);
    if (iter->name2)
        xmlFree(iter->name2);
    if (iter->name3)
        xmlFree(iter->name3);
    }
    iter->payload = NULL;
    if (!inside_table)
        xmlFree(iter);
    nbElems--;
    inside_table = 0;
    iter = next;
}
}
xmlFree(table->table);
}
if (table->dict)
    xmlDictFree(table->dict);
xmlFree(table);
}

/**
 * xmlHashAddEntry:
 * @table: the hash table
 * @name: the name of the userdata
 * @userdata: a pointer to the userdata
 *
 * Add the @userdata to the hash @table. This can later be retrieved
 * by using the @name. Duplicate names generate errors.
 *
 * Returns 0 the addition succeeded and -1 in case of error.
 */
int
xmlHashAddEntry(xmlHashTablePtr table, const xmlChar *name, void *userdata) {
    return(xmlHashAddEntry3(table, name, NULL, NULL, userdata));
}

/**
 * xmlHashAddEntry2:
 * @table: the hash table
 * @name: the name of the userdata
 * @name2: a second name of the userdata
 * @userdata: a pointer to the userdata
 *
 * Add the @userdata to the hash @table. This can later be retrieved
 * by using the (@name, @name2) tuple. Duplicate tuples generate errors.
 *
 * Returns 0 the addition succeeded and -1 in case of error.
 */
int
xmlHashAddEntry2(xmlHashTablePtr table, const xmlChar *name,
    const xmlChar *name2, void *userdata) {
    return(xmlHashAddEntry3(table, name, name2, NULL, userdata));
}

/**
 * xmlHashUpdateEntry:
 * @table: the hash table
 * @name: the name of the userdata
 * @userdata: a pointer to the userdata
 * @f: the deallocator function for replaced item (if any)
 *
 * Add the @userdata to the hash @table. This can later be retrieved
 * by using the @name. Existing entry for this @name will be removed
 * and freed with @f if found.
 *
 * Returns 0 the addition succeeded and -1 in case of error.
 */
int
xmlHashUpdateEntry(xmlHashTablePtr table, const xmlChar *name,
    void *userdata, xmlHashDeallocator f) {
    return(xmlHashUpdateEntry3(table, name, NULL, NULL, userdata, f));
}

/**
 * xmlHashUpdateEntry2:
 * @table: the hash table
 * @name: the name of the userdata
 * @name2: a second name of the userdata
 * @userdata: a pointer to the userdata
 * @f: the deallocator function for replaced item (if any)
 *
 * Add the @userdata to the hash @table. This can later be retrieved
 * by using the (@name, @name2) tuple. Existing entry for this tuple will
 * be removed and freed with @f if found.
 *
 * Returns 0 the addition succeeded and -1 in case of error.
 */
int
xmlHashUpdateEntry2(xmlHashTablePtr table, const xmlChar *name,
    const xmlChar *name2, void *userdata,
    xmlHashDeallocator f) {
    return(xmlHashUpdateEntry3(table, name, name2, NULL, userdata, f));
}

/**
 * xmlHashLookup:
 * @table: the hash table

```

```

* @name: the name of the userdata
*
* Find the userdata specified by the @name.
*
* Returns the pointer to the userdata
*/
void *
xmlHashLookup(xmlHashTablePtr table, const xmlChar *name) {
    return(xmlHashLookup3(table, name, NULL, NULL));
}

/**
 * xmlHashLookup2:
 * @table: the hash table
 * @name: the name of the userdata
 * @name2: a second name of the userdata
 *
 * Find the userdata specified by the (@name, @name2) tuple.
 *
 * Returns the pointer to the userdata
 */
void *
xmlHashLookup2(xmlHashTablePtr table, const xmlChar *name,
               const xmlChar *name2) {
    return(xmlHashLookup3(table, name, name2, NULL));
}

/**
 * xmlHashQLookup:
 * @table: the hash table
 * @prefix: the prefix of the userdata
 * @name: the name of the userdata
 *
 * Find the userdata specified by the QName @prefix:@name/@name.
 *
 * Returns the pointer to the userdata
 */
void *
xmlHashQLookup(xmlHashTablePtr table, const xmlChar *prefix,
               const xmlChar *name) {
    return(xmlHashQLookup3(table, prefix, name, NULL, NULL, NULL, NULL));
}

/**
 * xmlHashQLookup2:
 * @table: the hash table
 * @prefix: the prefix of the userdata
 * @name: the name of the userdata
 * @prefix2: the second prefix of the userdata
 * @name2: a second name of the userdata
 *
 * Find the userdata specified by the QNames tuple
 *
 * Returns the pointer to the userdata
 */
void *
xmlHashQLookup2(xmlHashTablePtr table, const xmlChar *prefix,
                const xmlChar *name, const xmlChar *prefix2,
                const xmlChar *name2) {
    return(xmlHashQLookup3(table, prefix, name, prefix2, name2, NULL, NULL));
}

/**
 * xmlHashAddEntry3:
 * @table: the hash table
 * @name: the name of the userdata
 * @name2: a second name of the userdata
 * @name3: a third name of the userdata
 * @userdata: a pointer to the userdata
 *
 * Add the @userdata to the hash @table. This can later be retrieved
 * by using the tuple (@name, @name2, @name3). Duplicate entries generate
 * errors.
 *
 * Returns 0 the addition succeeded and -1 in case of error.
 */
int
xmlHashAddEntry3(xmlHashTablePtr table, const xmlChar *name,
                 const xmlChar *name2, const xmlChar *name3,
                 void *userdata) {
    unsigned long key, len = 0;
    xmlHashEntryPtr entry;
    xmlHashEntryPtr insert;

    if ((table == NULL) || (name == NULL))
        return(-1);

    /*
     * If using a dict internalize if needed
     */
    if (table->dict) {
        if (!xmlDictOwns(table->dict, name)) {
            name = xmlDictLookup(table->dict, name, -1);
            if (name == NULL)
                return(-1);
        }
        if ((name2 != NULL) && (!xmlDictOwns(table->dict, name2))) {
            name2 = xmlDictLookup(table->dict, name2, -1);

```

```

        if (name2 == NULL)
            return(-1);
    }
    if ((name3 != NULL) && (!xmlDictOwns(table->dict, name3))) {
        name3 = xmlDictLookup(table->dict, name3, -1);
        if (name3 == NULL)
            return(-1);
    }
}

/*
 * Check for duplicate and insertion location.
 */
key = xmlHashComputeKey(table, name, name2, name3);
if (table->table[key].valid == 0) {
    insert = NULL;
} else {
    if (table->dict) {
        for (insert = &(table->table[key]); insert->next != NULL;
            insert = insert->next) {
            if ((insert->name == name) &&
                (insert->name2 == name2) &&
                (insert->name3 == name3))
                return(-1);
            len++;
        }
        if ((insert->name == name) &&
            (insert->name2 == name2) &&
            (insert->name3 == name3))
            return(-1);
    } else {
        for (insert = &(table->table[key]); insert->next != NULL;
            insert = insert->next) {
            if ((xmlStrEqual(insert->name, name)) &&
                (xmlStrEqual(insert->name2, name2)) &&
                (xmlStrEqual(insert->name3, name3)))
                return(-1);
            len++;
        }
        if ((xmlStrEqual(insert->name, name)) &&
            (xmlStrEqual(insert->name2, name2)) &&
            (xmlStrEqual(insert->name3, name3)))
            return(-1);
    }
}

if (insert == NULL) {
    entry = &(table->table[key]);
} else {
    entry = xmlMalloc(sizeof(xmlHashEntry));
    if (entry == NULL)
        return(-1);
}

if (table->dict != NULL) {
    entry->name = (xmlChar *) name;
    entry->name2 = (xmlChar *) name2;
    entry->name3 = (xmlChar *) name3;
} else {
    entry->name = xmlStrdup(name);
    entry->name2 = xmlStrdup(name2);
    entry->name3 = xmlStrdup(name3);
}
entry->payload = userdata;
entry->next = NULL;
entry->valid = 1;

if (insert != NULL)
    insert->next = entry;

table->nbElems++;

if (len > MAX_HASH_LEN)
    xmlHashGrow(table, MAX_HASH_LEN * table->size);

return(0);
}

/**
 * xmlHashUpdateEntry3:
 * @table: the hash table
 * @name: the name of the userdata
 * @name2: a second name of the userdata
 * @name3: a third name of the userdata
 * @userdata: a pointer to the userdata
 * @f: the deallocator function for replaced item (if any)
 *
 * Add the @userdata to the hash @table. This can later be retrieved
 * by using the tuple (@name, @name2, @name3). Existing entry for this tuple
 * will be removed and freed with @f if found.
 *
 * Returns 0 the addition succeeded and -1 in case of error.
 */
int
xmlHashUpdateEntry3(xmlHashTablePtr table, const xmlChar *name,
                    const xmlChar *name2, const xmlChar *name3,
                    void *userdata, xmlHashDeallocator f) {

```

```

unsigned long key;
xmlHashEntryPtr entry;
xmlHashEntryPtr insert;

if ((table == NULL) || name == NULL)
    return(-1);

/*
 * If using a dict internalize if needed
 */
if (table->dict) {
    if (!xmlDictOwns(table->dict, name)) {
        name = xmlDictLookup(table->dict, name, -1);
        if (name == NULL)
            return(-1);
    }
    if ((name2 != NULL) && (!xmlDictOwns(table->dict, name2))) {
        name2 = xmlDictLookup(table->dict, name2, -1);
        if (name2 == NULL)
            return(-1);
    }
    if ((name3 != NULL) && (!xmlDictOwns(table->dict, name3))) {
        name3 = xmlDictLookup(table->dict, name3, -1);
        if (name3 == NULL)
            return(-1);
    }
}

/*
 * Check for duplicate and insertion location.
 */
key = xmlHashComputeKey(table, name, name2, name3);
if (table->table[key].valid == 0) {
    insert = NULL;
} else {
    if (table->dict) {
        for (insert = &(table->table[key]); insert->next != NULL;
            insert = insert->next) {
            if ((insert->name == name) &&
                (insert->name2 == name2) &&
                (insert->name3 == name3)) {
                if (f)
                    f(insert->payload, insert->name);
                insert->payload = userdata;
                return(0);
            }
        }
        if ((insert->name == name) &&
            (insert->name2 == name2) &&
            (insert->name3 == name3)) {
            if (f)
                f(insert->payload, insert->name);
            insert->payload = userdata;
            return(0);
        }
    } else {
        for (insert = &(table->table[key]); insert->next != NULL;
            insert = insert->next) {
            if ((xmlStrEqual(insert->name, name)) &&
                (xmlStrEqual(insert->name2, name2)) &&
                (xmlStrEqual(insert->name3, name3))) {
                if (f)
                    f(insert->payload, insert->name);
                insert->payload = userdata;
                return(0);
            }
        }
        if ((xmlStrEqual(insert->name, name)) &&
            (xmlStrEqual(insert->name2, name2)) &&
            (xmlStrEqual(insert->name3, name3))) {
            if (f)
                f(insert->payload, insert->name);
            insert->payload = userdata;
            return(0);
        }
    }
}

if (insert == NULL) {
    entry = &(table->table[key]);
} else {
    entry = xmlMalloc(sizeof(xmlHashEntry));
    if (entry == NULL)
        return(-1);
}

if (table->dict != NULL) {
    entry->name = (xmlChar *) name;
    entry->name2 = (xmlChar *) name2;
    entry->name3 = (xmlChar *) name3;
} else {
    entry->name = xmlStrdup(name);
    entry->name2 = xmlStrdup(name2);
    entry->name3 = xmlStrdup(name3);
}
entry->payload = userdata;
entry->next = NULL;
entry->valid = 1;

```

```

table->nbElems++;

if (insert != NULL) {
    insert->next = entry;
}
return(0);
}

/**
 * xmlHashLookup3:
 * @table: the hash table
 * @name: the name of the userdata
 * @name2: a second name of the userdata
 * @name3: a third name of the userdata
 *
 * Find the userdata specified by the (@name, @name2, @name3) tuple.
 *
 * Returns the a pointer to the userdata
 */
void *
xmlHashLookup3(xmlHashTablePtr table, const xmlChar *name,
               const xmlChar *name2, const xmlChar *name3) {
    unsigned long key;
    xmlHashEntryPtr entry;

    if (table == NULL)
        return(NULL);
    if (name == NULL)
        return(NULL);
    key = xmlHashComputeKey(table, name, name2, name3);
    if (table->table[key].valid == 0)
        return(NULL);
    if (table->dict) {
        for (entry = &(table->table[key]); entry != NULL; entry = entry->next) {
            if ((entry->name == name) &&
                (entry->name2 == name2) &&
                (entry->name3 == name3))
                return(entry->payload);
        }
    }
    for (entry = &(table->table[key]); entry != NULL; entry = entry->next) {
        if ((xmlStrEqual(entry->name, name) &&
            (xmlStrEqual(entry->name2, name2) &&
            (xmlStrEqual(entry->name3, name3))))
            return(entry->payload);
    }
    return(NULL);
}

/**
 * xmlHashQLookup3:
 * @table: the hash table
 * @prefix: the prefix of the userdata
 * @name: the name of the userdata
 * @prefix2: the second prefix of the userdata
 * @name2: a second name of the userdata
 * @prefix3: the third prefix of the userdata
 * @name3: a third name of the userdata
 *
 * Find the userdata specified by the (@name, @name2, @name3) tuple.
 *
 * Returns the a pointer to the userdata
 */
void *
xmlHashQLookup3(xmlHashTablePtr table,
                const xmlChar *prefix, const xmlChar *name,
                const xmlChar *prefix2, const xmlChar *name2,
                const xmlChar *prefix3, const xmlChar *name3) {
    unsigned long key;
    xmlHashEntryPtr entry;

    if (table == NULL)
        return(NULL);
    if (name == NULL)
        return(NULL);
    key = xmlHashComputeQKey(table, prefix, name, prefix2,
                            name2, prefix3, name3);
    if (table->table[key].valid == 0)
        return(NULL);
    for (entry = &(table->table[key]); entry != NULL; entry = entry->next) {
        if ((xmlStrQEqual(prefix, name, entry->name) &&
            (xmlStrQEqual(prefix2, name2, entry->name2) &&
            (xmlStrQEqual(prefix3, name3, entry->name3))))
            return(entry->payload);
    }
    return(NULL);
}

typedef struct {
    xmlHashScanner hashscanner;
    void *data;
} stubData;

static void
stubHashScannerFull (void *payload, void *data, const xmlChar *name,
                    const xmlChar *name2 ATTRIBUTE_UNUSED,
                    const xmlChar *name3 ATTRIBUTE_UNUSED) {

```

```

        stubData *stubdata = (stubData *) data;
        stubdata->hashscanner (payload, stubdata->data, (xmlChar *) name);
    }

/**
 * xmlHashScan:
 * @table: the hash table
 * @f: the scanner function for items in the hash
 * @data: extra data passed to f
 *
 * Scan the hash @table and applied @f to each value.
 */
void
xmlHashScan(xmlHashTablePtr table, xmlHashScanner f, void *data) {
    stubData stubdata;
    stubdata.data = data;
    stubdata.hashscanner = f;
    xmlHashScanFull (table, stubHashScannerFull, &stubdata);
}

/**
 * xmlHashScanFull:
 * @table: the hash table
 * @f: the scanner function for items in the hash
 * @data: extra data passed to f
 *
 * Scan the hash @table and applied @f to each value.
 */
void
xmlHashScanFull(xmlHashTablePtr table, xmlHashScannerFull f, void *data) {
    int i, nb;
    xmlHashEntryPtr iter;
    xmlHashEntryPtr next;

    if (table == NULL)
        return;
    if (f == NULL)
        return;

    if (table->table) {
        for(i = 0; i < table->size; i++) {
            if (table->table[i].valid == 0)
                continue;
            iter = &(table->table[i]);
            while (iter) {
                next = iter->next;
                nb = table->nbElems;
                if ((f != NULL) && (iter->payload != NULL))
                    f(iter->payload, data, iter->name,
                      iter->name2, iter->name3);
                if (nb != table->nbElems) {
                    /* table was modified by the callback, be careful */
                    if (iter == &(table->table[i])) {
                        if (table->table[i].valid == 0)
                            iter = NULL;
                        if (table->table[i].next != next)
                            iter = &(table->table[i]);
                    } else
                        iter = next;
                } else
                    iter = next;
            }
        }
    }
}

/**
 * xmlHashScan3:
 * @table: the hash table
 * @name: the name of the userdata or NULL
 * @name2: a second name of the userdata or NULL
 * @name3: a third name of the userdata or NULL
 * @f: the scanner function for items in the hash
 * @data: extra data passed to f
 *
 * Scan the hash @table and applied @f to each value matching
 * (@name, @name2, @name3) tuple. If one of the names is null,
 * the comparison is considered to match.
 */
void
xmlHashScan3(xmlHashTablePtr table, const xmlChar *name,
              const xmlChar *name2, const xmlChar *name3,
              xmlHashScanner f, void *data) {
    xmlHashScanFull3 (table, name, name2, name3,
                      (xmlHashScannerFull) f, data);
}

/**
 * xmlHashScanFull3:
 * @table: the hash table
 * @name: the name of the userdata or NULL
 * @name2: a second name of the userdata or NULL
 * @name3: a third name of the userdata or NULL
 * @f: the scanner function for items in the hash
 * @data: extra data passed to f
 *
 * Scan the hash @table and applied @f to each value matching
 * (@name, @name2, @name3) tuple. If one of the names is null,

```

```

* the comparison is considered to match.
*/
void
xmlHashScanFull3(xmlHashTablePtr table, const xmlChar *name,
                 const xmlChar *name2, const xmlChar *name3,
                 xmlHashScannerFull f, void *data) {
    int i;
    xmlHashEntryPtr iter;
    xmlHashEntryPtr next;

    if (table == NULL)
        return;
    if (f == NULL)
        return;

    if (table->table) {
        for(i = 0; i < table->size; i++) {
            if (table->table[i].valid == 0)
                continue;
            iter = &(table->table[i]);
            while (iter) {
                next = iter->next;
                if (((name == NULL) || (xmlStrEqual(name, iter->name))) &&
                    ((name2 == NULL) || (xmlStrEqual(name2, iter->name2))) &&
                    ((name3 == NULL) || (xmlStrEqual(name3, iter->name3))) &&
                    (iter->payload != NULL)) {
                    f(iter->payload, data, iter->name,
                      iter->name2, iter->name3);
                }
                iter = next;
            }
        }
    }
}

/**
 * xmlHashCopy:
 * @table: the hash table
 * @f: the copier function for items in the hash
 *
 * Scan the hash @table and applied @f to each value.
 *
 * Returns the new table or NULL in case of error.
 */
xmlHashTablePtr
xmlHashCopy(xmlHashTablePtr table, xmlHashCopier f) {
    int i;
    xmlHashEntryPtr iter;
    xmlHashEntryPtr next;
    xmlHashTablePtr ret;

    if (table == NULL)
        return(NULL);
    if (f == NULL)
        return(NULL);

    ret = xmlHashCreate(table->size);
    if (ret == NULL)
        return(NULL);

    if (table->table) {
        for(i = 0; i < table->size; i++) {
            if (table->table[i].valid == 0)
                continue;
            iter = &(table->table[i]);
            while (iter) {
                next = iter->next;
                xmlHashAddEntry3(ret, iter->name, iter->name2,
                                iter->name3, f(iter->payload, iter->name));
                iter = next;
            }
        }
    }
    ret->nbElems = table->nbElems;
    return(ret);
}

/**
 * xmlHashSize:
 * @table: the hash table
 *
 * Query the number of elements installed in the hash @table.
 *
 * Returns the number of elements in the hash table or
 * -1 in case of error
 */
int
xmlHashSize(xmlHashTablePtr table) {
    if (table == NULL)
        return(-1);
    return(table->nbElems);
}

/**
 * xmlHashRemoveEntry:
 * @table: the hash table
 * @name: the name of the userdata
 * @f: the deallocator function for removed item (if any)

```

```

*
* Find the userdata specified by the @name and remove
* it from the hash @table. Existing userdata for this tuple will be removed
* and freed with @f.
*
* Returns 0 if the removal succeeded and -1 in case of error or not found.
*/
int xmlHashRemoveEntry(xmlHashTablePtr table, const xmlChar *name,
                      xmlHashDeallocator f) {
    return(xmlHashRemoveEntry3(table, name, NULL, NULL, f));
}

/**
 * xmlHashRemoveEntry2:
 * @table: the hash table
 * @name: the name of the userdata
 * @name2: a second name of the userdata
 * @f: the deallocator function for removed item (if any)
 *
 * Find the userdata specified by the (@name, @name2) tuple and remove
 * it from the hash @table. Existing userdata for this tuple will be removed
 * and freed with @f.
 *
 * Returns 0 if the removal succeeded and -1 in case of error or not found.
 */
int
xmlHashRemoveEntry2(xmlHashTablePtr table, const xmlChar *name,
                   const xmlChar *name2, xmlHashDeallocator f) {
    return(xmlHashRemoveEntry3(table, name, name2, NULL, f));
}

/**
 * xmlHashRemoveEntry3:
 * @table: the hash table
 * @name: the name of the userdata
 * @name2: a second name of the userdata
 * @name3: a third name of the userdata
 * @f: the deallocator function for removed item (if any)
 *
 * Find the userdata specified by the (@name, @name2, @name3) tuple and remove
 * it from the hash @table. Existing userdata for this tuple will be removed
 * and freed with @f.
 *
 * Returns 0 if the removal succeeded and -1 in case of error or not found.
 */
int
xmlHashRemoveEntry3(xmlHashTablePtr table, const xmlChar *name,
                   const xmlChar *name2, const xmlChar *name3, xmlHashDeallocator f) {
    unsigned long key;
    xmlHashEntryPtr entry;
    xmlHashEntryPtr prev = NULL;

    if (table == NULL || name == NULL)
        return(-1);

    key = xmlHashComputeKey(table, name, name2, name3);
    if (table->table[key].valid == 0) {
        return(-1);
    } else {
        for (entry = &(table->table[key]); entry != NULL; entry = entry->next) {
            if (xmlStrEqual(entry->name, name) &&
                xmlStrEqual(entry->name2, name2) &&
                xmlStrEqual(entry->name3, name3)) {
                if ((f != NULL) && (entry->payload != NULL))
                    f(entry->payload, entry->name);
                entry->payload = NULL;
                if (table->dict == NULL) {
                    if (entry->name)
                        xmlFree(entry->name);
                    if (entry->name2)
                        xmlFree(entry->name2);
                    if (entry->name3)
                        xmlFree(entry->name3);
                }
                if (prev) {
                    prev->next = entry->next;
                    xmlFree(entry);
                } else {
                    if (entry->next == NULL) {
                        entry->valid = 0;
                    } else {
                        entry = entry->next;
                        memcpy(&(table->table[key]), entry, sizeof(xmlHashEntry));
                        xmlFree(entry);
                    }
                }
                table->nbElems--;
                return(0);
            }
            prev = entry;
        }
        return(-1);
    }
}

#define bottom_hash
#include "elfgcchack.h"

```

---

---

## Notice for package(s)

*ncurses*

---

```
/*
 * Copyright (c) 1999-2004,2005 Free Software Foundation, Inc.
 *
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 * copy of this software and associated documentation files (the
 * "Software"), to deal in the Software without restriction, including
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 * copies of the Software, and to permit persons to whom the Software is
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 * OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR
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 *
 * Except as contained in this notice, the name(s) of the above copyright
 * holders shall not be used in advertising or otherwise to promote the
 * sale, use or other dealings in this Software without prior written
 * authorization.
 */
/*****
 * Author: Thomas E. Dickey <dickey@clark.net> 1999
 */
/*****
```

```
#include <curses.priv.h>
```

```
MODULE_ID("$Id: version.c,v 1.6 2005/01/02 01:23:54 tom Exp $")
```

```
NCURSES_EXPORT(const char *)
curses_version(void)
{
    T((T_CALLED("curses_version()")));
    returnCPtr("ncurses " NCURSES_VERSION_STRING);
}
```

---

---

## Notice for package(s)

*quota*

---

```
/* Copyright (C) 2002 Free Software Foundation, Inc.
   This file is part of the GNU C Library.
```

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License as published by the Free Software Foundation; either
version 2.1 of the License, or (at your option) any later version.
```

```
The GNU C Library is distributed in the hope that it will be useful,
but WITHOUT ANY WARRANTY; without even the implied warranty of
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
Lesser General Public License for more details.
```

```
You should have received a copy of the GNU Lesser General Public
License along with the GNU C Library; if not, write to the Free
Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA
02111-1307 USA. */
```

```
#include "config.h"
```

```
#include <stdio.h>
#include <string.h>
#include <unistd.h>
#include <netdb.h>
#include <errno.h>
#include <rpc/rpc.h>
#include <sys/socket.h>
```

```
#include "common.h"
#include "pot.h"
```

```
static int svc_socket (u_long number, int type, int protocol, int port, int reuse)
{
    struct sockaddr_in addr;
```

```

char rpdata [1024], servdata [1024];
struct rpcent rpcb, *rpcb = NULL;
struct servent servb, *servp = NULL;
int sock, ret;
const char *proto = protocol == IPPROTO_TCP ? "tcp" : "udp";

if ((sock = socket (AF_INET, type, protocol)) < 0) {
    errstr_(_("Cannot create socket: %s\n"), strerror(errno));
    return -1;
}

if (reuse) {
    ret = 1;
    if (setsockopt(sock, SOL_SOCKET, SO_REUSEADDR, &ret, sizeof(ret)) < 0) {
        errstr_(_("Cannot set socket options: %s\n"), strerror(errno));
        return -1;
    }
}

memset(&addr, 0, sizeof(addr));
addr.sin_family = AF_INET;

if (!port) {
    ret = getrpcbyname_r(number, &rpcb, rpdata, sizeof(rpdata), &rpcb);
    if (ret == 0 && rpcp != NULL) {
        /* First try name */
        ret = getservbyname_r(rpcb->r_name, proto, &servb, servdata,
                               sizeof servdata, &servp);
        if ((ret != 0 || servp == NULL) && rpcp->r_aliases) {
            const char **a;

            /* Then we try aliases. */
            for (a = (const char **) rpcp->r_aliases; *a != NULL; a++) {
                ret = getservbyname_r(*a, proto, &servb, servdata,
                                       sizeof servdata, &servp);
                if (ret == 0 && servp != NULL)
                    break;
            }
            if (ret == 0 && servp != NULL)
                port = servp->s_port;
        }
    }
} else
    port = htons(port);

if (port) {
    addr.sin_port = port;
    if (bind(sock, (struct sockaddr *) &addr, sizeof(struct sockaddr_in)) < 0) {
        errstr_(_("Cannot bind to given address: %s\n"), strerror(errno));
        close(sock);
        return -1;
    }
} else {
    /* Service not found? */
    close(sock);
    return -1;
}

return sock;
}

/*
 * Create and bind a TCP socket based on program number
 */
int svctcp_socket(u_long number, int port, int reuse)
{
    return svc_socket(number, SOCK_STREAM, IPPROTO_TCP, port, reuse);
}

/*
 * Create and bind a UDP socket based on program number
 */
int svcudp_socket(u_long number, int port, int reuse)
{
    return svc_socket(number, SOCK_DGRAM, IPPROTO_UDP, port, reuse);
}

```

---

## Notice for package(s)

### *libffi*

---

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*ntp*

---

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5. [6]Michael Barone <michael,barone@lmco.com> GPSVME fixes
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25. [26]Jeff Johnson <jbj@chatham.usdesign.com> massive prototyping overhaul
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27. [29]Poul-Henning Kamp <phk@FreeBSD.ORG> Oncore driver (Original author)
28. [30]Frank Kardel [31]<kardel (at) ntp (dot) org> PARSE <GENERIC> (driver 14 reference clocks), STREAMS modules for PARSE, support scripts, syslog cleanup, dynamic interface handling
29. [32]Johannes Maximilian Kuehn <kuehn@ntp.org> Rewrote sntp to comply with NTPv4 specification, ntpq saveconfig
30. [33]William L. Jones <jones@hermes.chpc.utexas.edu> RS/6000 AIX modifications, HPUX modifications
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32. [35]Craig Leres <leres@ee.lbl.gov> 4.4BSD port, ppsclock, Magnavox GPS clock driver
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35. [38]Lars H. Mathiesen <thorinn@diku.dk> adaptation of foundation code for Version 3 as specified in RFC-1305
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37. [40]David L. Mills <mills@udel.edu> Version 4 foundation, precision kernel; clock drivers: 1, 3, 4, 6, 7, 11, 13, 18, 19, 22, 36
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42. [45]Derek Mulcahy <derek@toybox.demon.co.uk> and [46]Damon Hart-Davis <d@hd.org> ARCRON MSF clock driver
43. [47]Rob Neal <neal@ntp.org> Bancomm refclock and config/parse code maintenance
44. [48]Rainer Pruy <Rainer.Pruy@informatik.uni-erlangen.de> monitoring/trap scripts, statistics file handling
45. [49]Dirce Richards <dirce@zk3.dec.com> Digital UNIX V4.0 port
46. [50]Wilfredo S. Sanchez <wsanchez@apple.com> added support for NetInfo
47. [51]Nick Sayer <mrapple@quack.kfu.com> SunOS streams modules
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49. [53]Ray Schnitzler <schnitz@unipress.com> Unixware1 port
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51. [55]Jeff Steinman <jss@pebbles.jpl.nasa.gov> Datum PTS clock driver
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56. [60]Brian Utterback <brian.utterback@oracle.com> General codebase, Solaris issues
57. [61]Loganaden Velvindron <loganaden@gmail.com> Sandboxing (libseccomp) support
58. [62]Paul A Vixie <vixie@vix.com> TrueTime GPS driver, generic TrueTime clock driver
59. [63]Ulrich Windl <Ulrich.Windl@rz.uni-regensburg.de> corrected and validated HTML documents according to the HTML DTD

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---

## Notice for package(s)

*sed*

---

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```
#include "config.h"  
#include "basicdefs.h"  
#include "regex.h"  
#include <stdio.h>  
#include "unlocked-io.h"
```

```
#include "utils.h"
```

```
/* Struct vector is used to describe a compiled sed program. */  
struct vector {
```

```

struct sed_cmd *v; /* a dynamically allocated array */
size_t v_allocated; /* ... number slots allocated */
size_t v_length; /* ... number of slots in use */
};

/* This structure tracks files used by sed so that they may all be
closed cleanly at normal program termination. A flag is kept that tells
if a missing newline was encountered, so that it is added on the
next line and the two lines are not concatenated. */
struct output {
char *name;
bool missing_newline;
FILE *fp;
struct output *link;
};

struct text_buf {
char *text;
size_t text_length;
};

struct regex {
regex_t pattern;
int flags;
size_t sz;
char re[1];
};

enum replacement_types {
REPL_ASIS = 0,
REPL_UPPERCASE = 1,
REPL_LOWERCASE = 2,
REPL_UPPERCASE_FIRST = 4,
REPL_LOWERCASE_FIRST = 8,
REPL_MODIFIERS = REPL_UPPERCASE_FIRST | REPL_LOWERCASE_FIRST,

/* These are given to aid in debugging */
REPL_UPPERCASE_UPPERCASE = REPL_UPPERCASE_FIRST | REPL_UPPERCASE,
REPL_UPPERCASE_LOWERCASE = REPL_UPPERCASE_FIRST | REPL_LOWERCASE,
REPL_LOWERCASE_UPPERCASE = REPL_LOWERCASE_FIRST | REPL_UPPERCASE,
REPL_LOWERCASE_LOWERCASE = REPL_LOWERCASE_FIRST | REPL_LOWERCASE
};

enum text_types {
TEXT_BUFFER,
TEXT_REPLACEMENT,
TEXT_REGEX
};

enum posixicity_types {
POSIXLY_EXTENDED, /* with GNU extensions */
POSIXLY_CORRECT, /* with POSIX-compatible GNU extensions */
POSIXLY_BASIC /* pedantically POSIX */
};

enum addr_state {
RANGE_INACTIVE, /* never been active */
RANGE_ACTIVE, /* between first and second address */
RANGE_CLOSED /* like RANGE_INACTIVE, but range has ended once */
};

enum addr_types {
ADDR_IS_NULL, /* null address */
ADDR_IS_REGEX, /* a.addr_regex is valid */
ADDR_IS_NUM, /* a.addr_number is valid */
ADDR_IS_NUM_MOD, /* a.addr_number is valid, addr_step is modulo */
ADDR_IS_STEP, /* address is +N (only valid for addr2) */
ADDR_IS_STEP_MOD, /* address is ~N (only valid for addr2) */
ADDR_IS_LAST /* address is $ */
};

struct addr {
enum addr_types addr_type;
countT addr_number;
countT addr_step;
struct regex *addr_regex;
};

struct replacement {
char *prefix;
size_t prefix_length;
int subst_id;
enum replacement_types repl_type;
struct replacement *next;
};

struct subst {
struct regex *regx;
struct replacement *replacement;
countT numb; /* if >0, only substitute for match number "numb" */
struct output *outf; /* 'w' option given */
unsigned global : 1; /* 'g' option given */
unsigned print : 2; /* 'p' option given (before/after eval) */
unsigned eval : 1; /* 'e' option given */
unsigned max_id : 4; /* maximum backreference on the RHS */
};

```

```

#ifdef REG_PERL
/* This is the structure we store register match data in. See
   regex.texinfo for a full description of what registers match. */
struct re_registers
{
    unsigned num_regs;
    regoff_t *start;
    regoff_t *end;
};
#endif

struct sed_cmd {
    struct addr *a1;      /* save space: usually is NULL */
    struct addr *a2;

    /* See description the enum, above. */
    enum addr_state range_state;

    /* Non-zero if command is to be applied to non-matches. */
    char addr_bang;

    /* The actual command character. */
    char cmd;

    /* auxiliary data for various commands */
    union {
        /* This structure is used for a, i, and c commands. */
        struct text_buf cmd_txt;

        /* This is used for the l, q and Q commands. */
        int int_arg;

        /* This is used for the {}, b, and t commands. */
        countT jump_index;

        /* This is used for the r command. */
        char *fname;

        /* This is used for the hairy s command. */
        struct subst *cmd_subst;

        /* This is used for the w command. */
        struct output *outf;

        /* This is used for the R command. */
        FILE *fp;

        /* This is used for the y command. */
        unsigned char *translate;
        char **translatemb;
    } x;
};

void bad_prog (const char *why);
size_t normalize_text (char *text, size_t len, enum text_types buftype);
struct vector *compile_string (struct vector *, char *str, size_t len);
struct vector *compile_file (struct vector *, const char *cmdfile);
void check_final_program (struct vector *);
void rewind_read_files (void);
void finish_program (struct vector *);

struct regex *compile_regex (struct buffer *b, int flags, int needed_sub);
int match_regex (struct regex *regex,
                char *buf, size_t buflen, size_t buf_start_offset,
                struct re_registers *regarray, int regsizes);
#ifdef DEBUG_LEAKS
void release_regex (struct regex *);
#endif

int process_files (struct vector *, char **argv);

int main (int, char **);

extern void fmt (const char *line, const char *line_end, int max_length, FILE *output_file);
extern int extended_regexp_flags;

/* one-byte buffer delimiter */
extern char buffer_delimiter;

/* If set, fflush(stdout) on every line output,
   and turn off stream buffering on inputs. */
extern bool unbuffered;

/* If set, don't write out the line unless explicitly told to. */
extern bool no_default_output;

/* If set, reset line counts on every new file. */
extern bool separate_files;

/* If set, follow symlinks when invoked with -i option */
extern bool follow_symlinks;

/* Do we need to be pedantically POSIX compliant? */

```

```

extern enum posixicity_types posixicity;

/* How long should the `l' command's output line be? */
extern countT lcmnd_out_line_len;

/* How do we edit files in-place? (we don't if NULL) */
extern char *in_place_extension;

/* The mode to use to read and write files, either "rt"/"w" or "rb"/"wb". */
extern char *read_mode;
extern char *write_mode;

/* Should we use EREs? */
extern bool use_extended_syntax_p;

/* Declarations for multibyte character sets. */
extern int mb_cur_max;
extern bool is_utf8;

#define MBRTOWC(pwc, s, n, ps) \
    (mb_cur_max == 1 ? \
     (*(pwc) = btowc (*(unsigned char *) (s)), 1) : \
     mbrtowc ((pwc), (s), (n), (ps)))

#define WCRTOMB(s, wc, ps) \
    (mb_cur_max == 1 ? \
     (*(s) = wctob ((wint_t) (wc)), 1) : \
     wctomb ((s), (wc), (ps)))

#define MBSINIT(s) \
    (mb_cur_max == 1 ? 1 : mbsinit ((s)))

#define MBRLen(s, n, ps) \
    (mb_cur_max == 1 ? 1 : mbrtowc (NULL, s, n, ps))

#define BRLEN(ch, ps) \
    (mb_cur_max == 1 ? 1 : brlen (ch, ps))

extern int brlen (int ch, mbstate_t *ps);
extern void initialize_mbc (void);

```

---

## Notice for package(s)

### *libtirpc*

---

```

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 * POSSIBILITY OF SUCH DAMAGE.
 */

/*
 * netname utility routines
 * convert from unix names to network names and vice-versa
 * This module is operating system dependent!
 * What we define here will work with any unix system that has adopted
 * the sun NIS domain architecture.
 */

#include <sys/param.h>
#include <rpc/rpc.h>
#include "rpc_com.h"
#ifdef YP
#include <rpcsvc/yp_prot.h>
#include <rpcsvc/ypclnt.h>
#endif
#include <ctype.h>
#include <limits.h>

```

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>

#ifdef MAXHOSTNAMELEN
#define MAXHOSTNAMELEN 256
#endif
#ifdef NGROUPS
#define NGROUPS 16
#endif

#define TYPE_BIT(type) (sizeof (type) * CHAR_BIT)

#define TYPE_SIGNED(type) (((type) -1) < 0)

/*
** 302 / 1000 is log10(2.0) rounded up.
** Subtract one for the sign bit if the type is signed;
** add one for integer division truncation;
** add one more for a minus sign if the type is signed.
*/
#define INT_STRLEN_MAXIMUM(type) \
    ((TYPE_BIT(type) - TYPE_SIGNED(type)) * 302 / 1000 + 1 + TYPE_SIGNED(type))

static char *OPSYS = "unix";

/*
 * Figure out my fully qualified network name
 */
int
getnetname(name)
    char name[MAXNETNAMELEN+1];
{
    uid_t uid;

    uid = geteuid();
    if (uid == 0) {
        return (host2netname(name, (char *) NULL, (char *) NULL));
    } else {
        return (user2netname(name, uid, (char *) NULL));
    }
}

/*
 * Convert unix cred to network-name
 */
int
user2netname(netname, uid, domain)
    char netname[MAXNETNAMELEN + 1];
    const uid_t uid;
    const char *domain;
{
    char *dfldom;

    if (domain == NULL) {
        if (__rpc_get_default_domain(&dfldom) != 0) {
            return (0);
        }
        domain = dfldom;
    }
    if (strlen(domain) + 1 + INT_STRLEN_MAXIMUM(u_long) + 1 + strlen(OPSYS) > MAXNETNAMELEN) {
        return (0);
    }
    (void) sprintf(netname, "%s.%ld@%s", OPSYS, (u_long)uid, domain);
    return (1);
}

/*
 * Convert host to network-name
 */
int
host2netname(netname, host, domain)
    char netname[MAXNETNAMELEN + 1];
    const char *host;
    const char *domain;
{
    char *dfldom;
    char hostname[MAXHOSTNAMELEN+1];

    if (domain == NULL) {
        if (__rpc_get_default_domain(&dfldom) != 0) {
            return (0);
        }
        domain = dfldom;
    }
    if (host == NULL) {
        (void) gethostname(hostname, sizeof(hostname));
        host = hostname;
    }
    if (strlen(domain) + 1 + strlen(host) + 1 + strlen(OPSYS) > MAXNETNAMELEN) {
        return (0);
    }
    (void) sprintf(netname, "%s.%s@%s", OPSYS, host, domain);
    return (1);
}

```

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## Notice for package(s)

*gmp*  
*nettle*

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Version 3, 29 June 2007

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## Notice for package(s)

*attr*

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*/

```

```

#include <sys/types.h>
#include <sys/param.h>
#include <sys/stat.h>
#include <stdio.h>
#include <fcntl.h>
#include <stdlib.h>
#include <unistd.h>
#include <errno.h>
#include <string.h>
#include <locale.h>

#include <attr/attributes.h>
#include "config.h"

#define SETOP      1          /* do a SET operation */
#define GETOP      2          /* do a GET operation */
#define REMOVEOP   3          /* do a REMOVE operation */
#define LISTOP     4          /* do a LIST operation */

#define BUFSIZE    (60*1024) /* buffer size for LIST operations */

static char *programe;

void
usage(void)
{
    fprintf(stderr, _("
Usage: %s [-LRSq] -s attrname [-V attrvalue] pathname # set value\n"
"      %s [-LRSq] -g attrname pathname                # get value\n"
"      %s [-LRSq] -r attrname pathname                # remove attr\n"
"      %s [-LRq]  -l pathname                          # list attrs \n"
"      -s reads a value from stdin and -g writes a value to stdout\n"),
        programe, programe, programe, programe);
    exit(1);
}

int
main(int argc, char **argv)
{
    char *attrname, *attrvalue, *filename, *buffer;
    int attrlength, attrflags;
    int opflag, i, ch, error, follow, verbose, rootflag, secureflag;
    attrlist_t *alist;
    attrlist_ent_t *aep;
    attrlist_cursor_t cursor;

    programe = basename(argv[0]);

    setlocale(LC_CTYPE, "");
    setlocale(LC_MESSAGES, "");
    bindtextdomain(PACKAGE, LOCALEDIR);
    textdomain(PACKAGE);

    /*
     * Pick up and validate the arguments.
     */
    verbose = 1;
    follow = opflag = rootflag = secureflag = 0;
    attrname = attrvalue = NULL;
    while ((ch = getopt(argc, argv, "s:V:g:r:lqLRS")) != EOF) {
        switch (ch) {
            case 's':
                if ((opflag != 0) && (opflag != SETOP)) {
                    fprintf(stderr, _("Only one of -s, -g, -r, or -l allowed\n"));
                    usage();
                }
                opflag = SETOP;
                attrname = optarg;
                break;
            case 'V':
                if ((opflag != 0) && (opflag != SETOP)) {
                    fprintf(stderr, _("-V only allowed with -s\n"));
                    usage();
                }
                opflag = SETOP;
                attrvalue = optarg;
                break;
            case 'g':
                if (opflag) {
                    fprintf(stderr, _("Only one of -s, -g, -r, or -l allowed\n"));
                    usage();
                }
                opflag = GETOP;
                attrname = optarg;
                break;
            case 'r':
                if (opflag) {
                    fprintf(stderr,

```

```

                _("Only one of -s, -g, -r, or -l allowed\n"));
                usage();
            }
            opflag = REMOVEOP;
            attrname = optarg;
            break;
        case 'l':
            if (opflag) {
                fprintf(stderr,
                    _("Only one of -s, -g, -r, or -l allowed\n"));
                usage();
            }
            opflag = LISTOP;
            break;
        case 'L':
            follow++;
            break;
        case 'R':
            rootflag++;
            break;
        case 'S':
            secureflag++;
            break;
        case 'q':
            verbose = 0;
            break;
        default:
            fprintf(stderr, _("Unrecognized option: %c\n"),
                (char)ch);
            usage();
            break;
    }
}
if (optind != argc-1) {
    fprintf(stderr, _("A filename to operate on is required\n"));
    usage();
}
filename = argv[optind];

attrflags = ((!follow ? ATTR_DONTFOLLOW : 0) |
             (secureflag ? ATTR_SECURE : 0) |
             (rootflag ? ATTR_ROOT : 0));
/*
 * Break out into option-specific processing.
 */
switch (opflag) {
case SETOP:
    if (attrvalue == NULL) {
        attrvalue = malloc(ATTR_MAX_VALUELEN);
        if (attrvalue == NULL) {
            perror("malloc");
            exit(1);
        }
        attrlength =
            fread(attrvalue, 1, ATTR_MAX_VALUELEN, stdin);
    } else {
        attrlength = strlen(attrvalue);
    }
    error = attr_set(filename, attrname, attrvalue,
                    attrlength, attrflags);
    if (error) {
        perror("attr_set");
        fprintf(stderr, _("Could not set \"%s\" for %s\n"),
            attrname, filename);
        exit(1);
    }
    if (verbose) {
        printf(_("Attribute \"%s\" set to a %d byte value "
            "for %s:\n"), attrname, attrlength, filename);
        fwrite(attrvalue, 1, attrlength, stdout);
        printf("\n");
    }
    break;
case GETOP:
    attrvalue = malloc(ATTR_MAX_VALUELEN);
    if (attrvalue == NULL) {
        perror("malloc");
        exit(1);
    }
    attrlength = ATTR_MAX_VALUELEN;
    error = attr_get(filename, attrname, attrvalue,
                    &attrlength, attrflags);
    if (error) {
        perror("attr_get");
        fprintf(stderr, _("Could not get \"%s\" for %s\n"),
            attrname, filename);
        exit(1);
    }
    if (verbose) {
        printf(_("Attribute \"%s\" had a %d byte value "
            "for %s:\n"), attrname, attrlength, filename);
    }
    fwrite(attrvalue, 1, attrlength, stdout);
    if (verbose) {
        printf("\n");
    }
    break;
}

```

```

case REMOVEOP:
    error = attr_remove(filename, attrname, attrflags);
    if (error) {
        perror("attr_remove");
        fprintf(stderr, _("Could not remove \"%s\" for %s\n"),
                attrname, filename);
        exit(1);
    }
    break;

case LISTOP:
    if ((buffer = malloc(BUFSIZE)) == NULL) {
        perror("malloc");
        exit(1);
    }
    bzero((char *)&cursor, sizeof(cursor));
    do {
        error = attr_list(filename, buffer, BUFSIZE,
                          attrflags, &cursor);
        if (error) {
            perror("attr_list");
            fprintf(stderr,
                    _("Could not list \"%s\" for %s\n"),
                    attrname, filename);
            exit(1);
        }

        alist = (attrlist_t *)buffer;
        for (i = 0; i < alist->al_count; i++) {
            aep = (attrlist_ent_t *)&buffer[ alist->al_offset[i] ];
            if (verbose) {
                printf(
                    _("Attribute \"%s\" has a %d byte value for %s\n"),
                    aep->a_name, aep->a_valuelen,
                    filename);
            } else {
                printf("%s\n", aep->a_name);
            }
        }
    } while (alist->al_more);
    break;

default:
    fprintf(stderr,
            _("At least one of -s, -g, -r, or -l is required\n"));
    usage();
    break;
}

return(0);
}

```

---

## Notice for package(s)

*bc*

---

```

/*
 * Header file for dc routines
 *
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 *
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 * 59 Temple Place, Suite 330
 * Boston, MA 02111 USA
 */

#ifndef DC_DEFS_H
#define DC_DEFS_H

/* 'I' is a command, and bases 17 and 18 are quite
 * unusual, so we limit ourselves to bases 2 to 16
 */
#define DC_IBASE_MAX    16

#define DC_SUCCESS      0
#define DC_DOMAIN_ERROR 1

```

```

#define DC_FAIL                2        /* generic failure */

#ifdef __STDC__
# define DC_PROTO(x)           ()
# define DC_DECLVOID()        ()
# define DC_DECLARG(arglist)  arglist
# define DC_DECLSEP            ;
# define DC_DECLEND            ;
#else /* __STDC__ */
# define DC_PROTO(x)           x
# define DC_DECLVOID()        (void)
# define DC_DECLARG(arglist)  (
# define DC_DECLSEP            ,
# define DC_DECLEND            )
#endif /* __STDC__ */

typedef enum {DC_TOSS, DC_KEEP} dc_discard;
typedef enum {DC_NONL, DC_WITHNL} dc_newline;

/* type discriminant for dc_data */
typedef enum {DC_UNINITIALIZED, DC_NUMBER, DC_STRING} dc_value_type;

/* only numeric.c knows what dc_num's *really* look like */
typedef struct dc_number *dc_num;

/* only string.c knows what dc_str's *really* look like */
typedef struct dc_string *dc_str;

/* except for the two implementation-specific modules, all
 * dc functions only know of this one generic type of object
 */
typedef struct {
    dc_value_type dc_type; /* discriminant for union */
    union {
        dc_num number;
        dc_str string;
    } v;
} dc_data;

/* This is dc's only global variable: */
extern const char *progname; /* basename of program invocation */

#endif /* not DC_DEFS_H */

```

---



---

## Notice for package(s)

*cryptodev-linux*  
*ethtool*  
*gmp*  
*iptables*  
*libtool*  
*lzo*  
*nettle*  
*procps*  
*util-linux*

---

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```
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```

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```
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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
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```

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

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

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## Notice for package(s)

*popt*

---

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---

## Notice for package(s)

*glib-2.0*

---

```
/* GMODULE - GLIB wrapper code for dynamic module loading
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 *
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 */
```

```
/*
 * Modified by the GLib Team and others 1997-2000. See the AUTHORS
 * file for a list of people on the GLib Team. See the ChangeLog
 * files for a list of changes. These files are distributed with
 * GLib at ftp://ftp.gtk.org/pub/gtk/.
 */
```

```
#ifndef __GMODULE_H__
#define __GMODULE_H__
```

```
#include <glib.h>
```

```
G_BEGIN_DECLS
```

```
/* exporting and importing functions, this is special cased
 * to feature Windows dll stubs.
 */
```

```
#define G_MODULE_IMPORT extern
#ifdef G_PLATFORM_WIN32
# define G_MODULE_EXPORT __declspec(dllexport)
```

```

#else /* !G_PLATFORM_WIN32 */
# define      G_MODULE_EXPORT
#endif /* !G_PLATFORM_WIN32 */

typedef enum
{
    G_MODULE_BIND_LAZY    = 1 << 0,
    G_MODULE_BIND_LOCAL  = 1 << 1,
    G_MODULE_BIND_MASK   = 0x03
} GModuleFlags;

typedef struct _GModule      GModule;
typedef const gchar* (*GModuleCheckInit) (GModule      *module);
typedef void (*GModuleUnload) (GModule      *module);

/* return TRUE if dynamic module loading is supported */
GLIB_AVAILABLE_IN_ALL
gboolean g_module_supported      (void) G_GNUC_CONST;

/* open a module 'file_name' and return handle, which is NULL on error */
GLIB_AVAILABLE_IN_ALL
GModule* g_module_open          (const gchar  *file_name,
                                GModuleFlags  flags);

/* close a previously opened module, returns TRUE on success */
GLIB_AVAILABLE_IN_ALL
gboolean g_module_close        (GModule      *module);

/* make a module resident so g_module_close on it will be ignored */
GLIB_AVAILABLE_IN_ALL
void g_module_make_resident (GModule      *module);

/* query the last module error as a string */
GLIB_AVAILABLE_IN_ALL
const gchar * g_module_error   (void);

/* retrieve a symbol pointer from 'module', returns TRUE on success */
GLIB_AVAILABLE_IN_ALL
gboolean g_module_symbol      (GModule      *module,
                                const gchar  *symbol_name,
                                gpointer      *symbol);

/* retrieve the file name from an existing module */
GLIB_AVAILABLE_IN_ALL
const gchar * g_module_name    (GModule      *module);

/* Build the actual file name containing a module. 'directory' is the
 * directory where the module file is supposed to be, or NULL or empty
 * in which case it should either be in the current directory or, on
 * some operating systems, in some standard place, for instance on the
 * PATH. Hence, to be absolutely sure to get the correct module,
 * always pass in a directory. The file name consists of the directory,
 * if supplied, and 'module_name' suitably decorated according to
 * the operating system's conventions (for instance lib*.so or *.dll).
 *
 * No checks are made that the file exists, or is of correct type.
 */
GLIB_AVAILABLE_IN_ALL
gchar* g_module_build_path    (const gchar  *directory,
                                const gchar  *module_name);

#ifdef __GTK_DOC_IGNORE__
#ifdef G_OS_WIN32
#define g_module_open g_module_open_utf8
#define g_module_name g_module_name_utf8

GLIB_AVAILABLE_IN_ALL
GModule * g_module_open_utf8 (const gchar  *file_name,
                                GModuleFlags  flags);

GLIB_AVAILABLE_IN_ALL
const gchar *g_module_name_utf8 (GModule      *module);
#endif
#endif

G_END_DECLS

#endif /* __GMODULE_H__ */

```

---

## Notice for package(s)

*bc*

---

```

/* bcdefs.h: The single file to include all constants and type definitions. */

```

```

/* This file is part of GNU bc.
   Copyright (C) 1991, 1992, 1993, 1994, 1997 Free Software Foundation, Inc.

```

```

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```

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e-mail: philnelson@acm.org  
us-mail: Philip A. Nelson  
Computer Science Department, 9062  
Western Washington University  
Bellingham, WA 98226-9062

\*\*\*\*\*/

```
/* Include the configuration file. */
#include "config.h"

/* Standard includes for all files. */
#include <stdio.h>
#include <sys/types.h>
#include <ctype.h>
#ifdef HAVE_STRINGS_H
#include <strings.h>
#else
#include <string.h>
#endif
#ifdef HAVE_LIMITS_H
#include <limits.h>
#endif

#ifdef LIBEDIT
#include <histedit.h>
#endif

#ifdef READLINE
#include <readline/readline.h>
#include <readline/history.h>
#endif

/* Include the other definitions. */
#include "const.h"
#include "number.h"

/* These definitions define all the structures used in
code and data storage. This includes the representation of
labels. The "guiding" principle is to make structures that
take a minimum of space when unused but can be built to contain
the full structures. */

/* Labels are first. Labels are generated sequentially in functions
and full code. They just "point" to a single byte in the code. The
"address" is the byte number. The byte number is used to get an
actual character pointer. */
typedef struct bc_label_group
{
    long l_adrs [ BC_LABEL_GROUP ];
    struct bc_label_group *l_next;
} bc_label_group;

/* Argument list. Recorded in the function so arguments can
be checked at call time. */
typedef struct arg_list
{
    int av_name;
    int arg_is_var;          /* Extension ... variable parameters. */
    struct arg_list *next;
} arg_list;

/* Each function has its own code segments and labels. There can be
no jumps between functions so labels are unique to a function. */
typedef struct
{
    char f_defined; /* Is this function defined yet. */
    char *f_body;
    int f_body_size; /* Size of body. Power of 2. */
    int f_code_size;
    bc_label_group *f_label;
    arg_list *f_params;
    arg_list *f_autos;
} bc_function;

/* Code addresses. */
typedef struct {
    int pc_func;
    int pc_addr;
} program_counter;
```

```

/* Variables are "pushable" (auto) and thus we need a stack mechanism.
   This is built into the variable record. */

typedef struct bc_var
{
    bc_num v_value;
    struct bc_var *v_next;
} bc_var;

/* bc arrays can also be "auto" variables and thus need the same
   kind of stacking mechanisms. */

typedef struct bc_array_node
{
    union
    {
        {
            bc_num n_num [NODE_SIZE];
            struct bc_array_node *n_down [NODE_SIZE];
        } n_items;
    } bc_array_node;

typedef struct bc_array
{
    bc_array_node *a_tree;
    short a_depth;
} bc_array;

typedef struct bc_var_array
{
    bc_array *a_value;
    char a_param;
    struct bc_var_array *a_next;
} bc_var_array;

/* For the stacks, execution and function, we need records to allow
   for arbitrary size. */

typedef struct estack_rec {
    bc_num s_num;
    struct estack_rec *s_next;
} estack_rec;

typedef struct fstack_rec {
    int s_val;
    struct fstack_rec *s_next;
} fstack_rec;

/* The following are for the name tree. */

typedef struct id_rec {
    char *id; /* The program name. */
    /* A name == 0 => nothing assigned yet. */
    int a_name; /* The array variable name (number). */
    int f_name; /* The function name (number). */
    int v_name; /* The variable name (number). */
    short balance; /* For the balanced tree. */
    struct id_rec *left, *right; /* Tree pointers. */
} id_rec;

/* A list of files to process. */

typedef struct file_node {
    char *name;
    struct file_node *next;
} file_node;

/* Macro Definitions */

#if defined(LIBEDIT)
#define HISTORY_SIZE(n) history(hist, &histev, H_SETSIZE, n)
#define UNLIMIT_HISTORY history(hist, &histev, H_SETSIZE, INT_MAX)
#endif

#if defined(READLINE)
#define HISTORY_SIZE(n) stifle_history(n)
#define UNLIMIT_HISTORY unstifle_history()
#endif

```

---

## Notice for package(s)

### *hdparm*

---

This package was debianized by Christopher L Cheney <ccheney@debian.org> on  
Wed, 21 Nov 2001 15:51:14 -0600.

It was downloaded from <http://www.ibiblio.org/pub/Linux/system/hardware>

Upstream Author: Mark S. Lord <mlord@pobox.com>

Copyright:

```
/* hdparm.c - Command line interface to get/set hard disk parameters */  
/*          - by Mark Lord © 1994-2008 -- freely distributable */
```

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---

## Notice for package(s)

*sysfsutils*

---

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Version 2.1, February 1999

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## Notice for package(s)

*zlib*

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## Notice for package(s)

*bc*

---

```
/* number.c: Implements arbitrary precision numbers. */
/*
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```

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  us-mail: Philip A. Nelson
          Computer Science Department, 9062
          Western Washington University
          Bellingham, WA 98226-9062
```

```
*****/
```

```
#include <stdio.h>
#include <config.h>
#include <number.h>
#include <assert.h>
#include <stdlib.h>
#include <string.h>
#include <ctype.h> /* Prototypes needed for external utility routines. */
```

```
#define bc_rt_warn rt_warn
#define bc_rt_error rt_error
#define bc_out_of_memory out_of_memory

_PROTOTYPE(void rt_warn, (char *mesg ,...));
_PROTOTYPE(void rt_error, (char *mesg ,...));
_PROTOTYPE(void out_of_memory, (void));
```

```
/* Storage used for special numbers. */
bc_num _zero_;
bc_num _one_;
bc_num _two_;
```

```
static bc_num _bc_Free_list = NULL;
```

```
/* new_num allocates a number and sets fields to known values. */
```

```
bc_num
bc_new_num (length, scale)
    int length, scale;
{
    bc_num temp;

    if (_bc_Free_list != NULL) {
        temp = _bc_Free_list;
        _bc_Free_list = temp->n_next;
    } else {
        temp = (bc_num) malloc (sizeof(bc_struct));
        if (temp == NULL) bc_out_of_memory ();
    }
    temp->n_sign = PLUS;
    temp->n_len = length;
    temp->n_scale = scale;
    temp->n_refs = 1;
    temp->n_ptr = (char *) malloc (length+scale);
    if (temp->n_ptr == NULL) bc_out_of_memory();
    temp->n_value = temp->n_ptr;
    memset (temp->n_ptr, 0, length+scale);
```

```

return temp;
}

/* "Frees" a bc_num NUM.  Actually decreases reference count and only
frees the storage if reference count is zero. */

void
bc_free_num (num)
    bc_num *num;
{
    if (*num == NULL) return;
    (*num)->n_refs--;
    if ((*num)->n_refs == 0) {
        if ((*num)->n_ptr)
            free ((*num)->n_ptr);
        (*num)->n_next = _bc_Free_list;
        _bc_Free_list = *num;
    }
    *num = NULL;
}

/* Intitialize the number package! */

void
bc_init_numbers ()
{
    _zero_ = bc_new_num (1,0);
    _one_ = bc_new_num (1,0);
    _one->n_value[0] = 1;
    _two_ = bc_new_num (1,0);
    _two->n_value[0] = 2;
}

/* Make a copy of a number!  Just increments the reference count! */

bc_num
bc_copy_num (num)
    bc_num num;
{
    num->n_refs++;
    return num;
}

/* Initialize a number NUM by making it a copy of zero. */

void
bc_init_num (num)
    bc_num *num;
{
    *num = bc_copy_num (_zero_);
}

/* For many things, we may have leading zeros in a number NUM.
_bc_rm_leading_zeros just moves the data "value" pointer to the
correct place and adjusts the length. */

static void
_bc_rm_leading_zeros (num)
    bc_num num;
{
    /* We can move n_value to point to the first non zero digit! */
    while (*num->n_value == 0 && num->n_len > 1) {
        num->n_value++;
        num->n_len--;
    }
}

/* Compare two bc numbers.  Return value is 0 if equal, -1 if N1 is less
than N2 and +1 if N1 is greater than N2.  If USE_SIGN is false, just
compare the magnitudes. */

static int
_bc_do_compare (n1, n2, use_sign, ignore_last)
    bc_num n1, n2;
    int use_sign;
    int ignore_last;
{
    char *n1ptr, *n2ptr;
    int count;

    /* First, compare signs. */
    if (use_sign && n1->n_sign != n2->n_sign)
    {
        if (n1->n_sign == PLUS)
            return (1); /* Positive N1 > Negative N2 */
        else
            return (-1); /* Negative N1 < Positive N1 */
    }

    /* Now compare the magnitude. */
    if (n1->n_len != n2->n_len)
    {
        if (n1->n_len > n2->n_len)
        {

```

```

        /* Magnitude of n1 > n2. */
        if (!use_sign || n1->n_sign == PLUS)
            return (1);
        else
            return (-1);
    }
else
    {
        /* Magnitude of n1 < n2. */
        if (!use_sign || n1->n_sign == PLUS)
            return (-1);
        else
            return (1);
    }
}

/* If we get here, they have the same number of integer digits.
   check the integer part and the equal length part of the fraction. */
count = n1->n_len + MIN (n1->n_scale, n2->n_scale);
n1ptr = n1->n_value;
n2ptr = n2->n_value;

while ((count > 0) && (*n1ptr == *n2ptr))
    {
        n1ptr++;
        n2ptr++;
        count--;
    }
if (ignore_last && count == 1 && n1->n_scale == n2->n_scale)
    return (0);
if (count != 0)
    {
        if (*n1ptr > *n2ptr)
            {
                /* Magnitude of n1 > n2. */
                if (!use_sign || n1->n_sign == PLUS)
                    return (1);
                else
                    return (-1);
            }
        else
            {
                /* Magnitude of n1 < n2. */
                if (!use_sign || n1->n_sign == PLUS)
                    return (-1);
                else
                    return (1);
            }
    }

/* They are equal up to the last part of the equal part of the fraction. */
if (n1->n_scale != n2->n_scale)
    {
        if (n1->n_scale > n2->n_scale)
            {
                for (count = n1->n_scale - n2->n_scale; count > 0; count--)
                    if (*n1ptr++ != 0)
                        {
                            /* Magnitude of n1 > n2. */
                            if (!use_sign || n1->n_sign == PLUS)
                                return (1);
                            else
                                return (-1);
                        }
            }
        else
            {
                for (count = n2->n_scale - n1->n_scale; count > 0; count--)
                    if (*n2ptr++ != 0)
                        {
                            /* Magnitude of n1 < n2. */
                            if (!use_sign || n1->n_sign == PLUS)
                                return (-1);
                            else
                                return (1);
                        }
            }
    }

/* They must be equal! */
return (0);
}

/* This is the "user callable" routine to compare numbers N1 and N2. */

int
bc_compare (n1, n2)
    bc_num n1, n2;
{
    return _bc_do_compare (n1, n2, TRUE, FALSE);
}

/* In some places we need to check if the number is negative. */

char
bc_is_neg (num)
    bc_num num;

```

```

{
    return num->n_sign == MINUS;
}

/* In some places we need to check if the number NUM is zero. */

char
bc_is_zero (num)
    bc_num num;
{
    int count;
    char *nptr;

    /* Quick check. */
    if (num == _zero_) return TRUE;

    /* Initialize */
    count = num->n_len + num->n_scale;
    nptr = num->n_value;

    /* The check */
    while ((count > 0) && (*nptr++ == 0)) count--;

    if (count != 0)
        return FALSE;
    else
        return TRUE;
}

/* In some places we need to check if the number NUM is almost zero.
   Specifically, all but the last digit is 0 and the last digit is 1.
   Last digit is defined by scale. */

char
bc_is_near_zero (num, scale)
    bc_num num;
    int scale;
{
    int count;
    char *nptr;

    /* Error checking */
    if (scale > num->n_scale)
        scale = num->n_scale;

    /* Initialize */
    count = num->n_len + scale;
    nptr = num->n_value;

    /* The check */
    while ((count > 0) && (*nptr++ == 0)) count--;

    if (count != 0 && (count != 1 || *--nptr != 1))
        return FALSE;
    else
        return TRUE;
}

/* Perform addition: N1 is added to N2 and the value is
   returned. The signs of N1 and N2 are ignored.
   SCALE_MIN is to set the minimum scale of the result. */

static bc_num
_bc_do_add (n1, n2, scale_min)
    bc_num n1, n2;
    int scale_min;
{
    bc_num sum;
    int sum_scale, sum_digits;
    char *n1ptr, *n2ptr, *sumptr;
    int carry, n1bytes, n2bytes;
    int count;

    /* Prepare sum. */
    sum_scale = MAX (n1->n_scale, n2->n_scale);
    sum_digits = MAX (n1->n_len, n2->n_len) + 1;
    sum = bc_new_num (sum_digits, MAX(sum_scale, scale_min));

    /* Zero extra digits made by scale_min. */
    if (scale_min > sum_scale)
    {
        sumptr = (char *) (sum->n_value + sum_scale + sum_digits);
        for (count = scale_min - sum_scale; count > 0; count--)
            *sumptr++ = 0;
    }

    /* Start with the fraction part. Initialize the pointers. */
    n1bytes = n1->n_scale;
    n2bytes = n2->n_scale;
    n1ptr = (char *) (n1->n_value + n1->n_len + n1bytes - 1);
    n2ptr = (char *) (n2->n_value + n2->n_len + n2bytes - 1);
    sumptr = (char *) (sum->n_value + sum_scale + sum_digits - 1);

    /* Add the fraction part. First copy the longer fraction.*/
    if (n1bytes != n2bytes)
    {
        if (n1bytes > n2bytes)

```

```

        while (n1bytes>n2bytes)
            { *sumptr-- = *n1ptr--; n1bytes--;}
        else
            while (n2bytes>n1bytes)
                { *sumptr-- = *n2ptr--; n2bytes--;}
    }

/* Now add the remaining fraction part and equal size integer parts. */
n1bytes += n1->n_len;
n2bytes += n2->n_len;
carry = 0;
while ((n1bytes > 0) && (n2bytes > 0))
    {
        *sumptr = *n1ptr-- + *n2ptr-- + carry;
        if (*sumptr > (BASE-1))
            {
                carry = 1;
                *sumptr -= BASE;
            }
        else
            carry = 0;
        sumptr--;
        n1bytes--;
        n2bytes--;
    }

/* Now add carry the longer integer part. */
if (n1bytes == 0)
    { n1bytes = n2bytes; n1ptr = n2ptr; }
while (n1bytes-- > 0)
    {
        *sumptr = *n1ptr-- + carry;
        if (*sumptr > (BASE-1))
            {
                carry = 1;
                *sumptr -= BASE;
            }
        else
            carry = 0;
        sumptr--;
    }

/* Set final carry. */
if (carry == 1)
    *sumptr += 1;

/* Adjust sum and return. */
_bc_rm_leading_zeros (sum);
return sum;
}

/* Perform subtraction: N2 is subtracted from N1 and the value is
returned. The signs of N1 and N2 are ignored. Also, N1 is
assumed to be larger than N2. SCALE_MIN is the minimum scale
of the result. */

static bc_num
_bc_do_sub (n1, n2, scale_min)
    bc_num n1, n2;
    int scale_min;
{
    bc_num diff;
    int diff_scale, diff_len;
    int min_scale, min_len;
    char *n1ptr, *n2ptr, *diffptr;
    int borrow, count, val;

    /* Allocate temporary storage. */
    diff_len = MAX (n1->n_len, n2->n_len);
    diff_scale = MAX (n1->n_scale, n2->n_scale);
    min_len = MIN (n1->n_len, n2->n_len);
    min_scale = MIN (n1->n_scale, n2->n_scale);
    diff = bc_new_num (diff_len, MAX(diff_scale, scale_min));

    /* Zero extra digits made by scale_min. */
    if (scale_min > diff_scale)
        {
            diffptr = (char *) (diff->n_value + diff_len + diff_scale);
            for (count = scale_min - diff_scale; count > 0; count--)
                *diffptr++ = 0;
        }

    /* Initialize the subtract. */
    n1ptr = (char *) (n1->n_value + n1->n_len + n1->n_scale -1);
    n2ptr = (char *) (n2->n_value + n2->n_len + n2->n_scale -1);
    diffptr = (char *) (diff->n_value + diff_len + diff_scale -1);

    /* Subtract the numbers. */
    borrow = 0;

    /* Take care of the longer scaled number. */
    if (n1->n_scale != min_scale)
        {
            /* n1 has the longer scale */
            for (count = n1->n_scale - min_scale; count > 0; count--)
                *diffptr-- = *n1ptr--;
        }
}

```

```

else
{
    /* n2 has the longer scale */
    for (count = n2->n_scale - min_scale; count > 0; count--)
    {
        val = - *n2ptr-- - borrow;
        if (val < 0)
        {
            val += BASE;
            borrow = 1;
        }
        else
            borrow = 0;
        *diffptr-- = val;
    }
}

/* Now do the equal length scale and integer parts. */

for (count = 0; count < min_len + min_scale; count++)
{
    val = *n1ptr-- - *n2ptr-- - borrow;
    if (val < 0)
    {
        val += BASE;
        borrow = 1;
    }
    else
        borrow = 0;
    *diffptr-- = val;
}

/* If n1 has more digits than n2, we now do that subtract. */
if (diff_len != min_len)
{
    for (count = diff_len - min_len; count > 0; count--)
    {
        val = *n1ptr-- - borrow;
        if (val < 0)
        {
            val += BASE;
            borrow = 1;
        }
        else
            borrow = 0;
        *diffptr-- = val;
    }
}

/* Clean up and return. */
_bc_rm_leading_zeros (diff);
return diff;
}

/* Here is the full subtract routine that takes care of negative numbers.
N2 is subtracted from N1 and the result placed in RESULT. SCALE_MIN
is the minimum scale for the result. */

void
bc_sub (n1, n2, result, scale_min)
    bc_num n1, n2, *result;
    int scale_min;
{
    bc_num diff = NULL;
    int cmp_res;
    int res_scale;

    if (n1->n_sign != n2->n_sign)
    {
        diff = _bc_do_add (n1, n2, scale_min);
        diff->n_sign = n1->n_sign;
    }
    else
    {
        /* subtraction must be done. */
        /* Compare magnitudes. */
        cmp_res = _bc_do_compare (n1, n2, FALSE, FALSE);
        switch (cmp_res)
        {
            case -1:
                /* n1 is less than n2, subtract n1 from n2. */
                diff = _bc_do_sub (n2, n1, scale_min);
                diff->n_sign = (n2->n_sign == PLUS ? MINUS : PLUS);
                break;
            case 0:
                /* They are equal! return zero! */
                res_scale = MAX (scale_min, MAX(n1->n_scale, n2->n_scale));
                diff = bc_new_num (1, res_scale);
                memset (diff->n_value, 0, res_scale+1);
                break;
            case 1:
                /* n2 is less than n1, subtract n2 from n1. */
                diff = _bc_do_sub (n1, n2, scale_min);
                diff->n_sign = n1->n_sign;
                break;
        }
    }
}

```

```

/* Clean up and return. */
bc_free_num (result);
*result = diff;
}

/* Here is the full add routine that takes care of negative numbers.
N1 is added to N2 and the result placed into RESULT. SCALE_MIN
is the minimum scale for the result. */

void
bc_add (n1, n2, result, scale_min)
    bc_num n1, n2, *result;
    int scale_min;
{
    bc_num sum = NULL;
    int cmp_res;
    int res_scale;

    if (n1->n_sign == n2->n_sign)
    {
        sum = _bc_do_add (n1, n2, scale_min);
        sum->n_sign = n1->n_sign;
    }
    else
    {
        /* subtraction must be done. */
        cmp_res = _bc_do_compare (n1, n2, FALSE, FALSE); /* Compare magnitudes. */
        switch (cmp_res)
        {
            case -1:
                /* n1 is less than n2, subtract n1 from n2. */
                sum = _bc_do_sub (n2, n1, scale_min);
                sum->n_sign = n2->n_sign;
                break;
            case 0:
                /* They are equal! return zero with the correct scale! */
                res_scale = MAX (scale_min, MAX(n1->n_scale, n2->n_scale));
                sum = bc_new_num (1, res_scale);
                memset (sum->n_value, 0, res_scale+1);
                break;
            case 1:
                /* n2 is less than n1, subtract n2 from n1. */
                sum = _bc_do_sub (n1, n2, scale_min);
                sum->n_sign = n1->n_sign;
        }
    }

    /* Clean up and return. */
    bc_free_num (result);
    *result = sum;
}

/* Recursive vs non-recursive multiply crossover ranges. */
#ifdef MULTIDIGITS
#include "muldigits.h"
#else
#define MUL_BASE_DIGITS 80
#endif

int mul_base_digits = MUL_BASE_DIGITS;
#define MUL_SMALL_DIGITS mul_base_digits/4

/* Multiply utility routines */

static bc_num
new_sub_num (length, scale, value)
    int length, scale;
    char *value;
{
    bc_num temp;

    if (_bc_free_list != NULL) {
        temp = _bc_free_list;
        _bc_free_list = temp->n_next;
    } else {
        temp = (bc_num) malloc (sizeof(bc_struct));
        if (temp == NULL) bc_out_of_memory ();
    }
    temp->n_sign = PLUS;
    temp->n_len = length;
    temp->n_scale = scale;
    temp->n_refs = 1;
    temp->n_ptr = NULL;
    temp->n_value = value;
    return temp;
}

static void
_bc_simp_mul (bc_num n1, int n1len, bc_num n2, int n2len, bc_num *prod,
             int full_scale)
{
    char *n1ptr, *n2ptr, *pvptr;
    char *n1end, *n2end; /* To the end of n1 and n2. */
    int indx, sum, prodlen;

    prodlen = n1len+n2len+1;

```

```

*prod = bc_new_num (prodlen, 0);

n1end = (char *) (n1->n_value + n1len - 1);
n2end = (char *) (n2->n_value + n2len - 1);
pvptr = (char *) ((*prod)->n_value + prodlen - 1);
sum = 0;

/* Here is the loop... */
for (indx = 0; indx < prodlen-1; indx++)
{
    n1ptr = (char *) (n1end - MAX(0, indx-n2len+1));
    n2ptr = (char *) (n2end - MIN(indx, n2len-1));
    while ((n1ptr >= n1->n_value) && (n2ptr <= n2end))
        sum += *n1ptr-- * *n2ptr++;
    *pvptr-- = sum % BASE;
    sum = sum / BASE;
}
*pvptr = sum;
}

/* A special adder/subtractor for the recursive divide and conquer
multiply algorithm. Note: if sub is called, accum must
be larger than what is being subtracted. Also, accum and val
must have n_scale = 0. (e.g. they must look like integers. *) */
static void
_bc_shift_addsub (bc_num accum, bc_num val, int shift, int sub)
{
    signed char *accp, *valp;
    int count, carry;

    count = val->n_len;
    if (val->n_value[0] == 0)
        count--;
    assert (accum->n_len+accum->n_scale >= shift+count);

    /* Set up pointers and others */
    accp = (signed char *) (accum->n_value +
        accum->n_len + accum->n_scale - shift - 1);
    valp = (signed char *) (val->n_value + val->n_len - 1);
    carry = 0;

    if (sub) {
        /* Subtraction, carry is really borrow. */
        while (count--) {
            *accp -= *valp-- + carry;
            if (*accp < 0) {
                carry = 1;
                *accp-- += BASE;
            } else {
                carry = 0;
                accp--;
            }
        }
        while (carry) {
            *accp -= carry;
            if (*accp < 0)
                *accp-- += BASE;
            else
                carry = 0;
        }
    } else {
        /* Addition */
        while (count--) {
            *accp += *valp-- + carry;
            if (*accp > (BASE-1)) {
                carry = 1;
                *accp-- -= BASE;
            } else {
                carry = 0;
                accp--;
            }
        }
        while (carry) {
            *accp += carry;
            if (*accp > (BASE-1))
                *accp-- -= BASE;
            else
                carry = 0;
        }
    }
}

/* Recursive divide and conquer multiply algorithm.
Based on
Let u = u0 + u1*(b^n)
Let v = v0 + v1*(b^n)
Then uv = (B^2n+B^n)*u1*v1 + B^n*(u1-u0)*(v0-v1) + (B^n+1)*u0*v0

B is the base of storage, number of digits in u1,u0 close to equal.
*/
static void
_bc_rec_mul (bc_num u, int ulen, bc_num v, int vlen, bc_num *prod,
    int full_scale)
{
    bc_num u0, u1, v0, v1;
    int u0len, v0len;

```

```

bc_num m1, m2, m3, d1, d2;
int n, prodlen, mlzero;
int d1len, d2len;

/* Base case? */
if ((ulen+vlen) < mul_base_digits
    || ulen < MUL_SMALL_DIGITS
    || vlen < MUL_SMALL_DIGITS ) {
    _bc_simp_mul (u, ulen, v, vlen, prod, full_scale);
    return;
}

/* Calculate n -- the u and v split point in digits. */
n = (MAX(ulen, vlen)+1) / 2;

/* Split u and v. */
if (ulen < n) {
    u1 = bc_copy_num (_zero_);
    u0 = new_sub_num (ulen,0, u->n_value);
} else {
    u1 = new_sub_num (ulen-n, 0, u->n_value);
    u0 = new_sub_num (n, 0, u->n_value+ulen-n);
}
if (vlen < n) {
    v1 = bc_copy_num (_zero_);
    v0 = new_sub_num (vlen,0, v->n_value);
} else {
    v1 = new_sub_num (vlen-n, 0, v->n_value);
    v0 = new_sub_num (n, 0, v->n_value+vlen-n);
}
_bc_rm_leading_zeros (u1);
_bc_rm_leading_zeros (u0);
u0len = u0->n_len;
_bc_rm_leading_zeros (v1);
_bc_rm_leading_zeros (v0);
v0len = v0->n_len;

mlzero = bc_is_zero(u1) || bc_is_zero(v1);

/* Calculate sub results ... */

bc_init_num(&d1);
bc_init_num(&d2);
bc_sub (u1, u0, &d1, 0);
d1len = d1->n_len;
bc_sub (v0, v1, &d2, 0);
d2len = d2->n_len;

/* Do recursive multiplies and shifted adds. */
if (mlzero)
    m1 = bc_copy_num (_zero_);
else
    _bc_rec_mul (u1, u1->n_len, v1, v1->n_len, &m1, 0);

if (bc_is_zero(d1) || bc_is_zero(d2))
    m2 = bc_copy_num (_zero_);
else
    _bc_rec_mul (d1, d1len, d2, d2len, &m2, 0);

if (bc_is_zero(u0) || bc_is_zero(v0))
    m3 = bc_copy_num (_zero_);
else
    _bc_rec_mul (u0, u0->n_len, v0, v0->n_len, &m3, 0);

/* Initialize product */
prodlen = ulen+vlen+1;
*prod = bc_new_num(prodlen, 0);

if (!mlzero) {
    _bc_shift_addsub (*prod, m1, 2*n, 0);
    _bc_shift_addsub (*prod, m1, n, 0);
}
_bc_shift_addsub (*prod, m3, n, 0);
_bc_shift_addsub (*prod, m3, 0, 0);
_bc_shift_addsub (*prod, m2, n, d1->n_sign != d2->n_sign);

/* Now clean up! */
bc_free_num (&u1);
bc_free_num (&u0);
bc_free_num (&v1);
bc_free_num (&m1);
bc_free_num (&v0);
bc_free_num (&m2);
bc_free_num (&m3);
bc_free_num (&d1);
bc_free_num (&d2);
}

/* The multiply routine. N2 times N1 is put int PROD with the scale of
the result being MIN(N2 scale+N1 scale, MAX (SCALE, N2 scale, N1 scale)).
*/
void
bc_multiply (n1, n2, prod, scale)
    bc_num n1, n2, *prod;
    int scale;
{

```

```

bc_num pval;
int len1, len2;
int full_scale, prod_scale;

/* Initialize things. */
len1 = n1->n_len + n1->n_scale;
len2 = n2->n_len + n2->n_scale;
full_scale = n1->n_scale + n2->n_scale;
prod_scale = MIN(full_scale, MAX(scale, MAX(n1->n_scale, n2->n_scale)));

/* Do the multiply */
_bc_rec_mul (n1, len1, n2, len2, &pval, full_scale);

/* Assign to prod and clean up the number. */
pval->n_sign = ( n1->n_sign == n2->n_sign ? PLUS : MINUS );
pval->n_value = pval->n_ptr;
pval->n_len = len2 + len1 + 1 - full_scale;
pval->n_scale = prod_scale;
_bc_rm_leading_zeros (pval);
if (bc_is_zero (pval))
    pval->n_sign = PLUS;
bc_free_num (prod);
*prod = pval;
}

/* Some utility routines for the divide: First a one digit multiply.
NUM (with SIZE digits) is multiplied by DIGIT and the result is
placed into RESULT. It is written so that NUM and RESULT can be
the same pointers. */

static void
_one_mult (num, size, digit, result)
    unsigned char *num;
    int size, digit;
    unsigned char *result;
{
    int carry, value;
    unsigned char *nptr, *rptr;

    if (digit == 0)
        memset (result, 0, size);
    else
    {
        if (digit == 1)
            memcpy (result, num, size);
        else
        {
            /* Initialize */
            nptr = (unsigned char *) (num+size-1);
            rptr = (unsigned char *) (result+size-1);
            carry = 0;

            while (size-- > 0)
            {
                value = *nptr-- * digit + carry;
                *rptr-- = value % BASE;
                carry = value / BASE;
            }

            if (carry != 0) *rptr = carry;
        }
    }
}

/* The full division routine. This computes N1 / N2. It returns
0 if the division is ok and the result is in QUOT. The number of
digits after the decimal point is SCALE. It returns -1 if division
by zero is tried. The algorithm is found in Knuth Vol 2. p237. */

int
bc_divide (n1, n2, quot, scale)
    bc_num n1, n2, *quot;
    int scale;
{
    bc_num qval;
    unsigned char *num1, *num2;
    unsigned char *ptr1, *ptr2, *n2ptr, *qptr;
    int scale1, val;
    unsigned int len1, len2, scale2, qdigits, extra, count;
    unsigned int qdig, qguess, borrow, carry;
    unsigned char *mval;
    char zero;
    unsigned int norm;

    /* Test for divide by zero. */
    if (bc_is_zero (n2)) return -1;

    /* Test for divide by 1. If it is we must truncate. */
    if (n2->n_scale == 0)
    {
        if (n2->n_len == 1 && *n2->n_value == 1)
        {
            qval = bc_new_num (n1->n_len, scale);
            qval->n_sign = (n1->n_sign == n2->n_sign ? PLUS : MINUS);
            memset (&qval->n_value[n1->n_len], 0, scale);
            memcpy (qval->n_value, n1->n_value,
                n1->n_len + MIN(n1->n_scale, scale));

```

```

        bc_free_num (quot);
        *quot = qval;
    }
}

/* Set up the divide.  Move the decimal point on n1 by n2's scale.
Remember, zeros on the end of num2 are wasted effort for dividing. */
scale2 = n2->n_scale;
n2ptr = (unsigned char *) n2->n_value+n2->n_len+scale2-1;
while ((scale2 > 0) && (*n2ptr-- == 0)) scale2--;

len1 = n1->n_len + scale2;
scale1 = n1->n_scale - scale2;
if (scale1 < scale)
    extra = scale - scale1;
else
    extra = 0;
num1 = (unsigned char *) malloc (n1->n_len+n1->n_scale+extra+2);
if (num1 == NULL) bc_out_of_memory();
memset (num1, 0, n1->n_len+n1->n_scale+extra+2);
memcpy (num1+1, n1->n_value, n1->n_len+n1->n_scale);

len2 = n2->n_len + scale2;
num2 = (unsigned char *) malloc (len2+1);
if (num2 == NULL) bc_out_of_memory();
memcpy (num2, n2->n_value, len2);
*(num2+len2) = 0;
n2ptr = num2;
while (*n2ptr == 0)
    {
        n2ptr++;
        len2--;
    }

/* Calculate the number of quotient digits. */
if (len2 > len1+scale)
    {
        qdigits = scale+1;
        zero = TRUE;
    }
else
    {
        zero = FALSE;
        if (len2>len1)
            qdigits = scale+1;      /* One for the zero integer part. */
        else
            qdigits = len1-len2+scale+1;
    }

/* Allocate and zero the storage for the quotient. */
qval = bc_new_num (qdigits-scale,scale);
memset (qval->n_value, 0, qdigits);

/* Allocate storage for the temporary storage mval. */
mval = (unsigned char *) malloc (len2+1);
if (mval == NULL) bc_out_of_memory ();

/* Now for the full divide algorithm. */
if (!zero)
    {
        /* Normalize */
        norm = 10 / ((int)*n2ptr + 1);
        if (norm != 1)
            {
                _one_mult (num1, len1+scale1+extra+1, norm, num1);
                _one_mult (n2ptr, len2, norm, n2ptr);
            }

        /* Initialize divide loop. */
        qdig = 0;
        if (len2 > len1)
            qptr = (unsigned char *) qval->n_value+len2-len1;
        else
            qptr = (unsigned char *) qval->n_value;

        /* Loop */
        while (qdig <= len1+scale-len2)
            {
                /* Calculate the quotient digit guess. */
                if (*n2ptr == num1[qdig])
                    qguess = 9;
                else
                    qguess = (num1[qdig]*10 + num1[qdig+1]) / *n2ptr;

                /* Test qguess. */
                if (n2ptr[1]*qguess >
                    (num1[qdig]*10 + num1[qdig+1] - *n2ptr*qguess)*10
                    + num1[qdig+2])
                    {
                        qguess--;
                        /* And again. */
                        if (n2ptr[1]*qguess >
                            (num1[qdig]*10 + num1[qdig+1] - *n2ptr*qguess)*10
                            + num1[qdig+2])
                            qguess--;
                    }
            }

        /* Multiply and subtract. */

```

```

borrow = 0;
if (qguess != 0)
{
    *mval = 0;
    _one_mult (n2ptr, len2, qguess, mval+1);
    ptr1 = (unsigned char *) num1+qdig+len2;
    ptr2 = (unsigned char *) mval+len2;
    for (count = 0; count < len2+1; count++)
    {
        val = (int) *ptr1 - (int) *ptr2-- - borrow;
        if (val < 0)
        {
            val += 10;
            borrow = 1;
        }
        else
            borrow = 0;
        *ptr1-- = val;
    }
}

/* Test for negative result. */
if (borrow == 1)
{
    qguess--;
    ptr1 = (unsigned char *) num1+qdig+len2;
    ptr2 = (unsigned char *) n2ptr+len2-1;
    carry = 0;
    for (count = 0; count < len2; count++)
    {
        val = (int) *ptr1 + (int) *ptr2-- + carry;
        if (val > 9)
        {
            val -= 10;
            carry = 1;
        }
        else
            carry = 0;
        *ptr1-- = val;
    }
    if (carry == 1) *ptr1 = (*ptr1 + 1) % 10;
}

/* We now know the quotient digit. */
*qptr++ = qguess;
qdig++;
}
}

/* Clean up and return the number. */
qval->n_sign = ( n1->n_sign == n2->n_sign ? PLUS : MINUS );
if (bc_is_zero (qval)) qval->n_sign = PLUS;
_bc_rm_leading_zeros (qval);
_bc_free_num (quot);
*quot = qval;

/* Clean up temporary storage. */
free (mval);
free (num1);
free (num2);

return 0;    /* Everything is OK. */
}

/* Division *and* modulo for numbers. This computes both NUM1 / NUM2 and
NUM1 % NUM2 and puts the results in QUOT and REM, except that if QUOT
is NULL then that store will be omitted.
*/

int
bc_divmod (num1, num2, quot, rem, scale)
    bc_num num1, num2, *quot, *rem;
    int scale;
{
    bc_num quotient = NULL;
    bc_num temp;
    int rscale;

    /* Check for correct numbers. */
    if (bc_is_zero (num2)) return -1;

    /* Calculate final scale. */
    rscale = MAX (num1->n_scale, num2->n_scale+scale);
    bc_init_num(&temp);

    /* Calculate it. */
    bc_divide (num1, num2, &temp, scale);
    if (quot)
        quotient = bc_copy_num (temp);
    bc_multiply (temp, num2, &temp, rscale);
    bc_sub (num1, temp, rem, rscale);
    bc_free_num (&temp);

    if (quot)
    {
        bc_free_num (quot);
        *quot = quotient;
    }
}

```

```

    }

return 0;    /* Everything is OK. */
}

/* Modulo for numbers. This computes NUM1 % NUM2 and puts the
result in RESULT. */

int
bc_modulo (num1, num2, result, scale)
    bc_num num1, num2, *result;
    int scale;
{
return bc_divmod (num1, num2, NULL, result, scale);
}

/* Raise BASE to the EXPO power, reduced modulo MOD. The result is
placed in RESULT. If a EXPO is not an integer,
only the integer part is used. */

int
bc_raisemod (base, expo, mod, result, scale)
    bc_num base, expo, mod, *result;
    int scale;
{
    bc_num power, exponent, parity, temp;
    int rscale;

/* Check for correct numbers. */
if (bc_is_zero(mod)) return -1;
if (bc_is_neg(expo)) return -1;

/* Set initial values. */
power = bc_copy_num (base);
exponent = bc_copy_num (expo);
temp = bc_copy_num (_one_);
bc_init_num(&parity);

/* Check the base for scale digits. */
if (base->n_scale != 0)
    bc_rt_warn ("non-zero scale in base");

/* Check the exponent for scale digits. */
if (exponent->n_scale != 0)
{
    bc_rt_warn ("non-zero scale in exponent");
    bc_divide (exponent, _one_, &exponent, 0); /*truncate */
}

/* Check the modulus for scale digits. */
if (mod->n_scale != 0)
    bc_rt_warn ("non-zero scale in modulus");

/* Do the calculation. */
rscale = MAX(scale, base->n_scale);
while ( !bc_is_zero(exponent) )
{
    (void) bc_divmod (exponent, _two_, &exponent, &parity, 0);
    if ( !bc_is_zero(parity) )
    {
        bc_multiply (temp, power, &temp, rscale);
        (void) bc_modulo (temp, mod, &temp, scale);
    }

    bc_multiply (power, power, &power, rscale);
    (void) bc_modulo (power, mod, &power, scale);
}

/* Assign the value. */
bc_free_num (&power);
bc_free_num (&exponent);
bc_free_num (result);
*result = temp;
return 0;    /* Everything is OK. */
}

/* Raise NUM1 to the NUM2 power. The result is placed in RESULT.
Maximum exponent is LONG_MAX. If a NUM2 is not an integer,
only the integer part is used. */

void
bc_raise (num1, num2, result, scale)
    bc_num num1, num2, *result;
    int scale;
{
    bc_num temp, power;
    long exponent;
    int rscale;
    int pwrscale;
    int calcscale;
    char neg;

/* Check the exponent for scale digits and convert to a long. */
if (num2->n_scale != 0)
    bc_rt_warn ("non-zero scale in exponent");
exponent = bc_num2long (num2);
if (exponent == 0 && (num2->n_len > 1 || num2->n_value[0] != 0))

```

```

    bc_rt_error ("exponent too large in raise");

/* Special case if exponent is a zero. */
if (exponent == 0)
{
    bc_free_num (result);
    *result = bc_copy_num (_one_);
    return;
}

/* Other initializations. */
if (exponent < 0)
{
    neg = TRUE;
    exponent = -exponent;
    rscale = scale;
}
else
{
    neg = FALSE;
    rscale = MIN (num1->n_scale*exponent, MAX(scale, num1->n_scale));
}

/* Set initial value of temp. */
power = bc_copy_num (num1);
pwrscale = num1->n_scale;
while ((exponent & 1) == 0)
{
    pwrscale = 2*pwrscale;
    bc_multiply (power, power, &power, pwrscale);
    exponent = exponent >> 1;
}
temp = bc_copy_num (power);
calcscale = pwrscale;
exponent = exponent >> 1;

/* Do the calculation. */
while (exponent > 0)
{
    pwrscale = 2*pwrscale;
    bc_multiply (power, power, &power, pwrscale);
    if ((exponent & 1) == 1) {
        calcscale = pwrscale + calcscale;
        bc_multiply (temp, power, &temp, calcscale);
    }
    exponent = exponent >> 1;
}

/* Assign the value. */
if (neg)
{
    bc_divide (_one_, temp, result, rscale);
    bc_free_num (&temp);
}
else
{
    bc_free_num (result);
    *result = temp;
    if ((*result)->n_scale > rscale)
        (*result)->n_scale = rscale;
}
bc_free_num (&power);
}

/* Take the square root NUM and return it in NUM with SCALE digits
after the decimal place. */

int
bc_sqrt (num, scale)
    bc_num *num;
    int scale;
{
    int rscale, cmp_res, done;
    int cscale;
    bc_num guess, guess1, point5, diff;

/* Initial checks. */
cmp_res = bc_compare (*num, _zero_);
if (cmp_res < 0)
    return 0;          /* error */
else
{
    if (cmp_res == 0)
    {
        bc_free_num (num);
        *num = bc_copy_num (_zero_);
        return 1;
    }
}
cmp_res = bc_compare (*num, _one_);
if (cmp_res == 0)
{
    bc_free_num (num);
    *num = bc_copy_num (_one_);
    return 1;
}

/* Initialize the variables. */

```

```

rscale = MAX (scale, (*num)->n_scale);
bc_init_num(&guess);
bc_init_num(&guess1);
bc_init_num(&diff);
point5 = bc_new_num (1,1);
point5->n_value[1] = 5;

/* Calculate the initial guess. */
if (cmp_res < 0)
{
    /* The number is between 0 and 1. Guess should start at 1. */
    guess = bc_copy_num (_one_);
    cscale = (*num)->n_scale;
}
else
{
    /* The number is greater than 1. Guess should start at 10^(exp/2). */
    bc_int2num (&guess,10);

    bc_int2num (&guess1,(*num)->n_len);
    bc_multiply (guess1, point5, &guess1, 0);
    guess1->n_scale = 0;
    bc_raise (guess, guess1, &guess, 0);
    bc_free_num (&guess1);
    cscale = 3;
}

/* Find the square root using Newton's algorithm. */
done = FALSE;
while (!done)
{
    bc_free_num (&guess1);
    guess1 = bc_copy_num (guess);
    bc_divide (*num, guess, &guess, cscale);
    bc_add (guess, guess1, &guess, 0);
    bc_multiply (guess, point5, &guess, cscale);
    bc_sub (guess, guess1, &diff, cscale+1);
    if (bc_is_near_zero (diff, cscale))
    {
        if (cscale < rscale+1)
            cscale = MIN (cscale*3, rscale+1);
        else
            done = TRUE;
    }
}

/* Assign the number and clean up. */
bc_free_num (num);
bc_divide (guess, _one_, num, rscale);
bc_free_num (&guess);
bc_free_num (&guess1);
bc_free_num (&point5);
bc_free_num (&diff);
return 1;
}

/* The following routines provide output for bcd numbers package
using the rules of POSIX bc for output. */

/* This structure is used for saving digits in the conversion process. */
typedef struct stk_rec {
    long digit;
    struct stk_rec *next;
} stk_rec;

/* The reference string for digits. */
static char ref_str[] = "0123456789ABCDEF";

/* A special output routine for "multi-character digits." Exactly
SIZE characters must be output for the value VAL. If SPACE is
non-zero, we must output one space before the number. OUT_CHAR
is the actual routine for writing the characters. */

void
bc_out_long (val, size, space, out_char)
    long val;
    int size, space;
#ifdef __STDC__
    void (*out_char)(int);
#else
    void (*out_char)();
#endif
{
    char digits[40];
    int len, ix;

    if (space) (*out_char) (' ');
    sprintf (digits, "%ld", val);
    len = strlen (digits);
    while (size > len)
    {
        (*out_char) ('0');
        size--;
    }
    for (ix=0; ix < len; ix++)

```

```

    (*out_char) (digits[ix]);
}

/* Output of a bcd number. NUM is written in base O_BASE using OUT_CHAR
as the routine to do the actual output of the characters. */

void
bc_out_num (num, o_base, out_char, leading_zero)
    bc_num num;
    int o_base;
#ifdef __STDC__
    void (*out_char)(int);
#else
    void (*out_char)();
#endif
    int leading_zero;
{
    char *nptr;
    int index, fdigit, pre_space;
    stk_rec *digits, *temp;
    bc_num int_part, frac_part, base, cur_dig, t_num, max_o_digit;

    /* The negative sign if needed. */
    if (num->n_sign == MINUS) (*out_char) ('-');

    /* Output the number. */
    if (bc_is_zero (num))
        (*out_char) ('0');
    else
        if (o_base == 10)
        {
            /* The number is in base 10, do it the fast way. */
            nptr = num->n_value;
            if (num->n_len > 1 || *nptr != 0)
                for (index=num->n_len; index>0; index--)
                    (*out_char) (BCD_CHAR(*nptr++));
            else
                nptr++;

            if (leading_zero && bc_is_zero (num))
                (*out_char) ('0');

            /* Now the fraction. */
            if (num->n_scale > 0)
            {
                (*out_char) ('. ');
                for (index=0; index<num->n_scale; index++)
                    (*out_char) (BCD_CHAR(*nptr++));
            }
        }
    else
    {
        /* special case ... */
        if (leading_zero && bc_is_zero (num))
            (*out_char) ('0');

        /* The number is some other base. */
        digits = NULL;
        bc_init_num (&int_part);
        bc_divide (num, _one_, &int_part, 0);
        bc_init_num (&frac_part);
        bc_init_num (&cur_dig);
        bc_init_num (&base);
        bc_sub (num, int_part, &frac_part, 0);
        /* Make the INT_PART and FRAC_PART positive. */
        int_part->n_sign = PLUS;
        frac_part->n_sign = PLUS;
        bc_int2num (&base, o_base);
        bc_init_num (&max_o_digit);
        bc_int2num (&max_o_digit, o_base-1);

        /* Get the digits of the integer part and push them on a stack. */
        while (!bc_is_zero (int_part))
        {
            bc_modulo (int_part, base, &cur_dig, 0);
            temp = (stk_rec *) malloc (sizeof(stk_rec));
            if (temp == NULL) bc_out_of_memory();
            temp->digit = bc_num2long (cur_dig);
            temp->next = digits;
            digits = temp;
            bc_divide (int_part, base, &int_part, 0);
        }

        /* Print the digits on the stack. */
        if (digits != NULL)
        {
            /* Output the digits. */
            while (digits != NULL)
            {
                {
                    temp = digits;
                    digits = digits->next;
                    if (o_base <= 16)
                        (*out_char) (ref_str[ (int) temp->digit]);
                    else
                        bc_out_long (temp->digit, max_o_digit->n_len, 1, out_char);
                    free (temp);
                }
            }
        }
    }
}

```

```

    }

    /* Get and print the digits of the fraction part. */
    if (num->n_scale > 0)
    {
        (*out_char) ('. ');
        pre_space = 0;
        t_num = bc_copy_num (_one_);
        while (t_num->n_len <= num->n_scale) {
            bc_multiply (frac_part, base, &frac_part, num->n_scale);
            fdigit = bc_num2long (frac_part);
            bc_int2num (&int_part, fdigit);
            bc_sub (frac_part, int_part, &frac_part, 0);
            if (o_base <= 16)
                (*out_char) (ref_str[fdigit]);
            else {
                bc_out_long (fdigit, max_o_digit->n_len, pre_space, out_char);
                pre_space = 1;
            }
            bc_multiply (t_num, base, &t_num, 0);
        }
        bc_free_num (&t_num);
    }

    /* Clean up. */
    bc_free_num (&int_part);
    bc_free_num (&frac_part);
    bc_free_num (&base);
    bc_free_num (&cur_dig);
    bc_free_num (&max_o_digit);
}

```

```

/* Convert a number NUM to a long. The function returns only the integer
part of the number. For numbers that are too large to represent as
a long, this function returns a zero. This can be detected by checking
the NUM for zero after having a zero returned. */

```

```

long
bc_num2long (num)
    bc_num num;
{
    long val;
    char *nptr;
    int index;

    /* Extract the int value, ignore the fraction. */
    val = 0;
    nptr = num->n_value;
    for (index=num->n_len; (index>0) && (val<=(LONG_MAX/BASE)); index--)
        val = val*BASE + *nptr++;

    /* Check for overflow. If overflow, return zero. */
    if (index>0) val = 0;
    if (val < 0) val = 0;

    /* Return the value. */
    if (num->n_sign == PLUS)
        return (val);
    else
        return (-val);
}

```

```

/* Convert an integer VAL to a bc number NUM. */

```

```

void
bc_int2num (num, val)
    bc_num *num;
    int val;
{
    char buffer[30];
    char *bptr, *vptr;
    int ix = 1;
    char neg = 0;

    /* Sign. */
    if (val < 0)
    {
        neg = 1;
        val = -val;
    }

    /* Get things going. */
    bptr = buffer;
    *bptr++ = val % BASE;
    val = val / BASE;

    /* Extract remaining digits. */
    while (val != 0)
    {
        *bptr++ = val % BASE;
        val = val / BASE;
        ix++;          /* Count the digits. */
    }

    /* Make the number. */
    bc_free_num (num);
    *num = bc_new_num (ix, 0);
}

```

```

if (neg) (*num)->n_sign = MINUS;

/* Assign the digits. */
vptr = (*num)->n_value;
while (ix-- > 0)
    *vptr++ = *--bptr;
}

/* Convert a numbers to a string. Base 10 only.*/

char
*num2str (num)
    bc_num num;
{
    char *str, *sptr;
    char *nptr;
    int index, signch;

    /* Allocate the string memory. */
    signch = ( num->n_sign == PLUS ? 0 : 1 ); /* Number of sign chars. */
    if (num->n_scale > 0)
        str = (char *) malloc (num->n_len + num->n_scale + 2 + signch);
    else
        str = (char *) malloc (num->n_len + 1 + signch);
    if (str == NULL) bc_out_of_memory();

    /* The negative sign if needed. */
    sptr = str;
    if (signch) *sptr++ = '-';

    /* Load the whole number. */
    nptr = num->n_value;
    for (index=num->n_len; index>0; index--)
        *sptr++ = BCD_CHAR(*nptr++);

    /* Now the fraction. */
    if (num->n_scale > 0)
    {
        *sptr++ = '.';
        for (index=0; index<num->n_scale; index++)
            *sptr++ = BCD_CHAR(*nptr++);
    }

    /* Terminate the string and return it! */
    *sptr = '\0';
    return (str);
}

/* Convert strings to bc numbers. Base 10 only.*/

void
bc_str2num (num, str, scale)
    bc_num *num;
    char *str;
    int scale;
{
    int digits, strscale;
    char *ptr, *nptr;
    char zero_int;

    /* Prepare num. */
    bc_free_num (num);

    /* Check for valid number and count digits. */
    ptr = str;
    digits = 0;
    strscale = 0;
    zero_int = FALSE;
    if ((*ptr == '+') || (*ptr == '-')) ptr++; /* Sign */
    while (*ptr == '0') ptr++; /* Skip leading zeros. */
    while (isdigit((int)*ptr)) ptr++, digits++; /* digits */
    if (*ptr == '.') ptr++; /* decimal point */
    while (isdigit((int)*ptr)) ptr++, strscale++; /* digits */
    if ((*ptr != '\0') || (digits+strscale == 0))
    {
        *num = bc_copy_num (_zero_);
        return;
    }

    /* Adjust numbers and allocate storage and initialize fields. */
    strscale = MIN(strscale, scale);
    if (digits == 0)
    {
        zero_int = TRUE;
        digits = 1;
    }
    *num = bc_new_num (digits, strscale);

    /* Build the whole number. */
    ptr = str;
    if (*ptr == '-')
    {
        (*num)->n_sign = MINUS;
        ptr++;
    }
    else
    {
        (*num)->n_sign = PLUS;
        if (*ptr == '+') ptr++;
    }
}

```

```

    }
while (*ptr == '0') ptr++;          /* Skip leading zeros. */
nptr = (*num)->n_value;
if (zero_int)
  {
    *nptr++ = 0;
    digits = 0;
  }
for (;digits > 0; digits--)
  *nptr++ = CH_VAL(*ptr++);

/* Build the fractional part. */
if (strscale > 0)
  {
    ptr++; /* skip the decimal point! */
    for (;strscale > 0; strscale--)
      *nptr++ = CH_VAL(*ptr++);
  }
}

/* pn prints the number NUM in base 10. */

static void
out_char (int c)
{
  putchar(c);
}

void
pn (num)
  bc_num num;
{
  bc_out_num (num, 10, out_char, 0);
  out_char ('\n');
}

/* pv prints a character array as if it was a string of bcd digits. */
void
pv (name, num, len)
  char *name;
  unsigned char *num;
  int len;
{
  int i;
  printf ("%s=", name);
  for (i=0; i<len; i++) printf ("%c",BCD_CHAR(num[i]));
  printf ("\n");
}

```

---

## Notice for package(s)

*mtd-utils*  
*psmisc*

---

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*sed*

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```

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

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*bc*

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---

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---

```
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 * SUCH DAMAGE.
 */
```

```
#include "config.h"
```

```
/*
 * Disk quota reporting program.
 */
```

```
#include <sys/types.h>
#include <sys/param.h>
#include <getopt.h>
#include <stdio.h>
#include <stdlib.h>
#include <pwd.h>
#include <grp.h>
#include <time.h>
#include <errno.h>
#include <string.h>
#include <unistd.h>
#ifdef RPC
#include <rpc/rpc.h>
#include "rquota.h"
#endif
```

```
#include "quota.h"
#include "quotaops.h"
#include "quotasys.h"
#include "pot.h"
#include "common.h"
```

```

#define FL_QUIET 1
#define FL_VERBOSE 2
#define FL_USER 4
#define FL_GROUP 8
#define FL_SMARTSIZE 16
#define FL_LOCALONLY 32
#define FL_QUIETREFUSE 64
#define FL_NOAUTOF 128
#define FL_NOWRAP 256
#define FL_FSLIST 512
#define FL_NUMNAMES 1024
#define FL_NFSALL 2048
#define FL_RAWGRACE 4096
#define FL_NO_MIXED_PATHS 8192
#define FL_SHOW_MNTPOINT 16384
#define FL_SHOW_DEVICE 32768

static int flags, fmt = -1;
char *progname;

static void usage(void)
{
    errstr( "%s%s%s%s",
        _("Usage: quota [-guqvswim] [-l | [-Q | -A]] [-F quotaformat]\n"),
        _("\tquota [-qvswim] [-l | [-Q | -A]] [-F quotaformat] -u username ...\n"),
        _("\tquota [-qvswim] [-l | [-Q | -A]] [-F quotaformat] -g groupname ...\n"),
        _("\tquota [-qvswugQm] [-F quotaformat] -f filesystem ...\n"),
        _("\n\

-u, --user          display quota for user\n\
-g, --group        display quota for group\n\
-q, --quiet        print more terse message\n\
-v, --verbose      print more verbose message\n\
-s, --human-readable display numbers in human friendly units (MB, GB...)\n\
--always-resolve  always try to translate name to id, even if it is\n\
                  composed of only digits\n\
-w, --no-wrap      do not wrap long lines\n\
-p, --raw-grace    print grace time in seconds since epoch\n\
-l, --local-only   do not query NFS filesystems\n\
-Q, --quiet-refuse do not print error message when NFS server does\n\
                  not respond\n\
-i, --no-autofs    do not query autofs mountpoints\n\
-F, --format=formatname display quota of a specific format\n\
-f, --filesystem-list display quota information only for given filesystems\n\
-A, --all-nfs      display quota for all NFS mountpoints\n\
-m, --no-mixed-pathnames trim leading slashes from NFSv4 mountpoints\n\
--show-mntpoint    show mount point of the file system in output\n\
--hide-device      do not show file system device in output\n\
-h, --help        display this help message and exit\n\
-V, --version      display version information and exit\n\n");
    fprintf(stderr, _("Bugs to: %s\n"), MY_EMAIL);
    exit(1);
}

static void heading(int type, qid_t id, char *name, char *tag)
{
    char *spacehdr;

    if (flags & FL_SMARTSIZE)
        spacehdr = _("space");
    else
        spacehdr = _("blocks");

    printf(_("Disk quotas for %s %s (%cid %u): %s\n"), _(type2name(type)),
        name, *type2name(type), (uint) id, tag);
    if (!(flags & FL_QUIET) && !tag[0]) {
        printf("%15s%8s %7s%8s%8s%8s %7s%8s%8s\n", _("Filesystem"),
            spacehdr, _("quota"), _("limit"), _("grace"),
            _("files"), _("quota"), _("limit"), _("grace"));
    }
}

static void print_fs_location(struct dquot *q)
{
    struct quota_handle *h = q->dq_h;

    if (flags & FL_QUIET) {
        if (flags & FL_SHOW_DEVICE)
            printf(" %s", h->qh_quotadev);
        if (flags & FL_SHOW_MNTPOINT)
            printf(" %s", h->qh_dir);
        putchar('\n');
    } else {
        int wrap = 0;

        if (flags & FL_SHOW_DEVICE && flags & FL_SHOW_MNTPOINT &&
            !(flags & FL_NOWRAP))
            wrap = 1;
        else if (flags & FL_SHOW_DEVICE && strlen(h->qh_quotadev) > 15 &&
            !(flags & FL_NOWRAP))
            wrap = 1;
        else if (flags & FL_SHOW_MNTPOINT && strlen(h->qh_dir) > 15 &&
            !(flags & FL_NOWRAP))
            wrap = 1;

        if (flags & FL_SHOW_DEVICE) {
            if (wrap || flags & FL_SHOW_MNTPOINT)
                printf("%s", h->qh_quotadev);
            else

```

```

        printf("%15s", h->qh_quotadev);
    }
    if (flags & FL_SHOW_MNTPPOINT) {
        if (flags & FL_SHOW_DEVICE)
            putchar(' ');
        if (wrap || flags & FL_SHOW_DEVICE)
            printf("%s", h->qh_dir);
        else
            printf("%15s", h->qh_dir);
    }
    if (wrap)
        printf("\n%15s", "");
}
}

```

```
static int showquotas(int type, qid_t id, int mntcnt, char **mnt)
```

```

{
    struct dquot *qlist, *q;
    char *msgi, *msgb;
    char timebuf[MAXTIMELEN];
    char name[MAXNAMELEN];
    struct quota_handle **handles;
    int lines = 0, bover, iover, over;
    time_t now;

    time(&now);
    id2name(id, type, name);
    handles = create_handle_list(mntcnt, mnt, type, fmt,
        IOI_READONLY | ((flags & FL_NO_MIXED_PATHS) ? 0 : IOI_NFS_MIXED_PATHS),
        ((flags & FL_NOAUTOFSS) ? MS_NO_AUTOFSS : 0)
        | ((flags & FL_LOCALONLY) ? MS_LOCALONLY : 0)
        | ((flags & FL_NFSALL) ? MS_NFS_ALL : 0));
    qlist = getprivs(id, handles, !(flags & FL_QUIETREFUSE));
    over = 0;
    for (q = qlist; q; q = q->dq_next) {
        bover = iover = 0;
        if (!(flags & FL_VERBOSE) && !q->dq_dqb.dqb_isoftlimit && !q->dq_dqb.dqb_ihardlimit
            && !q->dq_dqb.dqb_bsoftlimit && !q->dq_dqb.dqb_bhardlimit)
            continue;
        msgi = NULL;
        if (q->dq_dqb.dqb_ihardlimit && q->dq_dqb.dqb_curinodes >= q->dq_dqb.dqb_ihardlimit) {
            msgi = _("File limit reached on");
            iover = 1;
        }
        else if (q->dq_dqb.dqb_isoftlimit
            && q->dq_dqb.dqb_curinodes > q->dq_dqb.dqb_isoftlimit) {
            if (q->dq_dqb.dqb_ftime > now) {
                msgi = _("In file grace period on");
                iover = 2;
            }
            else {
                msgi = _("Over file quota on");
                iover = 3;
            }
        }
        msgb = NULL;
        if (q->dq_dqb.dqb_bhardlimit && toqb(q->dq_dqb.dqb_curspace) >= q->dq_dqb.dqb_bhardlimit) {
            msgb = _("Block limit reached on");
            bover = 1;
        }
        else if (q->dq_dqb.dqb_bsoftlimit
            && toqb(q->dq_dqb.dqb_curspace) > q->dq_dqb.dqb_bsoftlimit) {
            if (q->dq_dqb.dqb_btime > now) {
                msgb = _("In block grace period on");
                bover = 2;
            }
            else {
                msgb = _("Over block quota on");
                bover = 3;
            }
        }
        over |= bover | iover;
        if (flags & FL_QUIET) {
            if ((msgi || msgb) && !lines++)
                heading(type, id, name, "");
            if (msgi) {
                printf("\t%s", msgi);
                print_fs_location(q);
            }
            if (msgb) {
                printf("\t%s", msgb);
                print_fs_location(q);
            }
            continue;
        }
        if ((flags & FL_VERBOSE) || q->dq_dqb.dqb_curspace || q->dq_dqb.dqb_curinodes) {
            char numbuf[3][MAXNUMLEN];

            if (!lines++)
                heading(type, id, name, "");
            print_fs_location(q);
            if (!(flags & FL_RAWGRACE)) {
                if (bover)
                    difftime2str(q->dq_dqb.dqb_btime, timebuf);
                else
                    timebuf[0] = 0;
            }
            else {

```

```

        if (bover)
            sprintf(timebuf, "%llu", (long long unsigned int)q->dq_dqb.dqb_btime);
        else
            strcpy(timebuf, "0");
    }
    space2str(toqtb(q->dq_dqb.dqb_curspace), numbuf[0], !(flags & FL_SMARTSIZE));
    space2str(q->dq_dqb.dqb_bsoftlimit, numbuf[1], !(flags & FL_SMARTSIZE));
    space2str(q->dq_dqb.dqb_bhardlimit, numbuf[2], !(flags & FL_SMARTSIZE));
    printf(" %7s%c %6s %7s %7s", numbuf[0], bover ? '*' : ' ', numbuf[1],
           numbuf[2], timebuf);

    if (!(flags & FL_RAWGRACE)) {
        if (iover)
            difftime2str(q->dq_dqb.dqb_itime, timebuf);
        else
            timebuf[0] = 0;
    }
    else {
        if (iover)
            sprintf(timebuf, "%llu", (long long unsigned int)q->dq_dqb.dqb_itime);
        else
            strcpy(timebuf, "0");
    }
    number2str(q->dq_dqb.dqb_curinodes, numbuf[0], !(flags & FL_SMARTSIZE));
    number2str(q->dq_dqb.dqb_isoftlimit, numbuf[1], !(flags & FL_SMARTSIZE));
    number2str(q->dq_dqb.dqb_ihardlimit, numbuf[2], !(flags & FL_SMARTSIZE));
    printf(" %7s%c %6s %7s %7s\n", numbuf[0], iover ? '*' : ' ', numbuf[1],
           numbuf[2], timebuf);
    continue;
}
}
if (!(flags & FL_QUIET) && !lines && qlist)
    heading(type, id, name, _("none"));
freeprivs(qlist);
dispose_handle_list(handles);
return over > 0 ? 1 : 0;
}

```

```

int main(int argc, char **argv)
{
    int ngroups;
    gid_t gidset[NGROUPS], *gidsetp;
    int i, ret;
    struct option long_opts[] = {
        { "help", 0, NULL, 'h' },
        { "version", 0, NULL, 'v' },
        { "user", 0, NULL, 'u' },
        { "group", 0, NULL, 'g' },
        { "quiet", 0, NULL, 'q' },
        { "verbose", 0, NULL, 'v' },
        { "human-readable", 0, NULL, 's' },
        { "always-resolve", 0, NULL, 256 },
        { "raw-grace", 0, NULL, 'p' },
        { "local-only", 0, NULL, 'l' },
        { "no-autofs", 0, NULL, 'i' },
        { "quiet-refuse", 0, NULL, 'Q' },
        { "format", 1, NULL, 'F' },
        { "no-wrap", 0, NULL, 'w' },
        { "filesystem-list", 0, NULL, 'f' },
        { "all-nfs", 0, NULL, 'A' },
        { "no-mixed-pathnames", 0, NULL, 'm' },
        { "show-mntpoint", 0, NULL, 257 },
        { "hide-device", 0, NULL, 258 },
        { NULL, 0, NULL, 0 }
    };

    gettexton();
    progname = basename(argv[0]);

    flags |= FL_SHOW_DEVICE;
    while ((ret = getopt_long(argc, argv, "hguqvsvliQF:wfApm", long_opts, NULL)) != -1) {
        switch (ret) {
            case 'g':
                flags |= FL_GROUP;
                break;
            case 'u':
                flags |= FL_USER;
                break;
            case 'q':
                flags |= FL_QUIET;
                break;
            case 'v':
                flags |= FL_VERBOSE;
                break;
            case 'F':
                if ((fmt = name2fmt(optarg)) == QF_ERROR) /* Error? */
                    exit(1);
                break;
            case 's':
                flags |= FL_SMARTSIZE;
                break;
            case 'p':
                flags |= FL_RAWGRACE;
                break;
            case 256:
                flags |= FL_NUMNAMES;
                break;
            case 'l':

```

```

        flags |= FL_LOCALONLY;
        break;
    case 'Q':
        flags |= FL_QUIETREFUSE;
        break;
    case 'i':
        flags |= FL_NOAUTOFS;
        break;
    case 'w':
        flags |= FL_NOWRAP;
        break;
    case 'f':
        flags |= FL_FSLIST;
        break;
    case 'A':
        flags |= FL_NFSALL;
        break;
    case 'm':
        flags |= FL_NO_MIXED_PATHS;
        break;
    case 257:
        flags |= FL_SHOW_MNTPOINT;
        break;
    case 258:
        flags &= ~FL_SHOW_DEVICE;
        break;
    case 'v':
        version();
        exit(0);
    case 'h':
    default:
        usage();
    }
}
argc -= optind;
argv += optind;

if (!(flags & FL_USER) && !(flags & FL_GROUP))
    flags |= FL_USER;
if (flags & FL_FSLIST && flags & (FL_LOCALONLY | FL_NOAUTOFS))
    errstr(_("Warning: Ignoring -%c when filesystem list specified.\n"), flags & FL_LOCALONLY ? 'l' : 'i');

init_kernel_interface();

ret = 0;
if (argc == 0 || flags & FL_FSLIST) {
    if (flags & FL_FSLIST && argc == 0)
        die(1, _("No filesystem specified.\n"));
    if (flags & FL_USER)
        ret |= showquotas(USRQUOTA, getuid(), argc, argv);
    if (flags & FL_GROUP) {
        ngroups = sysconf(_SC_NGROUPS_MAX);
        if (ngroups > NGROUPS) {
            gidsetp = malloc(ngroups * sizeof(gid_t));
            if (!gidsetp)
                die(1, _("Gid set allocation (%d): %s\n"), ngroups, strerror(errno));
        } else {
            gidsetp = &gidset[0];
        }
        ngroups = getgroups(ngroups, gidsetp);
        if (ngroups < 0)
            die(1, _("getgroups(): %s\n"), strerror(errno));
        for (i = 0; i < ngroups; i++)
            ret |= showquotas(GRPQUOTA, gidsetp[i], argc, argv);
    }
    exit(ret);
}

if ((flags & FL_USER) && (flags & FL_GROUP))
    usage();

if (flags & FL_USER)
    for (; argc > 0; argc--, argv++)
        ret |= showquotas(USRQUOTA, user2uid(*argv, !(flags & FL_NUMNAMES), NULL), 0, NULL);
else if (flags & FL_GROUP)
    for (; argc > 0; argc--, argv++)
        ret |= showquotas(GRPQUOTA, group2gid(*argv, !(flags & FL_NUMNAMES), NULL), 0, NULL);

return ret;
}

```

---

## Notice for package(s)

### *util-linux*

---

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---

## Notice for package(s)

### e2fsprogs

---

```
/*
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 *
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 * its documentation for any purpose is hereby granted, provided that
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 * M.I.T. S.I.P.B. make no representations about the suitability of
 * this software for any purpose. It is provided "as is" without
 * express or implied warranty.
 *
 * This quote is just too good to not pass on:
 *
 * "BTW, I would have rejected the name Story Server because its
 * initials are SS, the name of the secret police in Nazi
 * Germany, probably the most despised pair of letters in western
 * culture." --- http://scriptingnewsarchive.userland.com/1999/12/13
 *
 * Let no one say political correctness isn't dead...
 */

#ifdef __ss_h
#define __ss_h __FILE__

#include <ss/ss_err.h>

#define __SS_CONST const
#define __SS_PROTO (int, const char * const *, int, void *)

#ifdef __GNUC__
#define __SS_ATTR(x) __attribute__(x)
#else
#define __SS_ATTR(x)
#endif

typedef __SS_CONST struct _ss_request_entry {
    __SS_CONST char * __SS_CONST *command_names; /* whatever */
    void (* __SS_CONST function) __SS_PROTO; /* foo */
    __SS_CONST char * __SS_CONST info_string; /* NULL */
    int flags; /* 0 */
} ss_request_entry;

typedef __SS_CONST struct _ss_request_table {
    int version;
    ss_request_entry *requests;
} ss_request_table;

#define SS_RQT_TBL_V2 2

typedef struct _ss_rp_options { /* DEFAULT VALUES */
    int version; /* SS_RP_V1 */
    void (*unknown) __SS_PROTO; /* call for unknown command */
    int allow_suspend;
    int catch_int;
} ss_rp_options;

#define SS_RP_V1 1

#define SS_OPT_DONT_LIST 0x0001
#define SS_OPT_DONT_SUMMARIZE 0x0002

void ss_help __SS_PROTO;
#if 0
char *ss_current_request(); /* This is actually a macro */
#endif

char *ss_name(int sci_idx);
void ss_error (int, long, char const *, ...)
    __SS_ATTR((format(printf, 3, 4)));
void ss_perror (int, long, char const *);

int ss_create_invocation(const char *, const char *, void *,
    ss_request_table *, int *);
void ss_delete_invocation(int);
int ss_listen(int);
int ss_execute_line(int, char *);
void ss_add_request_table(int, ss_request_table *, int, int *);
void ss_delete_request_table(int, ss_request_table *, int *);
void ss_abort_subsystem(int sci_idx, int code);
void ss_quit(int argc, const char * const *argv, int sci_idx, void *infop);
void ss_self_identify(int argc, const char * const *argv, int sci_idx, void *infop);
void ss_subsystem_name(int argc, const char * const *argv,
```

```
        int sci_idx, void *infop);
void ss_subsystem_version(int argc, const char * const *argv,
        int sci_idx, void *infop);
void ss_unimplemented(int argc, const char * const *argv,
        int sci_idx, void *infop);
void ss_set_prompt(int sci_idx, char *new_prompt);
char *ss_get_prompt(int sci_idx);
void ss_get_readline(int sci_idx);
char *ss_safe_getenv(const char *arg);

extern ss_request_table ss_std_requests;
#endif /* _ss_h */
```

---

## Notice for package(s)

### libxml2

---

```
/*
 * $Id$
 *
 * Copyright (C) 1998 Bjorn Reese and Daniel Stenberg.
 *
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 * purpose with or without fee is hereby granted, provided that the above
 * copyright notice and this permission notice appear in all copies.
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 * WARRANTIES, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF
 * MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE AUTHORS AND
 * CONTRIBUTORS ACCEPT NO RESPONSIBILITY IN ANY CONCEIVABLE MANNER.
 *
 * *****
 *
 * A note to trio contributors:
 *
 * Avoid heap allocation at all costs to ensure that the trio functions
 * are async-safe. The exceptions are the printf/fprintf functions, which
 * uses fputc, and the asprintf functions and the <alloc> modifier, which
 * by design are required to allocate form the heap.
 *
 * *****/
*/
*
* TODO:
* - Scan is probably too permissive about its modifiers.
* - C escapes in %[ ] ?
* - Multibyte characters (done for format parsing, except scan groups)
* - Complex numbers? (C99 _Complex)
* - Boolean values? (C99 _Bool)
* - C99 NaN(n-char-sequence) missing. The n-char-sequence can be used
*   to print the mantissa, e.g. NaN(0xc000000000000000)
* - Should we support the GNU %a alloc modifier? GNU has an ugly hack
*   for %a, because C99 used %a for other purposes. If specified as
*   %as or %a[ it is interpreted as the alloc modifier, otherwise as
*   the C99 hex-float. This means that you cannot scan %as as a hex-float
*   immediately followed by an 's'.
* - Scanning of collating symbols.
*/

/* *****
 * Trio include files
 */
#include "triodef.h"
#include "trio.h"
#include "trio.h"
#include "trionan.h"
#include "trionan.h"
#if !defined(TRIO_MINIMAL)
# include "triostr.h"
#endif

/* *****
 *
 * Definitions
 *
 * *****/

#include <math.h>
#include <limits.h>
#include <float.h>

#if (defined(__STDC_ISO_10646__) || defined(MB_LEN_MAX) \
    || defined(USE_MULTIBYTE) || TRIO_WIDECHAR) \
    && !defined(_WIN32_WCE)
# define TRIO_COMPILER_SUPPORTS_MULTIBYTE
# if !defined(MB_LEN_MAX)
# define MB_LEN_MAX 6
# endif
#endif

#if (defined(TRIO_COMPILER_MSVC) && (_MSC_VER >= 1100)) || defined(TRIO_COMPILER_BCB)
```

```

#define TRIO_COMPILER_SUPPORTS_MSVC_INT
#endif

#if defined(_WIN32_WCE)
#include <wincompat.h>
#endif

/*****
 * Generic definitions
 */

#if !(defined(DEBUG) || defined(NDEBUG))
#define NDEBUG
#endif

#include <assert.h>
#include <ctype.h>
#if !defined(TRIO_COMPILER_SUPPORTS_C99)
#define isblank(x) (((x)==32) || ((x)==9))
#endif
#if defined(TRIO_COMPILER_ANCIENT)
#include <varargs.h>
#else
#include <stdarg.h>
#endif
#include <stddef.h>

#if defined( HAVE_ERRNO_H ) || defined( __VMS )
#include <errno.h>
#endif

#ifndef NULL
#define NULL 0
#endif
#define NIL ((char)0)
#ifndef FALSE
#define FALSE (1 == 0)
#define TRUE (! FALSE)
#endif
#define BOOLEAN_T int

/* mincore() can be used for debugging purposes */
#define VALID(x) (NULL != (x))

#if TRIO_ERRORS
/*
 * Encode the error code and the position. This is decoded
 * with TRIO_ERROR_CODE and TRIO_ERROR_POSITION.
 */
#define TRIO_ERROR_RETURN(x,y) (- ((x) + ((y) << 8)))
#else
#define TRIO_ERROR_RETURN(x,y) (-1)
#endif

#ifndef VA_LIST_IS_ARRAY
#define TRIO_VA_LIST_PTR          va_list *
#define TRIO_VA_LIST_ADDR(l)      (&(l))
#define TRIO_VA_LIST_DEREF(l)    (*(l))
#else
#define TRIO_VA_LIST_PTR          va_list
#define TRIO_VA_LIST_ADDR(l)      (l)
#define TRIO_VA_LIST_DEREF(l)    (l)
#endif

typedef unsigned long trio_flags_t;

/*****
 * Platform specific definitions
 */
#if defined(TRIO_PLATFORM_UNIX) || defined(TRIO_PLATFORM_OS400)
#include <unistd.h>
#include <signal.h>
#include <locale.h>
#define USE_LOCALE
#endif /* TRIO_PLATFORM_UNIX */
#if defined(TRIO_PLATFORM_VMS)
#include <unistd.h>
#endif
#if defined(TRIO_PLATFORM_WIN32)
# if defined(_WIN32_WCE)
#include <wincompat.h>
# else
#include <io.h>
#define read_read
#define write_write
# endif
#endif /* TRIO_PLATFORM_WIN32 */

#if TRIO_WIDECHAR
# if defined(TRIO_COMPILER_SUPPORTS_ISO94)
#include <wchar.h>
#include <wctype.h>
typedef wchar_t trio_wchar_t;
typedef wint_t trio_wint_t;
# else
typedef char trio_wchar_t;
typedef int trio_wint_t;
#endif

```

```

# define WCONST(x) L ## x
# define WEOF EOF
# define iswalnum(x) isalnum(x)
# define iswalphax(x) isalpha(x)
# define iswblank(x) isblank(x)
# define iswcntrl(x) iscntrl(x)
# define iswdigit(x) isdigit(x)
# define iswgraph(x) isgraph(x)
# define iswlower(x) islower(x)
# define iswprint(x) isprint(x)
# define iswpunct(x) ispunct(x)
# define iswspace(x) isspace(x)
# define iswupper(x) isupper(x)
# define iswxdigit(x) isxdigit(x)
# endif
#endif

/*****
 * Compiler dependent definitions
 */

/* Support for long long */
#ifndef __cplusplus
# if !defined(USE_LONGLONG)
# if defined(TRIO_COMPILER_GCC) && !defined(__STRICT_ANSI__)
# define USE_LONGLONG
# elif defined(TRIO_COMPILER_SUNPRO)
# define USE_LONGLONG
# elif defined(_LONG_LONG) || defined(_LONGLONG)
# define USE_LONGLONG
# endif
# endif
#endif

/* The extra long numbers */
#ifdef USE_LONGLONG
typedef signed long long int trio_longlong_t;
typedef unsigned long long int trio_ulonglong_t;
#else
typedef signed __int64 trio_longlong_t;
typedef unsigned __int64 trio_ulonglong_t;
#endif

/* Maximal and fixed integer types */
#ifdef TRIO_COMPILER_SUPPORTS_C99 && !defined( __VMS )
# include <stdint.h>
typedef intmax_t trio_intmax_t;
typedef uintmax_t trio_uintmax_t;
typedef int8_t trio_int8_t;
typedef int16_t trio_int16_t;
typedef int32_t trio_int32_t;
typedef int64_t trio_int64_t;
#else
# include <inttypes.h>
# ifdef __VMS
typedef long long int intmax_t;
typedef unsigned long long int uintmax_t;
# endif
typedef intmax_t trio_intmax_t;
typedef uintmax_t trio_uintmax_t;
typedef int8_t trio_int8_t;
typedef int16_t trio_int16_t;
typedef int32_t trio_int32_t;
typedef int64_t trio_int64_t;
# elif defined(TRIO_COMPILER_SUPPORTS_MSVC_INT)
typedef trio_longlong_t trio_intmax_t;
typedef trio_ulonglong_t trio_uintmax_t;
typedef __int8 trio_int8_t;
typedef __int16 trio_int16_t;
typedef __int32 trio_int32_t;
typedef __int64 trio_int64_t;
# else
typedef trio_longlong_t trio_intmax_t;
typedef trio_ulonglong_t trio_uintmax_t;
# if defined(TRIO_INT8_T)
typedef TRIO_INT8_T trio_int8_t;
# else
typedef TRIO_SIGNED char trio_int8_t;
# endif
# if defined(TRIO_INT16_T)
typedef TRIO_INT16_T trio_int16_t;
# else
typedef TRIO_SIGNED short trio_int16_t;
# endif
# if defined(TRIO_INT32_T)
typedef TRIO_INT32_T trio_int32_t;
# else
typedef TRIO_SIGNED int trio_int32_t;
# endif
# if defined(TRIO_INT64_T)
typedef TRIO_INT64_T trio_int64_t;
# else
typedef trio_longlong_t trio_int64_t;
# endif
#endif

```

```

#endif

#if (!(defined(TRIO_COMPILER_SUPPORTS_C99) \
|| defined(TRIO_COMPILER_SUPPORTS_UNIX01)) \
&& !defined(_WIN32_WCE))
# define floorl(x) floor((double)(x))
# define fmodl(x,y) fmod((double)(x),(double)(y))
# define powl(x,y) pow((double)(x),(double)(y))
#endif

#define TRIO_FABS(x) ((x) < 0.0) ? -(x) : (x)

/*****
 * Internal Definitions
 */

#ifndef DECIMAL_DIG
# define DECIMAL_DIG DBL_DIG
#endif

/* Long double sizes */
#ifdef LDBL_DIG
# define MAX_MANTISSA_DIGITS LDBL_DIG
# define MAX_EXPONENT_DIGITS 4
# define MAX_DOUBLE_DIGITS LDBL_MAX_10_EXP
#else
# define MAX_MANTISSA_DIGITS DECIMAL_DIG
# define MAX_EXPONENT_DIGITS 3
# define MAX_DOUBLE_DIGITS DBL_MAX_10_EXP
#endif

#if defined(TRIO_COMPILER_ANCIENT) || !defined(LDBL_DIG)
# undef LDBL_DIG
# undef LDBL_MANT_DIG
# undef LDBL_EPSILON
# define LDBL_DIG DBL_DIG
# define LDBL_MANT_DIG DBL_MANT_DIG
# define LDBL_EPSILON DBL_EPSILON
#endif

/* The maximal number of digits is for base 2 */
#define MAX_CHARS_IN(x) (sizeof(x) * CHAR_BIT)
/* The width of a pointer. The number of bits in a hex digit is 4 */
#define POINTER_WIDTH ((sizeof("0x") - 1) + sizeof(trio_pointer_t) * CHAR_BIT / 4)

/* Infinite and Not-A-Number for floating-point */
#define INFINITE_LOWER "inf"
#define INFINITE_UPPER "INF"
#define LONG_INFINITE_LOWER "infinite"
#define LONG_INFINITE_UPPER "INFINITE"
#define NAN_LOWER "nan"
#define NAN_UPPER "NAN"

#if !defined(HAVE_ISASCII) && !defined(isascii)
#ifdef __VMS
# define isascii(x) ((unsigned int)(x) < 128)
#endif
#endif

/* Various constants */
enum {
    TYPE_PRINT = 1,
    TYPE_SCAN = 2,

    /* Flags. FLAGS_LAST must be less than ULONG_MAX */
    FLAGS_NEW = 0,
    FLAGS_STICKY = 1,
    FLAGS_SPACE = 2 * FLAGS_STICKY,
    FLAGS_SHOWSIGN = 2 * FLAGS_SPACE,
    FLAGS_LEFTADJUST = 2 * FLAGS_SHOWSIGN,
    FLAGS_ALTERNATIVE = 2 * FLAGS_LEFTADJUST,
    FLAGS_SHORT = 2 * FLAGS_ALTERNATIVE,
    FLAGS_SHORTSHORT = 2 * FLAGS_SHORT,
    FLAGS_LONG = 2 * FLAGS_SHORTSHORT,
    FLAGS_QUAD = 2 * FLAGS_LONG,
    FLAGS_LONGDOUBLE = 2 * FLAGS_QUAD,
    FLAGS_SIZE_T = 2 * FLAGS_LONGDOUBLE,
    FLAGS_PTRDIFF_T = 2 * FLAGS_SIZE_T,
    FLAGS_INTMAX_T = 2 * FLAGS_PTRDIFF_T,
    FLAGS_NILPADDING = 2 * FLAGS_INTMAX_T,
    FLAGS_UNSIGNED = 2 * FLAGS_NILPADDING,
    FLAGS_UPPER = 2 * FLAGS_UNSIGNED,
    FLAGS_WIDTH = 2 * FLAGS_UPPER,
    FLAGS_WIDTH_PARAMETER = 2 * FLAGS_WIDTH,
    FLAGS_PRECISION = 2 * FLAGS_WIDTH_PARAMETER,
    FLAGS_PRECISION_PARAMETER = 2 * FLAGS_PRECISION,
    FLAGS_BASE = 2 * FLAGS_PRECISION_PARAMETER,
    FLAGS_BASE_PARAMETER = 2 * FLAGS_BASE,
    FLAGS_FLOAT_E = 2 * FLAGS_BASE_PARAMETER,
    FLAGS_FLOAT_G = 2 * FLAGS_FLOAT_E,
    FLAGS_QUOTE = 2 * FLAGS_FLOAT_G,
    FLAGS_WIDECHAR = 2 * FLAGS_QUOTE,
    FLAGS_ALLOC = 2 * FLAGS_WIDECHAR,
    FLAGS_IGNORE = 2 * FLAGS_ALLOC,
    FLAGS_IGNORE_PARAMETER = 2 * FLAGS_IGNORE,
    FLAGS_VARSIZE_PARAMETER = 2 * FLAGS_IGNORE_PARAMETER,
    FLAGS_FIXED_SIZE = 2 * FLAGS_VARSIZE_PARAMETER,
    FLAGS_LAST = FLAGS_FIXED_SIZE,

```

```

/* Reused flags */
FLAGS_EXCLUDE      = FLAGS_SHORT,
FLAGS_USER_DEFINED = FLAGS_IGNORE,
FLAGS_ROUNDING     = FLAGS_INTMAX_T,
/* Compounded flags */
FLAGS_ALL_VARSIZES = FLAGS_LONG | FLAGS_QUAD | FLAGS_INTMAX_T | FLAGS_PTRDIFF_T | FLAGS_SIZE_T,
FLAGS_ALL_SIZES    = FLAGS_ALL_VARSIZES | FLAGS_SHORTSHORT | FLAGS_SHORT,

NO_POSITION = -1,
NO_WIDTH    = 0,
NO_PRECISION = -1,
NO_SIZE     = -1,

/* Do not change these */
NO_BASE      = -1,
MIN_BASE     = 2,
MAX_BASE     = 36,
BASE_BINARY  = 2,
BASE_OCTAL   = 8,
BASE_DECIMAL = 10,
BASE_HEX     = 16,

/* Maximal number of allowed parameters */
MAX_PARAMETERS = 64,
/* Maximal number of characters in class */
MAX_CHARACTER_CLASS = UCHAR_MAX + 1,

/* Maximal string lengths for user-defined specifiers */
MAX_USER_NAME = 64,
MAX_USER_DATA = 256,

/* Maximal length of locale separator strings */
MAX_LOCALE_SEPARATOR_LENGTH = MB_LEN_MAX,
/* Maximal number of integers in grouping */
MAX_LOCALE_GROUPS = 64,

/* Initial size of asprintf buffer */
DYNAMIC_START_SIZE = 32
};

#define NO_GROUPING ((int)CHAR_MAX)

/* Fundamental formatting parameter types */
#define FORMAT_UNKNOWN 0
#define FORMAT_INT     1
#define FORMAT_DOUBLE  2
#define FORMAT_CHAR    3
#define FORMAT_STRING  4
#define FORMAT_POINTER 5
#define FORMAT_COUNT   6
#define FORMAT_PARAMETER 7
#define FORMAT_GROUP   8
#if TRIO_GNU
# define FORMAT_ERRNO 9
#endif
#if TRIO_EXTENSION
# define FORMAT_USER_DEFINED 10
#endif

/* Character constants */
#define CHAR_IDENTIFIER '%'
#define CHAR_BACKSLASH '\\'
#define CHAR_QUOTE '"'
#define CHAR_ADJUST ' '

/* Character class expressions */
#define CLASS_ALNUM "[:alnum:]"
#define CLASS_ALPHA "[:alpha:]"
#define CLASS_BLANK "[:blank:]"
#define CLASS_CNTRL "[:cntrl:]"
#define CLASS_DIGIT "[:digit:]"
#define CLASS_GRAPH "[:graph:]"
#define CLASS_LOWER "[:lower:]"
#define CLASS_PRINT "[:print:]"
#define CLASS_PUNCT "[:punct:]"
#define CLASS_SPACE "[:space:]"
#define CLASS_UPPER "[:upper:]"
#define CLASS_XDIGIT "[:xdigit:]"

/*
 * SPECIFIERS:
 *
 *
 * a Hex-float
 * A Hex-float
 * c Character
 * C Widechar character (wint_t)
 * d Decimal
 * e Float
 * E Float
 * F Float
 * F Float
 * g Float
 * G Float
 * i Integer
 * m Error message
 * n Count
 * o Octal

```

```

* p Pointer
* s String
* S Widechar string (wchar_t *)
* u Unsigned
* x Hex
* X Hex
* [] Group
* <> User-defined
*
* Reserved:
*
* D Binary Coded Decimal %D(length,precision) (OS/390)
*/
#define SPECIFIER_CHAR 'c'
#define SPECIFIER_STRING 's'
#define SPECIFIER_DECIMAL 'd'
#define SPECIFIER_INTEGER 'i'
#define SPECIFIER_UNSIGNED 'u'
#define SPECIFIER_OCTAL 'o'
#define SPECIFIER_HEX 'x'
#define SPECIFIER_HEX_UPPER 'X'
#define SPECIFIER_FLOAT_E 'e'
#define SPECIFIER_FLOAT_E_UPPER 'E'
#define SPECIFIER_FLOAT_F 'f'
#define SPECIFIER_FLOAT_F_UPPER 'F'
#define SPECIFIER_FLOAT_G 'g'
#define SPECIFIER_FLOAT_G_UPPER 'G'
#define SPECIFIER_POINTER 'p'
#define SPECIFIER_GROUP '['
#define SPECIFIER_UNGROUP ']'
#define SPECIFIER_COUNT 'n'
#if TRIO_UNIX98
# define SPECIFIER_CHAR_UPPER 'C'
# define SPECIFIER_STRING_UPPER 'S'
#endif
#if TRIO_C99
# define SPECIFIER_HEXFLOAT 'a'
# define SPECIFIER_HEXFLOAT_UPPER 'A'
#endif
#if TRIO_GNU
# define SPECIFIER_ERRNO 'm'
#endif
#if TRIO_EXTENSION
# define SPECIFIER_BINARY 'b'
# define SPECIFIER_BINARY_UPPER 'B'
# define SPECIFIER_USER_DEFINED_BEGIN '<'
# define SPECIFIER_USER_DEFINED_END '>'
# define SPECIFIER_USER_DEFINED_SEPARATOR ':'
#endif

/*
* QUALIFIERS:
*
*
* Numbers = d,i,o,u,x,X
* Float = a,A,e,E,f,F,g,G
* String = s
* Char = c
*
*
* 9$ Position
* Use the 9th parameter. 9 can be any number between 1 and
* the maximal argument
*
* 9 Width
* Set width to 9. 9 can be any number, but must not be postfix
* by '$'
*
* h Short
* Numbers:
* (unsigned) short int
*
* hh Short short
* Numbers:
* (unsigned) char
*
* l Long
* Numbers:
* (unsigned) long int
* String:
* as the S specifier
* Char:
* as the C specifier
*
* ll Long Long
* Numbers:
* (unsigned) long long int
*
* L Long Double
* Float
* long double
*
* # Alternative
* Float:
* Decimal-point is always present
* String:
* non-printable characters are handled as \number
*

```

```

*   Spacing
*
* + Sign
*
* - Alignment
*
* . Precision
*
* * Parameter
*   print: use parameter
*   scan: no parameter (ignore)
*
* q Quad
*
* Z size_t
*
* w Widechar
*
* ' Thousands/quote
*   Numbers:
*     Integer part grouped in thousands
*   Binary numbers:
*     Number grouped in nibbles (4 bits)
*   String:
*     Quoted string
*
* j intmax_t
* t ptrdiff_t
* z size_t
*
* ! Sticky
* @ Parameter (for both print and scan)
*
* I n-bit Integer
*   Numbers:
*     The following options exists
*     I8 = 8-bit integer
*     I16 = 16-bit integer
*     I32 = 32-bit integer
*     I64 = 64-bit integer
*/
#define QUALIFIER_POSITION '$'
#define QUALIFIER_SHORT 'h'
#define QUALIFIER_LONG 'l'
#define QUALIFIER_LONG_UPPER 'L'
#define QUALIFIER_ALTERNATIVE '#'
#define QUALIFIER_SPACE ' '
#define QUALIFIER_PLUS '+'
#define QUALIFIER_MINUS '-'
#define QUALIFIER_DOT '.'
#define QUALIFIER_STAR '*'
#define QUALIFIER_CIRCUMFLEX '^' /* For scanlists */
#if TRIO_C99
# define QUALIFIER_SIZE_T 'z'
# define QUALIFIER_PTRDIFF_T 't'
# define QUALIFIER_INTMAX_T 'j'
#endif
#if TRIO_BSD || TRIO_GNU
# define QUALIFIER_QUAD 'q'
#endif
#if TRIO_GNU
# define QUALIFIER_SIZE_T_UPPER 'Z'
#endif
#if TRIO_MISC
# define QUALIFIER_WIDECHAR 'w'
#endif
#if TRIO_MICROSOFT
# define QUALIFIER_FIXED_SIZE 'I'
#endif
#if TRIO_EXTENSION
# define QUALIFIER_QUOTE '\''
# define QUALIFIER_STICKY '!'
# define QUALIFIER_VARSIZE '&' /* This should remain undocumented */
# define QUALIFIER_PARAM '@' /* Experimental */
# define QUALIFIER_COLON ':' /* For scanlists */
# define QUALIFIER_EQUAL '=' /* For scanlists */
# define QUALIFIER_ROUNDING_UPPER 'R'
#endif

/*****
*
* Internal Structures
*
*****/

/* Parameters */
typedef struct {
    /* An indication of which entry in the data union is used */
    int type;
    /* The flags */
    trio_flags_t flags;
    /* The width qualifier */
    int width;
    /* The precision qualifier */
    int precision;
    /* The base qualifier */
    int base;

```

```

/* The size for the variable size qualifier */
int varsize;
/* The marker of the end of the specifier */
int indexAfterSpecifier;
/* The data from the argument list */
union {
    char *string;
#ifdef TRIO_WIDECHAR
    trio_wchar_t *wstring;
#endif
    trio_pointer_t pointer;
    union {
        trio_intmax_t as_signed;
        trio_uintmax_t as_unsigned;
    } number;
    double doubleNumber;
    double *doublePointer;
    trio_long_double_t longdoubleNumber;
    trio_long_double_t *longdoublePointer;
    int errorNumber;
} data;
/* For the user-defined specifier */
char user_name[MAX_USER_NAME];
char user_data[MAX_USER_DATA];
} trio_parameter_t;

/* Container for customized functions */
typedef struct {
    union {
        trio_outstream_t out;
        trio_instream_t in;
    } stream;
    trio_pointer_t closure;
} trio_custom_t;

/* General trio "class" */
typedef struct _trio_class_t {
    /*
    * The function to write characters to a stream.
    */
    void (*OutStream) TRIO_PROTO((struct _trio_class_t *, int));
    /*
    * The function to read characters from a stream.
    */
    void (*InStream) TRIO_PROTO((struct _trio_class_t *, int *));
    /*
    * The current location in the stream.
    */
    trio_pointer_t location;
    /*
    * The character currently being processed.
    */
    int current;
    /*
    * The number of characters that would have been written/read
    * if there had been sufficient space.
    */
    int processed;
    /*
    * The number of characters that are actually written/read.
    * Processed and committed will only differ for the *nprintf
    * and *nscanf functions.
    */
    int committed;
    /*
    * The upper limit of characters that may be written/read.
    */
    int max;
    /*
    * The last output error that was detected.
    */
    int error;
} trio_class_t;

/* References (for user-defined callbacks) */
typedef struct _trio_reference_t {
    trio_class_t *data;
    trio_parameter_t *parameter;
} trio_reference_t;

/* Registered entries (for user-defined callbacks) */
typedef struct _trio_userdef_t {
    struct _trio_userdef_t *next;
    trio_callback_t callback;
    char *name;
} trio_userdef_t;

/*****
*
* Internal Variables
*
*****/

static TRIO_CONST char rcsid[] = "@(#) $Id$";

/*
* Need this to workaroud a parser bug in HP C/iX compiler that fails
* to resolves macro definitions that includes type 'long double',

```

```

* e.g: va_arg(arg_ptr, long double)
*/
#if defined(TRIO_PLATFORM_MPEIX)
static TRIO_CONST trio_long_double_t ___dummy_long_double = 0;
#endif

static TRIO_CONST char internalNullString[] = "(nil)";

#if defined(USE_LOCALE)
static struct lconv *internalLocaleValues = NULL;
#endif

/*
* UNIX98 says "in a locale where the radix character is not defined,
* the radix character defaults to a period (.)"
*/
static int internalDecimalPointLength = 1;
static int internalThousandSeparatorLength = 1;
static char internalDecimalPoint = '.';
static char internalDecimalPointString[MAX_LOCALE_SEPARATOR_LENGTH + 1] = ".";
static char internalThousandSeparator[MAX_LOCALE_SEPARATOR_LENGTH + 1] = ",";
static char internalGrouping[MAX_LOCALE_GROUPS] = { (char)NO_GROUPING };

static TRIO_CONST char internalDigitsLower[] = "0123456789abcdefghijklmnopqrstuvwxyz";
static TRIO_CONST char internalDigitsUpper[] = "0123456789ABCDEFGHIJKLMNOPQRSTUVWXYZ";
static BOOLEAN_T internalDigitsUnconverted = TRUE;
static int internalDigitArray[128];
#if TRIO_EXTENSION
static BOOLEAN_T internalCollationUnconverted = TRUE;
static char internalCollationArray[MAX_CHARACTER_CLASS][MAX_CHARACTER_CLASS];
#endif

#if TRIO_EXTENSION
static TRIO_VOLATILE trio_callback_t internalEnterCriticalRegion = NULL;
static TRIO_VOLATILE trio_callback_t internalLeaveCriticalRegion = NULL;
static trio_userdef_t *internalUserDef = NULL;
#endif

/*****
*
* Internal Functions
*
*****/

#if defined(TRIO_MINIMAL)
# define TRIO_STRING_PUBLIC static
# include "triostr.c"
#endif /* defined(TRIO_MINIMAL) */

/*****
* TrioIsQualifier
*
* Description:
* Remember to add all new qualifiers to this function.
* QUALIFIER_POSITION must not be added.
*/
TRIO_PRIVATE BOOLEAN_T
TrioIsQualifier
TRIO_ARGS1((character),
           TRIO_CONST char character)
{
/* QUALIFIER_POSITION is not included */
switch (character)
{
case '0': case '1': case '2': case '3': case '4':
case '5': case '6': case '7': case '8': case '9':
case QUALIFIER_PLUS:
case QUALIFIER_MINUS:
case QUALIFIER_SPACE:
case QUALIFIER_DOT:
case QUALIFIER_STAR:
case QUALIFIER_ALTERNATIVE:
case QUALIFIER_SHORT:
case QUALIFIER_LONG:
case QUALIFIER_LONG_UPPER:
case QUALIFIER_CIRCUMFLEX:
#if defined(QUALIFIER_SIZE_T)
case QUALIFIER_SIZE_T:
#endif
#endif
#if defined(QUALIFIER_PTRDIFF_T)
case QUALIFIER_PTRDIFF_T:
#endif
#endif
#if defined(QUALIFIER_INTMAX_T)
case QUALIFIER_INTMAX_T:
#endif
#endif
#if defined(QUALIFIER_QUAD)
case QUALIFIER_QUAD:
#endif
#endif
#if defined(QUALIFIER_SIZE_T_UPPER)
case QUALIFIER_SIZE_T_UPPER:
#endif
#endif
#if defined(QUALIFIER_WIDECHAR)
case QUALIFIER_WIDECHAR:
#endif
#endif
#if defined(QUALIFIER_QUOTE)
case QUALIFIER_QUOTE:
#endif
#endif
}

```

```

#if defined(QUALIFIER_STICKY)
    case QUALIFIER_STICKY:
#endif
#if defined(QUALIFIER_VARSIZE)
    case QUALIFIER_VARSIZE:
#endif
#if defined(QUALIFIER_PARAM)
    case QUALIFIER_PARAM:
#endif
#if defined(QUALIFIER_FIXED_SIZE)
    case QUALIFIER_FIXED_SIZE:
#endif
#if defined(QUALIFIER_ROUNDING_UPPER)
    case QUALIFIER_ROUNDING_UPPER:
#endif
    return TRUE;
default:
    return FALSE;
}
}

/*****
 * TrioSetLocale
 */
#if defined(USE_LOCALE)
TRIO_PRIVATE void
TrioSetLocale(TRIO_NOARGS)
{
    internalLocaleValues = (struct lconv *)localeconv();
    if (internalLocaleValues)
    {
        if ((internalLocaleValues->decimal_point) &&
            (internalLocaleValues->decimal_point[0] != NIL))
        {
            internalDecimalPointLength = trio_length(internalLocaleValues->decimal_point);
            if (internalDecimalPointLength == 1)
            {
                internalDecimalPoint = internalLocaleValues->decimal_point[0];
            }
            else
            {
                internalDecimalPoint = NIL;
                trio_copy_max(internalDecimalPointString,
                    sizeof(internalDecimalPointString),
                    internalLocaleValues->decimal_point);
            }
        }
        if ((internalLocaleValues->thousands_sep) &&
            (internalLocaleValues->thousands_sep[0] != NIL))
        {
            trio_copy_max(internalThousandSeparator,
                sizeof(internalThousandSeparator),
                internalLocaleValues->thousands_sep);
            internalThousandSeparatorLength = trio_length(internalThousandSeparator);
        }
        if ((internalLocaleValues->grouping) &&
            (internalLocaleValues->grouping[0] != NIL))
        {
            trio_copy_max(internalGrouping,
                sizeof(internalGrouping),
                internalLocaleValues->grouping);
        }
    }
}
#endif /* defined(USE_LOCALE) */

TRIO_PRIVATE int
TrioCalcThousandSeparatorLength
TRIO_ARGS1((digits),
            int digits)
{
    #if TRIO_EXTENSION
    int count = 0;
    int step = NO_GROUPING;
    char *groupingPointer = internalGrouping;

    while (digits > 0)
    {
        if (*groupingPointer == CHAR_MAX)
        {
            /* Disable grouping */
            break; /* while */
        }
        else if (*groupingPointer == 0)
        {
            /* Repeat last group */
            if (step == NO_GROUPING)
            {
                /* Error in locale */
                break; /* while */
            }
        }
        else
        {
            step = *groupingPointer++;
        }
        if (digits > step)
            count += internalThousandSeparatorLength;
    }
    #endif
}

```

```

        digits -= step;
    }
    return count;
#else
    return 0;
#endif
}

TRIO_PRIVATE BOOLEAN_T
TrioFollowedBySeparator
TRIO_ARGS1((position),
           int position)
{
#if TRIO_EXTENSION
    int step = 0;
    char *groupingPointer = internalGrouping;

    position--;
    if (position == 0)
        return FALSE;
    while (position > 0)
    {
        if (*groupingPointer == CHAR_MAX)
        {
            /* Disable grouping */
            break; /* while */
        }
        else if (*groupingPointer != 0)
        {
            step = *groupingPointer++;
        }
        if (step == 0)
            break;
        position -= step;
    }
    return (position == 0);
#else
    return FALSE;
#endif
}

/*****
 * TrioGetPosition
 *
 * Get the %n$ position.
 */
TRIO_PRIVATE int
TrioGetPosition
TRIO_ARGS2((format, indexPointer),
           TRIO_CONST char *format,
           int *indexPointer)
{
#if TRIO_UNIX98
    char *tmpformat;
    int number = 0;
    int index = *indexPointer;

    number = (int)trio_to_long(&format[index], &tmpformat, BASE_DECIMAL);
    index = (int)(tmpformat - format);
    if ((number != 0) && (QUALIFIER_POSITION == format[index++]))
    {
        *indexPointer = index;
        /*
         * number is decreased by 1, because n$ starts from 1, whereas
         * the array it is indexing starts from 0.
         */
        return number - 1;
    }
#else
    return NO_POSITION;
#endif
}

#if TRIO_EXTENSION
/*****
 * TrioFindNamespace
 *
 * Find registered user-defined specifier.
 * The prev argument is used for optimization only.
 */
TRIO_PRIVATE trio_userdef_t *
TrioFindNamespace
TRIO_ARGS2((name, prev),
           TRIO_CONST char *name,
           trio_userdef_t **prev)
{
    trio_userdef_t *def;

    if (internalEnterCriticalRegion)
        (void)internalEnterCriticalRegion(NULL);

    for (def = internalUserDef; def; def = def->next)
    {
        /* Case-sensitive string comparison */
        if (trio_equal_case(def->name, name))
            break;

        if (prev)
            *prev = def;
    }
}
#endif

```

```

    }

    if (internalLeaveCriticalRegion)
        (void)internalLeaveCriticalRegion(NULL);

    return def;
}
#endif

/*****
 * TrioPower
 *
 * Description:
 * Calculate pow(base, exponent), where number and exponent are integers.
 */
TRIO_PRIVATE trio_long_double_t
TrioPower
TRIO_ARGS2((number, exponent),
           int number,
           int exponent)
{
    trio_long_double_t result;

    if (number == 10)
    {
        switch (exponent)
        {
            /* Speed up calculation of common cases */
            case 0:
                result = (trio_long_double_t)number * TRIO_SUFFIX_LONG(1E-1);
                break;
            case 1:
                result = (trio_long_double_t)number * TRIO_SUFFIX_LONG(1E+0);
                break;
            case 2:
                result = (trio_long_double_t)number * TRIO_SUFFIX_LONG(1E+1);
                break;
            case 3:
                result = (trio_long_double_t)number * TRIO_SUFFIX_LONG(1E+2);
                break;
            case 4:
                result = (trio_long_double_t)number * TRIO_SUFFIX_LONG(1E+3);
                break;
            case 5:
                result = (trio_long_double_t)number * TRIO_SUFFIX_LONG(1E+4);
                break;
            case 6:
                result = (trio_long_double_t)number * TRIO_SUFFIX_LONG(1E+5);
                break;
            case 7:
                result = (trio_long_double_t)number * TRIO_SUFFIX_LONG(1E+6);
                break;
            case 8:
                result = (trio_long_double_t)number * TRIO_SUFFIX_LONG(1E+7);
                break;
            case 9:
                result = (trio_long_double_t)number * TRIO_SUFFIX_LONG(1E+8);
                break;
            default:
                result = powl((trio_long_double_t)number,
                             (trio_long_double_t)exponent);
                break;
        }
    }
    else
    {
        return powl((trio_long_double_t)number, (trio_long_double_t)exponent);
    }
    return result;
}

/*****
 * TrioLogarithm
 */
TRIO_PRIVATE double
TrioLogarithm
TRIO_ARGS2((number, base),
           double number,
           int base)
{
    double result;

    if (number <= 0.0)
    {
        /* xlc crashes on log(0) */
        result = (number == 0.0) ? trio_ninf() : trio_nan();
    }
    else
    {
        if (base == 10)
        {
            result = log10(number);
        }
        else
        {
            result = log10(number) / log10((double)base);
        }
    }
}

```

```

return result;
}

/*****
 * TrioLogarithmBase
 */
TRIO_PRIVATE double
TrioLogarithmBase
TRIO_ARGS1((base),
           int base)
{
    switch (base)
    {
        case BASE_BINARY : return 1.0;
        case BASE_OCTAL  : return 3.0;
        case BASE_DECIMAL: return 3.321928094887362345;
        case BASE_HEX    : return 4.0;
        default          : return TrioLogarithm((double)base, 2);
    }
}

/*****
 * TrioParse
 *
 * Description:
 * Parse the format string
 */
TRIO_PRIVATE int
TrioParse
TRIO_ARGS5((type, format, parameters, arglist, argarray),
           int type,
           TRIO_CONST char *format,
           trio_parameter_t *parameters,
           TRIO_VA_LIST_PTR arglist,
           trio_pointer_t *argarray)
{
    /* Count the number of times a parameter is referenced */
    unsigned short usedEntries[MAX_PARAMETERS];
    /* Parameter counters */
    int parameterPosition;
    int currentParam;
    int maxParam = -1;
    /* Utility variables */
    trio_flags_t flags;
    int width;
    int precision;
    int varsize;
    int base;
    int index; /* Index into formatting string */
    int dots; /* Count number of dots in modifier part */
    BOOLEAN_T positional; /* Does the specifier have a positional? */
    BOOLEAN_T gotSticky = FALSE; /* Are there any sticky modifiers at all? */
    /*
     * indices specifies the order in which the parameters must be
     * read from the va_args (this is necessary to handle positionals)
     */
    int indices[MAX_PARAMETERS];
    int pos = 0;
    /* Various variables */
    char ch;
#ifdef TRIO_COMPILER_SUPPORTS_MULTIBYTE
    int charlen;
#endif
    int save_errno;
    int i = -1;
    int num;
    char *tmpformat;

    /* One and only one of arglist and argarray must be used */
    assert((arglist != NULL) ^ (argarray != NULL));

    /*
     * The 'parameters' array is not initialized, but we need to
     * know which entries we have used.
     */
    memset(usedEntries, 0, sizeof(usedEntries));

    save_errno = errno;
    index = 0;
    parameterPosition = 0;
#ifdef TRIO_COMPILER_SUPPORTS_MULTIBYTE
    (void)mblen(NULL, 0);
#endif
    while (format[index])
    {
#ifdef TRIO_COMPILER_SUPPORTS_MULTIBYTE
        if (! isascii(format[index]))
        {
            /*
             * Multibyte characters cannot be legal specifiers or
             * modifiers, so we skip over them.
             */
            charlen = mblen(&format[index], MB_LEN_MAX);
            index += (charlen > 0) ? charlen : 1;
            continue; /* while */
        }
#endif
        #endif /* TRIO_COMPILER_SUPPORTS_MULTIBYTE */

```

```

if (CHAR_IDENTIFIER == format[index++])
{
    if (CHAR_IDENTIFIER == format[index])
    {
        index++;
        continue; /* while */
    }

    flags = FLAGS_NEW;
    dots = 0;
    currentParam = TrioGetPosition(format, &index);
    positional = (NO_POSITION != currentParam);
    if (!positional)
    {
        /* We have no positional, get the next counter */
        currentParam = parameterPosition;
    }
}
if (currentParam >= MAX_PARAMETERS)
{
    /* Bail out completely to make the error more obvious */
    return TRIO_ERROR_RETURN(TRIO_ETOOMANY, index);
}

if (currentParam > maxParam)
    maxParam = currentParam;

/* Default values */
width = NO_WIDTH;
precision = NO_PRECISION;
base = NO_BASE;
varsize = NO_SIZE;

while (TrioIsQualifier(format[index]))
{
    ch = format[index++];

    switch (ch)
    {
        case QUALIFIER_SPACE:
            flags |= FLAGS_SPACE;
            break;

        case QUALIFIER_PLUS:
            flags |= FLAGS_SHOWSIGN;
            break;

        case QUALIFIER_MINUS:
            flags |= FLAGS_LEFTADJUST;
            flags &= ~FLAGS_NILPADDING;
            break;

        case QUALIFIER_ALTERNATIVE:
            flags |= FLAGS_ALTERNATIVE;
            break;

        case QUALIFIER_DOT:
            if (dots == 0) /* Precision */
            {
                dots++;

                /* Skip if no precision */
                if (QUALIFIER_DOT == format[index])
                    break;

                /* After the first dot we have the precision */
                flags |= FLAGS_PRECISION;
                if ((QUALIFIER_STAR == format[index])
                    #if defined(QUALIFIER_PARAM)
                    || (QUALIFIER_PARAM == format[index])
                    #endif
                )
                {
                    index++;
                    flags |= FLAGS_PRECISION_PARAMETER;

                    precision = TrioGetPosition(format, &index);
                    if (precision == NO_POSITION)
                    {
                        parameterPosition++;
                        if (positional)
                            precision = parameterPosition;
                        else
                        {
                            precision = currentParam;
                            currentParam = precision + 1;
                        }
                    }
                }
                else
                {
                    if (!positional)
                        currentParam = precision + 1;
                    if (width > maxParam)
                        maxParam = precision;
                }
            }
            if (currentParam > maxParam)
                maxParam = currentParam;
        }
    }
}
else

```

```

        {
            precision = trio_to_long(&format[index],
                                   &tmpformat,
                                   BASE_DECIMAL);
            index = (int)(tmpformat - format);
        }
    }
else if (dots == 1) /* Base */
    {
        dots++;

        /* After the second dot we have the base */
        flags |= FLAGS_BASE;
        if ((QUALIFIER_STAR == format[index])
            || (QUALIFIER_PARAM == format[index])
#endif
        )
        {
            index++;
            flags |= FLAGS_BASE_PARAMETER;
            base = TrioGetPosition(format, &index);
            if (base == NO_POSITION)
                {
                    parameterPosition++;
                    if (positional)
                        base = parameterPosition;
                    else
                        {
                            base = currentParam;
                            currentParam = base + 1;
                        }
                }
            else
                {
                    if (! positional)
                        currentParam = base + 1;
                    if (base > maxParam)
                        maxParam = base;
                }
            if (currentParam > maxParam)
                maxParam = currentParam;
        }
    else
        {
            base = trio_to_long(&format[index],
                               &tmpformat,
                               BASE_DECIMAL);
            if (base > MAX_BASE)
                return TRIO_ERROR_RETURN(TRIO_EINVAL, index);
            index = (int)(tmpformat - format);
        }
    }
else
    {
        return TRIO_ERROR_RETURN(TRIO_EINVAL, index);
    }
break; /* QUALIFIER_DOT */

#if defined(QUALIFIER_PARAM)
case QUALIFIER_PARAM:
    type = TYPE_PRINT;
    /* FALLTHROUGH */
#endif

case QUALIFIER_STAR:
    /* This has different meanings for print and scan */
    if (TYPE_PRINT == type)
        {
            /* Read with from parameter */
            flags |= (FLAGS_WIDTH | FLAGS_WIDTH_PARAMETER);
            width = TrioGetPosition(format, &index);
            if (width == NO_POSITION)
                {
                    parameterPosition++;
                    if (positional)
                        width = parameterPosition;
                    else
                        {
                            width = currentParam;
                            currentParam = width + 1;
                        }
                }
            else
                {
                    if (! positional)
                        currentParam = width + 1;
                    if (width > maxParam)
                        maxParam = width;
                }
            if (currentParam > maxParam)
                maxParam = currentParam;
        }
    else
        {
            /* Scan, but do not store result */
            flags |= FLAGS_IGNORE;
        }
}

```

```

        break; /* QUALIFIER_STAR */

case '0':
    if (!(flags & FLAGS_LEFTADJUST))
        flags |= FLAGS_NLPPADDING;
    /* FALLTHROUGH */
case '1': case '2': case '3': case '4':
case '5': case '6': case '7': case '8': case '9':
    flags |= FLAGS_WIDTH;
    /* &format[index - 1] is used to "rewind" the read
     * character from format
     */
    width = trio_to_long(&format[index - 1],
                        &tmpformat,
                        BASE_DECIMAL);
    index = (int)(tmpformat - format);
    break;

case QUALIFIER_SHORT:
    if (flags & FLAGS_SHORTSHORT)
        return TRIO_ERROR_RETURN(TRIO_EINVAL, index);
    else if (flags & FLAGS_SHORT)
        flags |= FLAGS_SHORTSHORT;
    else
        flags |= FLAGS_SHORT;
    break;

case QUALIFIER_LONG:
    if (flags & FLAGS_QUAD)
        return TRIO_ERROR_RETURN(TRIO_EINVAL, index);
    else if (flags & FLAGS_LONG)
        flags |= FLAGS_QUAD;
    else
        flags |= FLAGS_LONG;
    break;

case QUALIFIER_LONG_UPPER:
    flags |= FLAGS_LONGDOUBLE;
    break;

#if defined(QUALIFIER_SIZE_T)
case QUALIFIER_SIZE_T:
    flags |= FLAGS_SIZE_T;
    /* Modify flags for later truncation of number */
    if (sizeof(size_t) == sizeof(trio_ulonglong_t))
        flags |= FLAGS_QUAD;
    else if (sizeof(size_t) == sizeof(long))
        flags |= FLAGS_LONG;
    break;
#endif

#if defined(QUALIFIER_PTRDIFF_T)
case QUALIFIER_PTRDIFF_T:
    flags |= FLAGS_PTRDIFF_T;
    if (sizeof(ptrdiff_t) == sizeof(trio_ulonglong_t))
        flags |= FLAGS_QUAD;
    else if (sizeof(ptrdiff_t) == sizeof(long))
        flags |= FLAGS_LONG;
    break;
#endif

#if defined(QUALIFIER_INTMAX_T)
case QUALIFIER_INTMAX_T:
    flags |= FLAGS_INTMAX_T;
    if (sizeof(trio_intmax_t) == sizeof(trio_ulonglong_t))
        flags |= FLAGS_QUAD;
    else if (sizeof(trio_intmax_t) == sizeof(long))
        flags |= FLAGS_LONG;
    break;
#endif

#if defined(QUALIFIER_QUAD)
case QUALIFIER_QUAD:
    flags |= FLAGS_QUAD;
    break;
#endif

#if defined(QUALIFIER_FIXED_SIZE)
case QUALIFIER_FIXED_SIZE:
    if (flags & FLAGS_FIXED_SIZE)
        return TRIO_ERROR_RETURN(TRIO_EINVAL, index);

    if (flags & (FLAGS_ALL_SIZES | FLAGS_LONGDOUBLE |
                FLAGS_WIDECHAR | FLAGS_VARSIZE_PARAMETER))
        return TRIO_ERROR_RETURN(TRIO_EINVAL, index);

    if ((format[index] == '6') &&
        (format[index + 1] == '4'))
    {
        varsize = sizeof(trio_int64_t);
        index += 2;
    }
    else if ((format[index] == '3') &&
             (format[index + 1] == '2'))
    {
        varsize = sizeof(trio_int32_t);
        index += 2;
    }
}

```

```

        else if ((format[index] == '1') &&
                (format[index + 1] == '6'))
        {
            varsize = sizeof(trio_int16_t);
            index += 2;
        }
        else if (format[index] == '8')
        {
            varsize = sizeof(trio_int8_t);
            index++;
        }
        else
            return TRIO_ERROR_RETURN(TRIO_EINVAL, index);

        flags |= FLAGS_FIXED_SIZE;
        break;
#endif

#if defined(QUALIFIER_WIDECHAR)
    case QUALIFIER_WIDECHAR:
        flags |= FLAGS_WIDECHAR;
        break;
#endif

#if defined(QUALIFIER_SIZE_T_UPPER)
    case QUALIFIER_SIZE_T_UPPER:
        break;
#endif

#if defined(QUALIFIER_QUOTE)
    case QUALIFIER_QUOTE:
        flags |= FLAGS_QUOTE;
        break;
#endif

#if defined(QUALIFIER_STICKY)
    case QUALIFIER_STICKY:
        flags |= FLAGS_STICKY;
        gotSticky = TRUE;
        break;
#endif

#if defined(QUALIFIER_VARSIZE)
    case QUALIFIER_VARSIZE:
        flags |= FLAGS_VARSIZE_PARAMETER;
        parameterPosition++;
        if (positional)
            varsize = parameterPosition;
        else
        {
            varsize = currentParam;
            currentParam = varsize + 1;
        }
        if (currentParam > maxParam)
            maxParam = currentParam;
        break;
#endif

#if defined(QUALIFIER_ROUNDING_UPPER)
    case QUALIFIER_ROUNDING_UPPER:
        flags |= FLAGS_ROUNDING;
        break;
#endif

    default:
        /* Bail out completely to make the error more obvious */
        return TRIO_ERROR_RETURN(TRIO_EINVAL, index);
}
} /* while qualifier */

/*
 * Parameters only need the type and value. The value is
 * read later.
 */
if (flags & FLAGS_WIDTH_PARAMETER)
{
    usedEntries[width] += 1;
    parameters[pos].type = FORMAT_PARAMETER;
    parameters[pos].flags = 0;
    indices[width] = pos;
    width = pos++;
}
if (flags & FLAGS_PRECISION_PARAMETER)
{
    usedEntries[precision] += 1;
    parameters[pos].type = FORMAT_PARAMETER;
    parameters[pos].flags = 0;
    indices[precision] = pos;
    precision = pos++;
}
if (flags & FLAGS_BASE_PARAMETER)
{
    usedEntries[base] += 1;
    parameters[pos].type = FORMAT_PARAMETER;
    parameters[pos].flags = 0;
    indices[base] = pos;
    base = pos++;
}
}

```

```

if (flags & FLAGS_VARSIZE_PARAMETER)
{
    usedEntries[varsize] += 1;
    parameters[pos].type = FORMAT_PARAMETER;
    parameters[pos].flags = 0;
    indices[varsize] = pos;
    varsize = pos++;
}

indices[currentParam] = pos;

switch (format[index++])
{
#if defined(SPECIFIER_CHAR_UPPER)
case SPECIFIER_CHAR_UPPER:
    flags |= FLAGS_WIDECHAR;
    /* FALLTHROUGH */
#endif

case SPECIFIER_CHAR:
    if (flags & FLAGS_LONG)
        flags |= FLAGS_WIDECHAR;
    else if (flags & FLAGS_SHORT)
        flags &= ~FLAGS_WIDECHAR;
    parameters[pos].type = FORMAT_CHAR;
    break;

#if defined(SPECIFIER_STRING_UPPER)
case SPECIFIER_STRING_UPPER:
    flags |= FLAGS_WIDECHAR;
    /* FALLTHROUGH */
#endif

case SPECIFIER_STRING:
    if (flags & FLAGS_LONG)
        flags |= FLAGS_WIDECHAR;
    else if (flags & FLAGS_SHORT)
        flags &= ~FLAGS_WIDECHAR;
    parameters[pos].type = FORMAT_STRING;
    break;

case SPECIFIER_GROUP:
    if (TYPE_SCAN == type)
    {
        int depth = 1;
        parameters[pos].type = FORMAT_GROUP;
        if (format[index] == QUALIFIER_CIRCUMFLEX)
            index++;
        if (format[index] == SPECIFIER_UNGROUP)
            index++;
        if (format[index] == QUALIFIER_MINUS)
            index++;
        /* Skip nested brackets */
        while (format[index] != NIL)
        {
            if (format[index] == SPECIFIER_GROUP)
            {
                depth++;
            }
            else if (format[index] == SPECIFIER_UNGROUP)
            {
                if (--depth <= 0)
                {
                    index++;
                    break;
                }
            }
            index++;
        }
    }
    break;

case SPECIFIER_INTEGER:
    parameters[pos].type = FORMAT_INT;
    break;

case SPECIFIER_UNSIGNED:
    flags |= FLAGS_UNSIGNED;
    parameters[pos].type = FORMAT_INT;
    break;

case SPECIFIER_DECIMAL:
    /* Disable base modifier */
    flags &= ~FLAGS_BASE_PARAMETER;
    base = BASE_DECIMAL;
    parameters[pos].type = FORMAT_INT;
    break;

case SPECIFIER_OCTAL:
    flags |= FLAGS_UNSIGNED;
    flags &= ~FLAGS_BASE_PARAMETER;
    base = BASE_OCTAL;
    parameters[pos].type = FORMAT_INT;
    break;

#if defined(SPECIFIER_BINARY)
case SPECIFIER_BINARY_UPPER:
    flags |= FLAGS_UNSIGNED;
    /* FALLTHROUGH */
case SPECIFIER_BINARY:

```



```

        maxParam = currentParam;
    }
    /* Copy the user data */
    max = (unsigned int)(&format[index] - tmpformat);
    if (max > MAX_USER_DATA)
        max = MAX_USER_DATA;
    trio_copy_max(parameters[pos].user_data,
                  max,
                  tmpformat);
    break; /* while */
}
if (ch == SPECIFIER_USER_DEFINED_SEPARATOR)
{
    without_namespace = FALSE;
    /* Copy the namespace for later looking-up */
    max = (int)(&format[index] - tmpformat);
    if (max > MAX_USER_NAME)
        max = MAX_USER_NAME;
    trio_copy_max(parameters[pos].user_name,
                  max,
                  tmpformat);
    tmpformat = (char *)&format[index];
}
}
if (ch != SPECIFIER_USER_DEFINED_END)
    return TRIO_ERROR_RETURN(TRIO_EINVAL, index);
}
break;
#endif /* defined(SPECIFIER_USER_DEFINED_BEGIN) */

default:
    /* Bail out completely to make the error more obvious */
    return TRIO_ERROR_RETURN(TRIO_EINVAL, index);
}

/* Count the number of times this entry has been used */
usedEntries[currentParam] += 1;

/* Find last sticky parameters */
if (gotSticky && !(flags & FLAGS_STICKY))
{
    for (i = pos - 1; i >= 0; i--)
    {
        if (parameters[i].type == FORMAT_PARAMETER)
            continue;
        if ((parameters[i].flags & FLAGS_STICKY) &&
            (parameters[i].type == parameters[pos].type))
        {
            /* Do not overwrite current qualifiers */
            flags |= (parameters[i].flags & (unsigned long)~FLAGS_STICKY);
            if (width == NO_WIDTH)
                width = parameters[i].width;
            if (precision == NO_PRECISION)
                precision = parameters[i].precision;
            if (base == NO_BASE)
                base = parameters[i].base;
            break;
        }
    }
}

parameters[pos].indexAfterSpecifier = index;
parameters[pos].flags = flags;
parameters[pos].width = width;
parameters[pos].precision = precision;
parameters[pos].base = (base == NO_BASE) ? BASE_DECIMAL : base;
parameters[pos].varsize = varsize;
pos++;

if (!positional)
    parameterPosition++;
} /* if identifier */

} /* while format characters left */

for (num = 0; num <= maxParam; num++)
{
    if (usedEntries[num] != 1)
    {
        if (usedEntries[num] == 0) /* gap detected */
            return TRIO_ERROR_RETURN(TRIO_EGAP, num);
        else /* double references detected */
            return TRIO_ERROR_RETURN(TRIO_EDBLREF, num);
    }

    i = indices[num];

    /*
     * FORMAT_PARAMETERS are only present if they must be read,
     * so it makes no sense to check the ignore flag (besides,
     * the flags variable is not set for that particular type)
     */
    if ((parameters[i].type != FORMAT_PARAMETER) &&
        (parameters[i].flags & FLAGS_IGNORE))
        continue; /* for all arguments */
}
/*

```

```

* The stack arguments are read according to ANSI C89
* default argument promotions:
*
* char          = int
* short         = int
* unsigned char = unsigned int
* unsigned short = unsigned int
* float         = double
*
* In addition to the ANSI C89 these types are read (the
* default argument promotions of C99 has not been
* considered yet)
*
* long long
* long double
* size_t
* ptrdiff_t
* intmax_t
*/
switch (parameters[i].type)
{
case FORMAT_GROUP:
case FORMAT_STRING:
#if TRIO_WIDECHAR
    if (flags & FLAGS_WIDECHAR)
    {
        parameters[i].data.wstring = (argarray == NULL)
            ? va_arg(TRIO_VA_LIST_DEREF(arglist), trio_wchar_t *)
            : (trio_wchar_t *) (argarray[num]);
    }
    else
#endif
    {
        parameters[i].data.string = (argarray == NULL)
            ? va_arg(TRIO_VA_LIST_DEREF(arglist), char *)
            : (char *) (argarray[num]);
    }
    break;

#if defined(FORMAT_USER_DEFINED)
case FORMAT_USER_DEFINED:
#endif

case FORMAT_POINTER:
case FORMAT_COUNT:
case FORMAT_UNKNOWN:
    parameters[i].data.pointer = (argarray == NULL)
        ? va_arg(TRIO_VA_LIST_DEREF(arglist), trio_pointer_t )
        : argarray[num];
    break;

case FORMAT_CHAR:
case FORMAT_INT:
    if (TYPE_SCAN == type)
    {
        if (argarray == NULL)
            parameters[i].data.pointer =
                (trio_pointer_t) va_arg(TRIO_VA_LIST_DEREF(arglist), trio_pointer_t);
        else
        {
            if (parameters[i].type == FORMAT_CHAR)
                parameters[i].data.pointer =
                    (trio_pointer_t) ((char *) argarray[num]);
            else if (parameters[i].flags & FLAGS_SHORT)
                parameters[i].data.pointer =
                    (trio_pointer_t) ((short *) argarray[num]);
            else
                parameters[i].data.pointer =
                    (trio_pointer_t) ((int *) argarray[num]);
        }
    }
    else
    {
#if defined(QUALIFIER_VARSIZE) || defined(QUALIFIER_FIXED_SIZE)
        if (parameters[i].flags
            & (FLAGS_VARSIZE_PARAMETER | FLAGS_FIXED_SIZE))
        {
            if (parameters[i].flags & FLAGS_VARSIZE_PARAMETER)
            {
                /*
                 * Variable sizes are mapped onto the fixed sizes, in
                 * accordance with integer promotion.
                 *
                 * Please note that this may not be portable, as we
                 * only guess the size, not the layout of the numbers.
                 * For example, if int is little-endian, and long is
                 * big-endian, then this will fail.
                 */
                varsize = (int) parameters[parameters[i].varsize].data.number.as_unsigned;
            }
            else
            {
                /* Used for the I<bits> modifiers */
                varsize = parameters[i].varsize;
            }
            parameters[i].flags &= -FLAGS_ALL_VARSIZES;

            if (varsize <= (int) sizeof(int))
                ;

```

```

        else if (varsize <= (int)sizeof(long))
            parameters[i].flags |= FLAGS_LONG;
#if defined(QUALIFIER_INTMAX_T)
        else if (varsize <= (int)sizeof(trio_longlong_t))
            parameters[i].flags |= FLAGS_QUAD;
        else
            parameters[i].flags |= FLAGS_INTMAX_T;
#else
        else
            parameters[i].flags |= FLAGS_QUAD;
#endif
    }
#endif /* defined(QUALIFIER_VARSIZE) */
#if defined(QUALIFIER_SIZE_T) || defined(QUALIFIER_SIZE_T_UPPER)
    if (parameters[i].flags & FLAGS_SIZE_T)
        parameters[i].data.number.as_unsigned = (argarray == NULL)
            ? (trio_uintmax_t)va_arg(TRIO_VA_LIST_DEREF(arglist), size_t)
            : (trio_uintmax_t)*((size_t *)argarray[num]);
#else
    if (parameters[i].flags & FLAGS_PTRDIFF_T)
        parameters[i].data.number.as_unsigned = (argarray == NULL)
            ? (trio_uintmax_t)va_arg(TRIO_VA_LIST_DEREF(arglist), ptrdiff_t)
            : (trio_uintmax_t)*((ptrdiff_t *)argarray[num]);
    else
        parameters[i].data.number.as_unsigned = (argarray == NULL)
            ? (trio_uintmax_t)va_arg(TRIO_VA_LIST_DEREF(arglist), trio_intmax_t)
            : (trio_uintmax_t)*((trio_intmax_t *)argarray[num]);
    else
        parameters[i].data.number.as_unsigned = (argarray == NULL)
            ? (trio_uintmax_t)va_arg(TRIO_VA_LIST_DEREF(arglist), long)
            : (trio_uintmax_t)*((long *)argarray[num]);
    else
        {
            if (argarray == NULL)
                parameters[i].data.number.as_unsigned = (trio_uintmax_t)va_arg(TRIO_VA_LIST_DEREF(arglist), int);
            else
                {
                    if (parameters[i].type == FORMAT_CHAR)
                        parameters[i].data.number.as_unsigned = (trio_uintmax_t)*((char *)argarray[num]);
                    else if (parameters[i].flags & FLAGS_SHORT)
                        parameters[i].data.number.as_unsigned = (trio_uintmax_t)*((short *)argarray[num]);
                    else
                        parameters[i].data.number.as_unsigned = (trio_uintmax_t)*((int *)argarray[num]);
                }
        }
    }
}
break;

case FORMAT_PARAMETER:
/*
 * The parameter for the user-defined specifier is a pointer,
 * whereas the rest (width, precision, base) uses an integer.
 */
if (parameters[i].flags & FLAGS_USER_DEFINED)
    parameters[i].data.pointer = (argarray == NULL)
        ? va_arg(TRIO_VA_LIST_DEREF(arglist), trio_pointer_t )
        : argarray[num];
else
    parameters[i].data.number.as_unsigned = (argarray == NULL)
        ? (trio_uintmax_t)va_arg(TRIO_VA_LIST_DEREF(arglist), int)
        : (trio_uintmax_t)*((int *)argarray[num]);
break;

case FORMAT_DOUBLE:
if (TYPE_SCAN == type)
{
    if (parameters[i].flags & FLAGS_LONGDOUBLE)
        parameters[i].data.longdoublePointer = (argarray == NULL)
            ? va_arg(TRIO_VA_LIST_DEREF(arglist), trio_long_double_t *)
            : (trio_long_double_t *)argarray[num];
    else
    {
        if (parameters[i].flags & FLAGS_LONG)
            parameters[i].data.doublePointer = (argarray == NULL)
                ? va_arg(TRIO_VA_LIST_DEREF(arglist), double *)
                : (double *)argarray[num];
        else
            parameters[i].data.doublePointer = (argarray == NULL)
                ? (double *)va_arg(TRIO_VA_LIST_DEREF(arglist), float *)
                : (double *)((float *)argarray[num]);
    }
}
}
else
{
    if (parameters[i].flags & FLAGS_LONGDOUBLE)
        parameters[i].data.longdoubleNumber = (argarray == NULL)
            ? va_arg(TRIO_VA_LIST_DEREF(arglist), trio_long_double_t)

```

```

        : (trio_long_double_t)((trio_long_double_t *)argarray[num]));
    else
    {
        if (argarray == NULL)
            parameters[i].data.longdoubleNumber =
                (trio_long_double_t)va_arg(TRIO_VA_LIST_DEREF(arglist), double);
        else
        {
            if (parameters[i].flags & FLAGS_SHORT)
                parameters[i].data.longdoubleNumber =
                    (trio_long_double_t)((float *)argarray[num]);
            else
                parameters[i].data.longdoubleNumber =
                    (trio_long_double_t)((double *)argarray[num]);
        }
    }
}
break;

#if defined(FORMAT_ERRNO)
case FORMAT_ERRNO:
    parameters[i].data.errorNumber = save_errno;
    break;
#endif

default:
    break;
}
} /* for all specifiers */
return num;
}

/*****
 *
 * FORMATTING
 *
 *****/

/*****
 * TrioWriteNumber
 *
 * Description:
 * Output a number.
 * The complexity of this function is a result of the complexity
 * of the dependencies of the flags.
 */
TRIO_PRIVATE void
TrioWriteNumber
TRIO_ARGS6((self, number, flags, width, precision, base),
           trio_class_t *self,
           trio_uintmax_t number,
           trio_flags_t flags,
           int width,
           int precision,
           int base)
{
    BOOLEAN_T isNegative;
    BOOLEAN_T isNumberZero;
    BOOLEAN_T isPrecisionZero;
    BOOLEAN_T ignoreNumber;
    char buffer[MAX_CHARS_IN(trio_uintmax_t) * (1 + MAX_LOCALE_SEPARATOR_LENGTH) + 1];
    char *bufferend;
    char *pointer;
    TRIO_CONST char *digits;
    int i;
    int length;
    char *p;
    int count;

    assert(VALID(self));
    assert(VALID(self->OutStream));
    assert(((base >= MIN_BASE) && (base <= MAX_BASE)) || (base == NO_BASE));

    digits = (flags & FLAGS_UPPER) ? internalDigitsUpper : internalDigitsLower;
    if (base == NO_BASE)
        base = BASE_DECIMAL;

    isNumberZero = (number == 0);
    isPrecisionZero = (precision == 0);
    ignoreNumber = (isNumberZero
                   && isPrecisionZero
                   && !((flags & FLAGS_ALTERNATIVE) && (base == BASE_OCTAL)));

    if (flags & FLAGS_UNSIGNED)
    {
        isNegative = FALSE;
        flags &= ~FLAGS_SHOWSIGN;
    }
    else
    {
        isNegative = ((trio_intmax_t)number < 0);
        if (isNegative)
            number = -((trio_intmax_t)number);
    }

    if (flags & FLAGS_QUAD)

```

```

    number &= (trio_ulonglong_t)-1;
else if (flags & FLAGS_LONG)
    number &= (unsigned long)-1;
else
    number &= (unsigned int)-1;

/* Build number */
pointer = bufferend = &buffer[sizeof(buffer) - 1];
*pointer-- = NIL;
for (i = 1; i < (int)sizeof(buffer); i++)
{
    *pointer-- = digits[number % base];
    number /= base;
    if (number == 0)
        break;

    if ((flags & FLAGS_QUOTE) && TrioFollowedBySeparator(i + 1))
    {
        /*
         * We are building the number from the least significant
         * to the most significant digit, so we have to copy the
         * thousand separator backwards
         */
        length = internalThousandSeparatorLength;
        if (((int)(pointer - buffer) - length) > 0)
        {
            p = &internalThousandSeparator[length - 1];
            while (length-- > 0)
                *pointer-- = *p--;
        }
    }
}

if (!ignoreNumber)
{
    /* Adjust width */
    width -= (bufferend - pointer) - 1;
}

/* Adjust precision */
if (NO_PRECISION != precision)
{
    precision -= (bufferend - pointer) - 1;
    if (precision < 0)
        precision = 0;
    flags |= FLAGS_NILPADDING;
}

/* Calculate padding */
count = (! ((flags & FLAGS_LEFTADJUST) || (precision == NO_PRECISION)))
? precision
: 0;

/* Adjust width further */
if (isNegative || (flags & FLAGS_SHOWSIGN) || (flags & FLAGS_SPACE))
    width--;
if ((flags & FLAGS_ALTERNATIVE) && !isNumberZero)
{
    switch (base)
    {
        case BASE_BINARY:
        case BASE_HEX:
            width -= 2;
            break;
        case BASE_OCTAL:
            if (!(flags & FLAGS_NILPADDING) || (count == 0))
                width--;
            break;
        default:
            break;
    }
}

/* Output prefixes spaces if needed */
if (! ((flags & FLAGS_LEFTADJUST) ||
      ((flags & FLAGS_NILPADDING) && (precision == NO_PRECISION))))
{
    while (width-- > count)
        self->OutputStream(self, CHAR_ADJUST);
}

/* width has been adjusted for signs and alternatives */
if (isNegative)
    self->OutputStream(self, '-');
else if (flags & FLAGS_SHOWSIGN)
    self->OutputStream(self, '+');
else if (flags & FLAGS_SPACE)
    self->OutputStream(self, ' ');

/* Prefix is not written when the value is zero */
if ((flags & FLAGS_ALTERNATIVE) && !isNumberZero)
{
    switch (base)
    {
        case BASE_BINARY:
            self->OutputStream(self, '0');
            self->OutputStream(self, (flags & FLAGS_UPPER) ? 'B' : 'b');
            break;
    }
}

```

```

    case BASE_OCTAL:
        if (!(flags & FLAGS_NILPADDING) || (count == 0))
            self->OutStream(self, '0');
        break;

    case BASE_HEX:
        self->OutStream(self, '0');
        self->OutStream(self, (flags & FLAGS_UPPER) ? 'X' : 'x');
        break;

    default:
        break;
} /* switch base */
}

/* Output prefixed zero padding if needed */
if (flags & FLAGS_NILPADDING)
{
    if (precision == NO_PRECISION)
        precision = width;
    while (precision-- > 0)
    {
        self->OutStream(self, '0');
        width--;
    }
}

if (!ignoreNumber)
{
    /* Output the number itself */
    while (*(++pointer))
    {
        self->OutStream(self, *pointer);
    }
}

/* Output trailing spaces if needed */
if (flags & FLAGS_LEFTADJUST)
{
    while (width-- > 0)
        self->OutStream(self, CHAR_ADJUST);
}
}

/*****
 * TrioWriteStringCharacter
 *
 * Description:
 * Output a single character of a string
 */
TRIO_PRIVATE void
TrioWriteStringCharacter
TRIO_ARGS3((self, ch, flags),
           trio_class_t *self,
           int ch,
           trio_flags_t flags)
{
    if (flags & FLAGS_ALTERNATIVE)
    {
        if (!isprint(ch))
        {
            /*
             * Non-printable characters are converted to C escapes or
             * \number, if no C escape exists.
             */
            self->OutStream(self, CHAR_BACKSLASH);
            switch (ch)
            {
                case '\007': self->OutStream(self, 'a'); break;
                case '\b': self->OutStream(self, 'b'); break;
                case '\f': self->OutStream(self, 'f'); break;
                case '\n': self->OutStream(self, 'n'); break;
                case '\r': self->OutStream(self, 'r'); break;
                case '\t': self->OutStream(self, 't'); break;
                case '\v': self->OutStream(self, 'v'); break;
                case '\\': self->OutStream(self, '\\'); break;
                default:
                    self->OutStream(self, 'x');
                    TrioWriteNumber(self, (trio_uintmax_t)ch,
                                   FLAGS_UNSIGNED | FLAGS_NILPADDING,
                                   2, 2, BASE_HEX);
                    break;
            }
        }
        else if (ch == CHAR_BACKSLASH)
        {
            self->OutStream(self, CHAR_BACKSLASH);
            self->OutStream(self, CHAR_BACKSLASH);
        }
        else
        {
            self->OutStream(self, ch);
        }
    }
    else
    {
        self->OutStream(self, ch);
    }
}

```

```

    }
}

/*****
 * TrioWriteString
 *
 * Description:
 * Output a string
 */
TRIO_PRIVATE void
TrioWriteString
TRIO_ARGS5((self, string, flags, width, precision),
           trio_class_t *self,
           TRIO_CONST char *string,
           trio_flags_t flags,
           int width,
           int precision)
{
    int length;
    int ch;

    assert(VALID(self));
    assert(VALID(self->OutStream));

    if (string == NULL)
    {
        string = internalNullString;
        length = sizeof(internalNullString) - 1;
        /* Disable quoting for the null pointer */
        flags &= (~FLAGS_QUOTE);
        width = 0;
    }
    else
    {
        length = trio_length(string);
    }
    if ((NO_PRECISION != precision) &&
        (precision < length))
    {
        length = precision;
    }
    width -= length;

    if (flags & FLAGS_QUOTE)
        self->OutStream(self, CHAR_QUOTE);

    if (! (flags & FLAGS_LEFTADJUST))
    {
        while (width-- > 0)
            self->OutStream(self, CHAR_ADJUST);
    }

    while (length-- > 0)
    {
        /* The ctype parameters must be an unsigned char (or EOF) */
        ch = (int)((unsigned char)(*string++));
        TrioWriteStringCharacter(self, ch, flags);
    }

    if (flags & FLAGS_LEFTADJUST)
    {
        while (width-- > 0)
            self->OutStream(self, CHAR_ADJUST);
    }
    if (flags & FLAGS_QUOTE)
        self->OutStream(self, CHAR_QUOTE);
}

/*****
 * TrioWriteWideStringCharacter
 *
 * Description:
 * Output a wide string as a multi-byte sequence
 */
#if TRIO_WIDECHAR
TRIO_PRIVATE int
TrioWriteWideStringCharacter
TRIO_ARGS4((self, wch, flags, width),
           trio_class_t *self,
           trio_wchar_t wch,
           trio_flags_t flags,
           int width)
{
    int size;
    int i;
    int ch;
    char *string;
    char buffer[MB_LEN_MAX + 1];

    if (width == NO_WIDTH)
        width = sizeof(buffer);

    size = wctomb(buffer, wch);
    if ((size <= 0) || (size > width) || (buffer[0] == NIL))
        return 0;

    string = buffer;
    i = size;

```

```

while ((width >= i) && (width-- > 0) && (i-- > 0))
{
    /* The ctype parameters must be an unsigned char (or EOF) */
    ch = (int)((unsigned char)(*string++));
    TrioWriteStringCharacter(self, ch, flags);
}
return size;
}
#endif /* TRIO_WIDECHAR */

/*****
 * TrioWriteWideString
 *
 * Description:
 * Output a wide character string as a multi-byte string
 */
#if TRIO_WIDECHAR
TRIO_PRIVATE void
TrioWriteWideString
TRIO_ARGS5((self, wstring, flags, width, precision),
           trio_class_t *self,
           TRIO_CONST trio_wchar_t *wstring,
           trio_flags_t flags,
           int width,
           int precision)
{
    int length;
    int size;

    assert(VALID(self));
    assert(VALID(self->OutStream));

#if defined(TRIO_COMPILER_SUPPORTS_MULTIBYTE)
    (void)mblen(NULL, 0);
#endif

    if (wstring == NULL)
    {
        TrioWriteString(self, NULL, flags, width, precision);
        return;
    }

    if (NO_PRECISION == precision)
    {
        length = INT_MAX;
    }
    else
    {
        length = precision;
        width -= length;
    }

    if (flags & FLAGS_QUOTE)
        self->OutStream(self, CHAR_QUOTE);

    if (!(flags & FLAGS_LEFTADJUST))
    {
        while (width-- > 0)
            self->OutStream(self, CHAR_ADJUST);
    }

    while (length > 0)
    {
        size = TrioWriteWideStringCharacter(self, *wstring++, flags, length);
        if (size == 0)
            break; /* while */
        length -= size;
    }

    if (flags & FLAGS_LEFTADJUST)
    {
        while (width-- > 0)
            self->OutStream(self, CHAR_ADJUST);
    }

    if (flags & FLAGS_QUOTE)
        self->OutStream(self, CHAR_QUOTE);
}
#endif /* TRIO_WIDECHAR */

/*****
 * TrioWriteDouble
 *
 * http://wwwold.dkuug.dk/JTC1/SC22/WG14/www/docs/dr_211.htm
 *
 * "5.2.4.2.2 paragraph #4
 *
 * The accuracy [...] is implementation defined, as is the accuracy
 * of the conversion between floating-point internal representations
 * and string representations performed by the library routine in
 * <stdio.h>"
 */
/* FIXME: handle all instances of constant long-double number (L)
 * and *l() math functions.
 */
TRIO_PRIVATE void
TrioWriteDouble
TRIO_ARGS6((self, number, flags, width, precision, base),
           trio_class_t *self,

```

```

        trio_long_double_t number,
        trio_flags_t flags,
        int width,
        int precision,
        int base)
{
    trio_long_double_t integerNumber;
    trio_long_double_t fractionNumber;
    trio_long_double_t workNumber;
    int integerDigits;
    int fractionDigits;
    int exponentDigits;
    int baseDigits;
    int integerThreshold;
    int fractionThreshold;
    int expectedWidth;
    int exponent = 0;
    unsigned int uExponent = 0;
    int exponentBase;
    trio_long_double_t dblBase;
    trio_long_double_t dblIntegerBase;
    trio_long_double_t dblFractionBase;
    trio_long_double_t integerAdjust;
    trio_long_double_t fractionAdjust;
    BOOLEAN_T isNegative;
    BOOLEAN_T isExponentNegative = FALSE;
    BOOLEAN_T requireTwoDigitExponent;
    BOOLEAN_T isHex;
    TRIO_CONST char *digits;
    char *groupingPointer;
    int i;
    int index;
    BOOLEAN_T hasOnlyZeroes;
    int zeroes = 0;
    register int trailingZeroes;
    BOOLEAN_T keepTrailingZeroes;
    BOOLEAN_T keepDecimalPoint;
    trio_long_double_t epsilon;

    assert(VALID(self));
    assert(VALID(self->OutStream));
    assert(((base >= MIN_BASE) && (base <= MAX_BASE)) || (base == NO_BASE));

    /* Determine sign and look for special quantities */
    switch (trio_fpclassify_and_signbit(number, &isNegative))
    {
        case TRIO_FP_NAN:
            TrioWriteString(self,
                (flags & FLAGS_UPPER)
                ? NAN_UPPER
                : NAN_LOWER,
                flags, width, precision);
            return;

        case TRIO_FP_INFINITE:
            if (isNegative)
            {
                /* Negative infinity */
                TrioWriteString(self,
                    (flags & FLAGS_UPPER)
                    ? "-" INFINITE_UPPER
                    : "-" INFINITE_LOWER,
                    flags, width, precision);
                return;
            }
            else
            {
                /* Positive infinity */
                TrioWriteString(self,
                    (flags & FLAGS_UPPER)
                    ? INFINITE_UPPER
                    : INFINITE_LOWER,
                    flags, width, precision);
                return;
            }
            }

        default:
            /* Finitude */
            break;
    }

    /* Normal numbers */
    if (flags & FLAGS_LONGDOUBLE)
    {
        baseDigits = (base == 10)
            ? LDBL_DIG
            : (int)floor(LDBL_MANT_DIG / TrioLogarithmBase(base));
        epsilon = LDBL_EPSILON;
    }
    else if (flags & FLAGS_SHORT)
    {
        baseDigits = (base == BASE_DECIMAL)
            ? FLT_DIG
            : (int)floor(FLT_MANT_DIG / TrioLogarithmBase(base));
        epsilon = FLT_EPSILON;
    }
    else
    {

```

```

    baseDigits = (base == BASE_DECIMAL)
        ? DBL_DIG
        : (int)floor(DBL_MANT_DIG / TrioLogarithmBase(base));
    epsilon = DBL_EPSILON;
}

digits = (flags & FLAGS_UPPER) ? internalDigitsUpper : internalDigitsLower;
isHex = (base == BASE_HEX);
if (base == NO_BASE)
    base = BASE_DECIMAL;
dblBase = (trio_long_double_t)base;
keepTrailingZeroes = !( (flags & FLAGS_ROUNDING) ||
    ( (flags & FLAGS_FLOAT_G) &&
    !(flags & FLAGS_ALTERNATIVE) ) );

if (flags & FLAGS_ROUNDING)
    precision = baseDigits;

if (precision == NO_PRECISION)
{
    if (isHex)
    {
        keepTrailingZeroes = FALSE;
        precision = FLT_MANT_DIG;
    }
    else
    {
        precision = FLT_DIG;
    }
}

if (isNegative)
    number = -number;

if (isHex)
    flags |= FLAGS_FLOAT_E;

if (flags & FLAGS_FLOAT_G)
{
    if (precision == 0)
        precision = 1;

    if ((number < 1.0E-4) || (number > powl(base,
        (trio_long_double_t)precision)))
    {
        /* Use scientific notation */
        flags |= FLAGS_FLOAT_E;
    }
    else if (number < 1.0)
    {
        /*
        * Use normal notation. If the integer part of the number is
        * zero, then adjust the precision to include leading fractional
        * zeros.
        */
        workNumber = TrioLogarithm(number, base);
        workNumber = TRIO_FABS(workNumber);
        if (workNumber - floorl(workNumber) < 0.001)
            workNumber--;
        zeroes = (int)floorl(workNumber);
    }
}

if (flags & FLAGS_FLOAT_E)
{
    /* Scale the number */
    workNumber = TrioLogarithm(number, base);
    if (trio_isinf(workNumber) == -1)
    {
        exponent = 0;
        /* Undo setting */
        if (flags & FLAGS_FLOAT_G)
            flags &= ~FLAGS_FLOAT_E;
    }
    else
    {
        exponent = (int)floorl(workNumber);
        number /= powl(dblBase, (trio_long_double_t)exponent);
        isExponentNegative = (exponent < 0);
        uExponent = (isExponentNegative) ? -exponent : exponent;
        if (isHex)
            uExponent *= 4; /* log16(2) */
        /* No thousand separators */
        flags &= ~FLAGS_QUOTE;
    }
}

integerNumber = floorl(number);
fractionNumber = number - integerNumber;

/*
* Truncated number.
*
* Precision is number of significant digits for FLOAT_G
* and number of fractional digits for others.
*/
integerDigits = (integerNumber > epsilon)
    ? 1 + (int)TrioLogarithm(integerNumber, base)

```

```

: 1;
fractionDigits = ((flags & FLAGS_FLOAT_G) && (zeroes == 0))
? precision - integerDigits
: zeroes + precision;

dblFractionBase = TrioPower(base, fractionDigits);

workNumber = number + 0.5 / dblFractionBase;
if (floorl(number) != floorl(workNumber))
{
    if (flags & FLAGS_FLOAT_E)
    {
        /* Adjust if number was rounded up one digit (ie. 0.99 to 1.00) */
        exponent++;
        isExponentNegative = (exponent < 0);
        uExponent = (isExponentNegative) ? -exponent : exponent;
        if (isHex)
            uExponent *= 4; /* log16(2) */
        workNumber = (number + 0.5 / dblFractionBase) / dblBase;
        integerNumber = floorl(workNumber);
        fractionNumber = workNumber - integerNumber;
    }
    else
    {
        /* Adjust if number was rounded up one digit (ie. 99 to 100) */
        integerNumber = floorl(number + 0.5);
        fractionNumber = 0.0;
        integerDigits = (integerNumber > epsilon)
            ? 1 + (int)TrioLogarithm(integerNumber, base)
            : 1;
    }
}

/* Estimate accuracy */
integerAdjust = fractionAdjust = 0.5;
if (flags & FLAGS_ROUNDING)
{
    if (integerDigits > baseDigits)
    {
        integerThreshold = baseDigits;
        fractionDigits = 0;
        dblFractionBase = 1.0;
        fractionThreshold = 0;
        precision = 0; /* Disable decimal-point */
        integerAdjust = TrioPower(base, integerDigits - integerThreshold - 1);
        fractionAdjust = 0.0;
    }
    else
    {
        integerThreshold = integerDigits;
        fractionThreshold = fractionDigits - integerThreshold;
        fractionAdjust = 1.0;
    }
}
else
{
    integerThreshold = INT_MAX;
    fractionThreshold = INT_MAX;
}

/*
 * Calculate expected width.
 * sign + integer part + thousands separators + decimal point
 * + fraction + exponent
 */
fractionAdjust /= dblFractionBase;
hasOnlyZeroes = (floorl((fractionNumber + fractionAdjust) * dblFractionBase) < epsilon);
keepDecimalPoint = ( (flags & FLAGS_ALTERNATIVE) ||
    !((precision == 0) ||
    (!keepTrailingZeroes && hasOnlyZeroes)) );
if (flags & FLAGS_FLOAT_E)
{
    exponentDigits = (uExponent == 0)
        ? 1
        : (int)ceil(TrioLogarithm((double)uExponent + 1),
            (isHex) ? 10.0 : base));
}
else
    exponentDigits = 0;
requireTwoDigitExponent = ((base == BASE_DECIMAL) && (exponentDigits == 1));

expectedWidth = integerDigits + fractionDigits
    + (keepDecimalPoint
        ? internalDecimalPointLength
        : 0)
    + ((flags & FLAGS_QUOTE)
        ? TrioCalcThousandSeparatorLength(integerDigits)
        : 0);
if (isNegative || (flags & FLAGS_SHOWSIGN) || (flags & FLAGS_SPACE))
    expectedWidth += sizeof("-") - 1;
if (exponentDigits > 0)
    expectedWidth += exponentDigits +
        ((requireTwoDigitExponent ? sizeof("E+0") : sizeof("E+")) - 1);
if (isHex)
    expectedWidth += sizeof("0X") - 1;

/* Output prefixing */
if (flags & FLAGS_NILPADDING)

```

```

{
    /* Leading zeros must be after sign */
    if (isNegative)
        self->OutStream(self, '-');
    else if (flags & FLAGS_SHOWSIGN)
        self->OutStream(self, '+');
    else if (flags & FLAGS_SPACE)
        self->OutStream(self, ' ');
    if (isHex)
    {
        self->OutStream(self, '0');
        self->OutStream(self, (flags & FLAGS_UPPER) ? 'X' : 'x');
    }
    if (!(flags & FLAGS_LEFTADJUST))
    {
        for (i = expectedWidth; i < width; i++)
        {
            self->OutStream(self, '0');
        }
    }
}
else
{
    /* Leading spaces must be before sign */
    if (!(flags & FLAGS_LEFTADJUST))
    {
        for (i = expectedWidth; i < width; i++)
        {
            self->OutStream(self, CHAR_ADJUST);
        }
    }
    if (isNegative)
        self->OutStream(self, '-');
    else if (flags & FLAGS_SHOWSIGN)
        self->OutStream(self, '+');
    else if (flags & FLAGS_SPACE)
        self->OutStream(self, ' ');
    if (isHex)
    {
        self->OutStream(self, '0');
        self->OutStream(self, (flags & FLAGS_UPPER) ? 'X' : 'x');
    }
}

/* Output the integer part and thousand separators */
dblIntegerBase = 1.0 / TrioPower(base, integerDigits - 1);
for (i = 0; i < integerDigits; i++)
{
    workNumber = floorl(((integerNumber + integerAdjust) * dblIntegerBase));
    if (i > integerThreshold)
    {
        /* Beyond accuracy */
        self->OutStream(self, digits[0]);
    }
    else
    {
        self->OutStream(self, digits[(int)fmodl(workNumber, dblBase)]);
    }
    dblIntegerBase *= dblBase;

    if (((flags & (FLAGS_FLOAT_E | FLAGS_QUOTE)) == FLAGS_QUOTE)
        && TrioFollowedBySeparator(integerDigits - i))
    {
        for (groupingPointer = internalThousandSeparator;
            *groupingPointer != NIL;
            groupingPointer++)
        {
            self->OutStream(self, *groupingPointer);
        }
    }
}

/* Insert decimal point and build the fraction part */
trailingZeroes = 0;

if (keepDecimalPoint)
{
    if (internalDecimalPoint)
    {
        self->OutStream(self, internalDecimalPoint);
    }
    else
    {
        for (i = 0; i < internalDecimalPointLength; i++)
        {
            self->OutStream(self, internalDecimalPointString[i]);
        }
    }
}

for (i = 0; i < fractionDigits; i++)
{
    if ((integerDigits > integerThreshold) || (i > fractionThreshold))
    {
        /* Beyond accuracy */
        trailingZeroes++;
    }
    else

```

```

    {
        fractionNumber *= dblBase;
        fractionAdjust *= dblBase;
        workNumber = floorl(fractionNumber + fractionAdjust);
        fractionNumber -= workNumber;
        index = (int)fmodl(workNumber, dblBase);
        if (index == 0)
        {
            trailingZeroes++;
        }
        else
        {
            while (trailingZeroes > 0)
            {
                /* Not trailing zeroes after all */
                self->OutStream(self, digits[0]);
                trailingZeroes--;
            }
            self->OutStream(self, digits[index]);
        }
    }
}

if (keepTrailingZeroes)
{
    while (trailingZeroes > 0)
    {
        self->OutStream(self, digits[0]);
        trailingZeroes--;
    }
}

/* Output exponent */
if (exponentDigits > 0)
{
    self->OutStream(self,
        isHex
        ? ((flags & FLAGS_UPPER) ? 'P' : 'p')
        : ((flags & FLAGS_UPPER) ? 'E' : 'e'));
    self->OutStream(self, (isExponentNegative) ? '-' : '+');

    /* The exponent must contain at least two digits */
    if (requireTwoDigitExponent)
        self->OutStream(self, '0');

    if (isHex)
        base = 10.0;
    exponentBase = (int)TrioPower(base, exponentDigits - 1);
    for (i = 0; i < exponentDigits; i++)
    {
        self->OutStream(self, digits[(uExponent / exponentBase) % base]);
        exponentBase /= base;
    }
}

/* Output trailing spaces */
if (flags & FLAGS_LEFTADJUST)
{
    for (i = expectedWidth; i < width; i++)
    {
        self->OutStream(self, CHAR_ADJUST);
    }
}
}

/*****
 * TrioFormatProcess
 *
 * Description:
 * This is the main engine for formatting output
 */
TRIO_PRIVATE int
TrioFormatProcess
TRIO_ARGS3((data, format, parameters),
           trio_class_t *data,
           TRIO_CONST char *format,
           trio_parameter_t *parameters)
{
    #if defined(TRIO_COMPILER_SUPPORTS_MULTIBYTE)
        int charlen;
    #endif
    #ifndef
        int i;
        TRIO_CONST char *string;
        trio_pointer_t pointer;
        trio_flags_t flags;
        int width;
        int precision;
        int base;
        int index;

        index = 0;
        i = 0;
    #if defined(TRIO_COMPILER_SUPPORTS_MULTIBYTE)
        (void)mblen(NULL, 0);
    #endif

        while (format[index])
        {
            #if defined(TRIO_COMPILER_SUPPORTS_MULTIBYTE)

```

```

if (! isascii(format[index]))
{
    charlen = mblen(&format[index], MB_LEN_MAX);
    /*
     * Only valid multibyte characters are handled here. Invalid
     * multibyte characters (charlen == -1) are handled as normal
     * characters.
     */
    if (charlen != -1)
    {
        while (charlen-- > 0)
        {
            data->OutStream(data, format[index++]);
        }
        continue; /* while characters left in formatting string */
    }
}
#endif /* TRIO_COMPILER_SUPPORTS_MULTIBYTE */
if (CHAR_IDENTIFIER == format[index])
{
    if (CHAR_IDENTIFIER == format[index + 1])
    {
        data->OutStream(data, CHAR_IDENTIFIER);
        index += 2;
    }
    else
    {
        /* Skip the parameter entries */
        while (parameters[i].type == FORMAT_PARAMETER)
            i++;

        flags = parameters[i].flags;

        /* Find width */
        width = parameters[i].width;
        if (flags & FLAGS_WIDTH_PARAMETER)
        {
            /* Get width from parameter list */
            width = (int)parameters[width].data.number.as_signed;
            if (width < 0)
            {
                /*
                 * A negative width is the same as the - flag and
                 * a positive width.
                 */
                flags |= FLAGS_LEFTADJUST;
                flags &= ~FLAGS_NILPADDING;
                width = -width;
            }
        }

        /* Find precision */
        if (flags & FLAGS_PRECISION)
        {
            precision = parameters[i].precision;
            if (flags & FLAGS_PRECISION_PARAMETER)
            {
                /* Get precision from parameter list */
                precision = (int)parameters[precision].data.number.as_signed;
                if (precision < 0)
                {
                    /*
                     * A negative precision is the same as no
                     * precision
                     */
                    precision = NO_PRECISION;
                }
            }
        }
        else
        {
            precision = NO_PRECISION;
        }

        /* Find base */
        base = parameters[i].base;
        if (flags & FLAGS_BASE_PARAMETER)
        {
            /* Get base from parameter list */
            base = (int)parameters[base].data.number.as_signed;
        }

        switch (parameters[i].type)
        {
            case FORMAT_CHAR:
                if (flags & FLAGS_QUOTE)
                    data->OutStream(data, CHAR_QUOTE);
                if (! (flags & FLAGS_LEFTADJUST))
                {
                    while (--width > 0)
                        data->OutStream(data, CHAR_ADJUST);
                }
            }

#ifdef TRIO_WIDECHAR
            if (flags & FLAGS_WIDECHAR)
            {
                TrioWriteWideStringCharacter(data,
                    (trio_wchar_t)parameters[i].data.number.as_signed,
                    flags,

```

```

        NO_WIDTH);
    }
    else
#endif
    {
        TrioWriteStringCharacter(data,
                                (int)parameters[i].data.number.as_signed,
                                flags);
    }

    if (flags & FLAGS_LEFTADJUST)
    {
        while(--width > 0)
            data->OutStream(data, CHAR_ADJUST);
    }
    if (flags & FLAGS_QUOTE)
        data->OutStream(data, CHAR_QUOTE);

    break; /* FORMAT_CHAR */

case FORMAT_INT:
    TrioWriteNumber(data,
                    parameters[i].data.number.as_unsigned,
                    flags,
                    width,
                    precision,
                    base);

    break; /* FORMAT_INT */

case FORMAT_DOUBLE:
    TrioWriteDouble(data,
                    parameters[i].data.longdoubleNumber,
                    flags,
                    width,
                    precision,
                    base);

    break; /* FORMAT_DOUBLE */

case FORMAT_STRING:
#if TRIO_WIDECHAR
    if (flags & FLAGS_WIDECHAR)
    {
        TrioWriteWideString(data,
                            parameters[i].data.wstring,
                            flags,
                            width,
                            precision);
    }
    else
#endif
    {
        TrioWriteString(data,
                        parameters[i].data.string,
                        flags,
                        width,
                        precision);
    }
    break; /* FORMAT_STRING */

case FORMAT_POINTER:
    {
        trio_reference_t reference;

        reference.data = data;
        reference.parameter = $meters[i];
        trio_print_pointer(&reference, parameters[i].data.pointer);
    }
    break; /* FORMAT_POINTER */

case FORMAT_COUNT:
    pointer = parameters[i].data.pointer;
    if (NULL != pointer)
    {
        /*
         * C99 paragraph 7.19.6.1.8 says "the number of
         * characters written to the output stream so far by
         * this call", which is data->committed
         */
#if defined(QUALIFIER_SIZE_T) || defined(QUALIFIER_SIZE_T_UPPER)
        if (flags & FLAGS_SIZE_T)
            *(size_t *)pointer = (size_t)data->committed;
        else
#endif
#if defined(QUALIFIER_PTRDIFF_T)
        if (flags & FLAGS_PTRDIFF_T)
            *(ptrdiff_t *)pointer = (ptrdiff_t)data->committed;
        else
#endif
#if defined(QUALIFIER_INTMAX_T)
        if (flags & FLAGS_INTMAX_T)
            *(trio_intmax_t *)pointer = (trio_intmax_t)data->committed;
        else
#endif
        if (flags & FLAGS_QUAD)
        {
            *(trio_ulonglong_t *)pointer = (trio_ulonglong_t)data->committed;
        }
    }
}

```

```

        else if (flags & FLAGS_LONG)
        {
            *(long int *)pointer = (long int)data->committed;
        }
        else if (flags & FLAGS_SHORT)
        {
            *(short int *)pointer = (short int)data->committed;
        }
        else
        {
            *(int *)pointer = (int)data->committed;
        }
    }
    break; /* FORMAT_COUNT */

case FORMAT_PARAMETER:
    break; /* FORMAT_PARAMETER */

#if defined(FORMAT_ERRNO)
case FORMAT_ERRNO:
    string = trio_error(parameters[i].data.errorNumber);
    if (string)
    {
        TrioWriteString(data,
            string,
            flags,
            width,
            precision);
    }
    else
    {
        data->OutStream(data, '#');
        TrioWriteNumber(data,
            (trio_uintmax_t)parameters[i].data.errorNumber,
            flags,
            width,
            precision,
            BASE_DECIMAL);
    }
    break; /* FORMAT_ERRNO */
#endif /* defined(FORMAT_ERRNO) */

#if defined(FORMAT_USER_DEFINED)
case FORMAT_USER_DEFINED:
    {
        trio_reference_t reference;
        trio_userdef_t *def = NULL;

        if (parameters[i].user_name[0] == NIL)
        {
            /* Use handle */
            if ((i > 0) ||
                (parameters[i - 1].type == FORMAT_PARAMETER))
                def = (trio_userdef_t *)parameters[i - 1].data.pointer;
        }
        else
        {
            /* Look up namespace */
            def = TrioFindNamespace(parameters[i].user_name, NULL);
        }
        if (def) {
            reference.data = data;
            reference.parameter = ¶meters[i];
            def->callback(&reference);
        }
    }
    break;
#endif /* defined(FORMAT_USER_DEFINED) */

default:
    break;
} /* switch parameter type */

/* Prepare for next */
index = parameters[i].indexAfterSpecifier;
i++;
}
}
else /* not identifier */
{
    data->OutStream(data, format[index++]);
}
}
return data->processed;
}

/*****
 * TrioFormatRef
 */
TRIO_PRIVATE int
TrioFormatRef
TRIO_ARGS4((reference, format, arglist, argarray),
    trio_reference_t *reference,
    TRIO_CONST char *format,
    TRIO_VA_LIST_PTR arglist,
    trio_pointer_t *argarray)
{
    int status;

```

```

trio_parameter_t parameters[MAX_PARAMETERS];

status = TrioParse(TYPE_PRINT, format, parameters, arglist, argarray);
if (status < 0)
    return status;

status = TrioFormatProcess(reference->data, format, parameters);
if (reference->data->error != 0)
{
    status = reference->data->error;
}
return status;
}

/*****
 * TrioFormat
 */
TRIO_PRIVATE int
TrioFormat
TRIO_ARGS6((destination, destinationSize, OutStream, format, arglist, argarray),
           trio_pointer_t destination,
           size_t destinationSize,
           void (*OutStream) TRIO_PROTO((trio_class_t *, int)),
           TRIO_CONST char *format,
           TRIO_VA_LIST_PTR arglist,
           trio_pointer_t *argarray)
{
    int status;
    trio_class_t data;
    trio_parameter_t parameters[MAX_PARAMETERS];

    assert(VALID(OutStream));
    assert(VALID(format));

    memset(&data, 0, sizeof(data));
    data.OutStream = OutStream;
    data.location = destination;
    data.max = destinationSize;
    data.error = 0;

#ifdef USE_LOCALE
    if (NULL == internalLocaleValues)
    {
        TrioSetLocale();
    }
#endif

    status = TrioParse(TYPE_PRINT, format, parameters, arglist, argarray);
    if (status < 0)
        return status;

    status = TrioFormatProcess(&data, format, parameters);
    if (data.error != 0)
    {
        status = data.error;
    }
    return status;
}

/*****
 * TrioOutputStreamFile
 */
TRIO_PRIVATE void
TrioOutputStreamFile
TRIO_ARGS2((self, output),
           trio_class_t *self,
           int output)
{
    FILE *file;

    assert(VALID(self));
    assert(VALID(self->location));

    file = (FILE *)self->location;
    self->processed++;
    if (fputc(output, file) == EOF)
    {
        self->error = TRIO_ERROR_RETURN(TRIO_EOF, 0);
    }
    else
    {
        self->committed++;
    }
}

/*****
 * TrioOutputStreamFileDescriptor
 */
TRIO_PRIVATE void
TrioOutputStreamFileDescriptor
TRIO_ARGS2((self, output),
           trio_class_t *self,
           int output)
{
    int fd;
    char ch;

    assert(VALID(self));

```

```

fd = *((int *)self->location);
ch = (char)output;
self->processed++;
if (write(fd, &ch, sizeof(char)) == -1)
{
    self->error = TRIO_ERROR_RETURN(TRIO_ERRNO, 0);
}
else
{
    self->committed++;
}
}

/*****
* TrioOutputStreamCustom
*/
TRIO_PRIVATE void
TrioOutputStreamCustom
TRIO_ARGS2((self, output),
           trio_class_t *self,
           int output)
{
    int status;
    trio_custom_t *data;

    assert(VALID(self));
    assert(VALID(self->location));

    data = (trio_custom_t *)self->location;
    if (data->stream.out)
    {
        status = (data->stream.out)(data->closure, output);
        if (status >= 0)
        {
            self->committed++;
        }
        else
        {
            if (self->error == 0)
            {
                self->error = TRIO_ERROR_RETURN(TRIO_ECUSTOM, -status);
            }
        }
    }
    self->processed++;
}

/*****
* TrioOutputStreamString
*/
TRIO_PRIVATE void
TrioOutputStreamString
TRIO_ARGS2((self, output),
           trio_class_t *self,
           int output)
{
    char **buffer;

    assert(VALID(self));
    assert(VALID(self->location));

    buffer = (char **)self->location;
    **buffer = (char)output;
    (*buffer)++;
    self->processed++;
    self->committed++;
}

/*****
* TrioOutputStreamStringMax
*/
TRIO_PRIVATE void
TrioOutputStreamStringMax
TRIO_ARGS2((self, output),
           trio_class_t *self,
           int output)
{
    char **buffer;

    assert(VALID(self));
    assert(VALID(self->location));

    buffer = (char **)self->location;

    if (self->processed < self->max)
    {
        **buffer = (char)output;
        (*buffer)++;
        self->committed++;
    }
    self->processed++;
}

/*****
* TrioOutputStreamStringDynamic
*/
TRIO_PRIVATE void

```

```

TrioOutputStreamStringDynamic
TRIO_ARGS2((self, output),
           trio_class_t *self,
           int output)
{
    assert(VALID(self));
    assert(VALID(self->location));

    if (self->error == 0)
    {
        trio_xstring_append_char((trio_string_t *)self->location,
                                (char)output);
        self->committed++;
    }
    /* The processed variable must always be increased */
    self->processed++;
}

/*****
 *
 * Formatted printing functions
 *
 *****/

#if defined(TRIO_DOCUMENTATION)
# include "doc/doc_printf.h"
#endif
/** @addtogroup Printf
    @{
*/

/*****
 * printf
 */

/**
    Print to standard output stream.

    @param format Formatting string.
    @param ... Arguments.
    @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_printf
TRIO_VARGS2((format, va_alist),
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
    int status;
    va_list args;

    assert(VALID(format));

    TRIO_VA_START(args, format);
    status = TrioFormat(stdout, 0, TrioOutputStreamFile, format, TRIO_VA_LIST_ADDR(args), NULL);
    TRIO_VA_END(args);
    return status;
}

/**
    Print to standard output stream.

    @param format Formatting string.
    @param args Arguments.
    @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_vprintf
TRIO_ARGS2((format, args),
            TRIO_CONST char *format,
            va_list args)
{
    assert(VALID(format));

    return TrioFormat(stdout, 0, TrioOutputStreamFile, format, TRIO_VA_LIST_ADDR(args), NULL);
}

/**
    Print to standard output stream.

    @param format Formatting string.
    @param args Arguments.
    @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_printfv
TRIO_ARGS2((format, args),
            TRIO_CONST char *format,
            trio_pointer_t * args)
{
    assert(VALID(format));

    return TrioFormat(stdout, 0, TrioOutputStreamFile, format, NULL, args);
}

/*****
 * fprintf
 */

```

```

/**
 Print to file.

 @param file File pointer.
 @param format Formatting string.
 @param ... Arguments.
 @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_fprintf
TRIO_VARGS3((file, format, va_alist),
            FILE *file,
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
 int status;
 va_list args;

 assert(VALID(file));
 assert(VALID(format));

 TRIO_VA_START(args, format);
 status = TrioFormat(file, 0, TrioOutputStreamFile, format, TRIO_VA_LIST_ADDR(args), NULL);
 TRIO_VA_END(args);
 return status;
}

/**
 Print to file.

 @param file File pointer.
 @param format Formatting string.
 @param args Arguments.
 @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_vfprintf
TRIO_ARGS3((file, format, args),
            FILE *file,
            TRIO_CONST char *format,
            va_list args)
{
 assert(VALID(file));
 assert(VALID(format));

 return TrioFormat(file, 0, TrioOutputStreamFile, format, TRIO_VA_LIST_ADDR(args), NULL);
}

/**
 Print to file.

 @param file File pointer.
 @param format Formatting string.
 @param args Arguments.
 @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_fprintfv
TRIO_ARGS3((file, format, args),
            FILE *file,
            TRIO_CONST char *format,
            trio_pointer_t * args)
{
 assert(VALID(file));
 assert(VALID(format));

 return TrioFormat(file, 0, TrioOutputStreamFile, format, NULL, args);
}

/*****
 * dprintf
 */

/**
 Print to file descriptor.

 @param fd File descriptor.
 @param format Formatting string.
 @param ... Arguments.
 @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_dprintf
TRIO_VARGS3((fd, format, va_alist),
            int fd,
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
 int status;
 va_list args;

 assert(VALID(format));

 TRIO_VA_START(args, format);
 status = TrioFormat(&fd, 0, TrioOutputStreamFileDescriptor, format, TRIO_VA_LIST_ADDR(args), NULL);
 TRIO_VA_END(args);
 return status;
}

```

```

}

/**
 Print to file descriptor.

 @param fd File descriptor.
 @param format Formatting string.
 @param args Arguments.
 @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_vdprintf
TRIO_ARGS3((fd, format, args),
           int fd,
           TRIO_CONST char *format,
           va_list args)
{
    assert(VALID(format));

    return TrioFormat(&fd, 0, TrioOutputStreamFileDescriptor, format, TRIO_VA_LIST_ADDR(args), NULL);
}

/**
 Print to file descriptor.

 @param fd File descriptor.
 @param format Formatting string.
 @param args Arguments.
 @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_dprintfv
TRIO_ARGS3((fd, format, args),
           int fd,
           TRIO_CONST char *format,
           trio_pointer_t *args)
{
    assert(VALID(format));

    return TrioFormat(&fd, 0, TrioOutputStreamFileDescriptor, format, NULL, args);
}

/*****
 * cprintf
 */
TRIO_PUBLIC int
trio_cprintf
TRIO_VARGS4((stream, closure, format, va_alist),
           trio_outstream_t stream,
           trio_pointer_t closure,
           TRIO_CONST char *format,
           TRIO_VA_DECL)
{
    int status;
    va_list args;
    trio_custom_t data;

    assert(VALID(stream));
    assert(VALID(format));

    TRIO_VA_START(args, format);
    data.stream.out = stream;
    data.closure = closure;
    status = TrioFormat(&data, 0, TrioOutputStreamCustom, format, TRIO_VA_LIST_ADDR(args), NULL);
    TRIO_VA_END(args);
    return status;
}

TRIO_PUBLIC int
trio_vcprintf
TRIO_ARGS4((stream, closure, format, args),
           trio_outstream_t stream,
           trio_pointer_t closure,
           TRIO_CONST char *format,
           va_list args)
{
    trio_custom_t data;

    assert(VALID(stream));
    assert(VALID(format));

    data.stream.out = stream;
    data.closure = closure;
    return TrioFormat(&data, 0, TrioOutputStreamCustom, format, TRIO_VA_LIST_ADDR(args), NULL);
}

TRIO_PUBLIC int
trio_cprintfv
TRIO_ARGS4((stream, closure, format, args),
           trio_outstream_t stream,
           trio_pointer_t closure,
           TRIO_CONST char *format,
           void **args)
{
    trio_custom_t data;

    assert(VALID(stream));
    assert(VALID(format));

```

```

data.stream.out = stream;
data.closure = closure;
return TrioFormat(&data, 0, TrioOutputStreamCustom, format, NULL, args);
}

/*****
 * sprintf
 */

/**
 Print to string.

 @param buffer Output string.
 @param format Formatting string.
 @param ... Arguments.
 @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_sprintf
TRIO_VARGS3((buffer, format, va_alist),
            char *buffer,
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
    int status;
    va_list args;

    assert(VALID(buffer));
    assert(VALID(format));

    TRIO_VA_START(args, format);
    status = TrioFormat(&buffer, 0, TrioOutputStreamString, format, TRIO_VA_LIST_ADDR(args), NULL);
    *buffer = NIL; /* Terminate with NIL character */
    TRIO_VA_END(args);
    return status;
}

/**
 Print to string.

 @param buffer Output string.
 @param format Formatting string.
 @param args Arguments.
 @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_vsprintf
TRIO_ARGS3((buffer, format, args),
            char *buffer,
            TRIO_CONST char *format,
            va_list args)
{
    int status;

    assert(VALID(buffer));
    assert(VALID(format));

    status = TrioFormat(&buffer, 0, TrioOutputStreamString, format, TRIO_VA_LIST_ADDR(args), NULL);
    *buffer = NIL;
    return status;
}

/**
 Print to string.

 @param buffer Output string.
 @param format Formatting string.
 @param args Arguments.
 @return Number of printed characters.
 */
TRIO_PUBLIC int
trio_sprintfv
TRIO_ARGS3((buffer, format, args),
            char *buffer,
            TRIO_CONST char *format,
            trio_pointer_t *args)
{
    int status;

    assert(VALID(buffer));
    assert(VALID(format));

    status = TrioFormat(&buffer, 0, TrioOutputStreamString, format, NULL, args);
    *buffer = NIL;
    return status;
}

/*****
 * snprintf
 */

/**
 Print at most @p max characters to string.

 @param buffer Output string.
 @param max Maximum number of characters to print.
 @param format Formatting string.

```

```

    @param ... Arguments.
    @return Number of printed characters.
*/
TRIO_PUBLIC int
trio_snprintf
TRIO_VARGS4((buffer, max, format, va_alist),
            char *buffer,
            size_t max,
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
    int status;
    va_list args;

    assert(VALID(buffer));
    assert(VALID(format));

    TRIO_VA_START(args, format);
    status = TrioFormat(&buffer, max > 0 ? max - 1 : 0,
                       TrioOutputStreamStringMax, format, TRIO_VA_LIST_ADDR(args), NULL);
    if (max > 0)
        *buffer = NIL;
    TRIO_VA_END(args);
    return status;
}

/**
    Print at most @p max characters to string.

    @param buffer Output string.
    @param max Maximum number of characters to print.
    @param format Formatting string.
    @param args Arguments.
    @return Number of printed characters.
*/
TRIO_PUBLIC int
trio_vsnprintf
TRIO_ARGS4((buffer, max, format, args),
           char *buffer,
           size_t max,
           TRIO_CONST char *format,
           va_list args)
{
    int status;

    assert(VALID(buffer));
    assert(VALID(format));

    status = TrioFormat(&buffer, max > 0 ? max - 1 : 0,
                       TrioOutputStreamStringMax, format, TRIO_VA_LIST_ADDR(args), NULL);
    if (max > 0)
        *buffer = NIL;
    return status;
}

/**
    Print at most @p max characters to string.

    @param buffer Output string.
    @param max Maximum number of characters to print.
    @param format Formatting string.
    @param args Arguments.
    @return Number of printed characters.
*/
TRIO_PUBLIC int
trio_snprintfv
TRIO_ARGS4((buffer, max, format, args),
           char *buffer,
           size_t max,
           TRIO_CONST char *format,
           trio_pointer_t *args)
{
    int status;

    assert(VALID(buffer));
    assert(VALID(format));

    status = TrioFormat(&buffer, max > 0 ? max - 1 : 0,
                       TrioOutputStreamStringMax, format, NULL, args);
    if (max > 0)
        *buffer = NIL;
    return status;
}

/*****
 * snprintfcat
 * Appends the new string to the buffer string overwriting the '\0'
 * character at the end of buffer.
 */
TRIO_PUBLIC int
trio_snprintfcat
TRIO_VARGS4((buffer, max, format, va_alist),
            char *buffer,
            size_t max,
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
    int status;

```

```

va_list args;
size_t buf_len;

TRIO_VA_START(args, format);

assert(VALID(buffer));
assert(VALID(format));

buf_len = trio_length(buffer);
buffer = &buffer[buf_len];

status = TrioFormat(&buffer, max - 1 - buf_len,
                   TrioOutputStreamStringMax, format, TRIO_VA_LIST_ADDR(args), NULL);
TRIO_VA_END(args);
*buffer = NIL;
return status;
}

TRIO_PUBLIC int
trio_vsnprintfcat
TRIO_ARGS4((buffer, max, format, args),
           char *buffer,
           size_t max,
           TRIO_CONST char *format,
           va_list args)
{
    int status;
    size_t buf_len;

    assert(VALID(buffer));
    assert(VALID(format));

    buf_len = trio_length(buffer);
    buffer = &buffer[buf_len];
    status = TrioFormat(&buffer, max - 1 - buf_len,
                       TrioOutputStreamStringMax, format, TRIO_VA_LIST_ADDR(args), NULL);
    *buffer = NIL;
    return status;
}

/*****
 * trio_aprintf
 */

/* Deprecated */
TRIO_PUBLIC char *
trio_aprintf
TRIO_VARGS2((format, va_alist),
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
    va_list args;
    trio_string_t *info;
    char *result = NULL;

    assert(VALID(format));

    info = trio_xstring_duplicate("");
    if (info)
    {
        TRIO_VA_START(args, format);
        (void)TrioFormat(info, 0, TrioOutputStreamStringDynamic,
                        format, TRIO_VA_LIST_ADDR(args), NULL);
        TRIO_VA_END(args);

        trio_string_terminate(info);
        result = trio_string_extract(info);
        trio_string_destroy(info);
    }
    return result;
}

/* Deprecated */
TRIO_PUBLIC char *
trio_vaprintf
TRIO_ARGS2((format, args),
           TRIO_CONST char *format,
           va_list args)
{
    trio_string_t *info;
    char *result = NULL;

    assert(VALID(format));

    info = trio_xstring_duplicate("");
    if (info)
    {
        (void)TrioFormat(info, 0, TrioOutputStreamStringDynamic,
                        format, TRIO_VA_LIST_ADDR(args), NULL);
        trio_string_terminate(info);
        result = trio_string_extract(info);
        trio_string_destroy(info);
    }
    return result;
}

TRIO_PUBLIC int
trio_asprintf

```

```

TRIO_VARGS3((result, format, va_alist),
            char **result,
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
    va_list args;
    int status;
    trio_string_t *info;

    assert(VALID(format));

    *result = NULL;

    info = trio_xstring_duplicate("");
    if (info == NULL)
    {
        status = TRIO_ERROR_RETURN(TRIO_ENOMEM, 0);
    }
    else
    {
        TRIO_VA_START(args, format);
        status = TrioFormat(info, 0, TrioOutputStreamStringDynamic,
                           format, TRIO_VA_LIST_ADDR(args), NULL);
        TRIO_VA_END(args);
        if (status >= 0)
        {
            trio_string_terminate(info);
            *result = trio_string_extract(info);
        }
        trio_string_destroy(info);
    }
    return status;
}

TRIO_PUBLIC int
trio_vasprintf
TRIO_ARGS3((result, format, args),
           char **result,
           TRIO_CONST char *format,
           va_list args)
{
    int status;
    trio_string_t *info;

    assert(VALID(format));

    *result = NULL;

    info = trio_xstring_duplicate("");
    if (info == NULL)
    {
        status = TRIO_ERROR_RETURN(TRIO_ENOMEM, 0);
    }
    else
    {
        status = TrioFormat(info, 0, TrioOutputStreamStringDynamic,
                           format, TRIO_VA_LIST_ADDR(args), NULL);
        if (status >= 0)
        {
            trio_string_terminate(info);
            *result = trio_string_extract(info);
        }
        trio_string_destroy(info);
    }
    return status;
}

/** @} End of Printf documentation module */

/*****
 *
 * CALLBACK
 *
 *****/

#if defined(TRIO_DOCUMENTATION)
#include "doc/doc_register.h"
#endif
/**
 * @addtogroup UserDefined
 * @{
 */

#if TRIO_EXTENSION

/*****
 * trio_register
 */

/**
 * Register new user-defined specifier.
 *
 * @param callback
 * @param name
 * @return Handle.
 */
TRIO_PUBLIC trio_pointer_t
trio_register

```

```

TRIO_ARGS2((callback, name),
           trio_callback_t callback,
           TRIO_CONST char *name)
{
    trio_userdef_t *def;
    trio_userdef_t *prev = NULL;

    if (callback == NULL)
        return NULL;

    if (name)
    {
        /* Handle built-in namespaces */
        if (name[0] == ':')
        {
            if (trio_equal(name, ":enter"))
            {
                internalEnterCriticalRegion = callback;
            }
            else if (trio_equal(name, ":leave"))
            {
                internalLeaveCriticalRegion = callback;
            }
            return NULL;
        }

        /* Bail out if namespace is too long */
        if (trio_length(name) >= MAX_USER_NAME)
            return NULL;

        /* Bail out if namespace already is registered */
        def = TrioFindNamespace(name, &prev);
        if (def)
            return NULL;
    }

    def = (trio_userdef_t *)TRIO_MALLOC(sizeof(trio_userdef_t));
    if (def)
    {
        if (internalEnterCriticalRegion)
            (void)internalEnterCriticalRegion(NULL);

        if (name)
        {
            /* Link into internal list */
            if (prev == NULL)
                internalUserDef = def;
            else
                prev->next = def;
        }

        /* Initialize */
        def->callback = callback;
        def->name = (name == NULL)
            ? NULL
            : trio_duplicate(name);
        def->next = NULL;

        if (internalLeaveCriticalRegion)
            (void)internalLeaveCriticalRegion(NULL);
    }
    return (trio_pointer_t)def;
}

/**
 * Unregister an existing user-defined specifier.
 *
 * @param handle
 */
void
trio_unregister
TRIO_ARGS1((handle),
           trio_pointer_t handle)
{
    trio_userdef_t *self = (trio_userdef_t *)handle;
    trio_userdef_t *def;
    trio_userdef_t *prev = NULL;

    assert(VALID(self));

    if (self->name)
    {
        def = TrioFindNamespace(self->name, &prev);
        if (def)
        {
            if (internalEnterCriticalRegion)
                (void)internalEnterCriticalRegion(NULL);

            if (prev == NULL)
                internalUserDef = NULL;
            else
                prev->next = def->next;

            if (internalLeaveCriticalRegion)
                (void)internalLeaveCriticalRegion(NULL);
        }
        trio_destroy(self->name);
    }
    TRIO_FREE(self);
}

```

```

}

/*****
 * trio_get_format [public]
 */
TRIO_CONST char *
trio_get_format
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    #if defined(FORMAT_USER_DEFINED)
        assert(((trio_reference_t *)ref)->parameter->type == FORMAT_USER_DEFINED);
    #endif

    return (((trio_reference_t *)ref)->parameter->user_data);
}

/*****
 * trio_get_argument [public]
 */
trio_pointer_t
trio_get_argument
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    #if defined(FORMAT_USER_DEFINED)
        assert(((trio_reference_t *)ref)->parameter->type == FORMAT_USER_DEFINED);
    #endif

    return (((trio_reference_t *)ref)->parameter->data.pointer);
}

/*****
 * trio_get_width / trio_set_width [public]
 */
int
trio_get_width
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->width);
}

void
trio_set_width
TRIO_ARGS2((ref, width),
            trio_pointer_t ref,
            int width)
{
    (((trio_reference_t *)ref)->parameter->width = width);
}

/*****
 * trio_get_precision / trio_set_precision [public]
 */
int
trio_get_precision
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->precision);
}

void
trio_set_precision
TRIO_ARGS2((ref, precision),
            trio_pointer_t ref,
            int precision)
{
    (((trio_reference_t *)ref)->parameter->precision = precision);
}

/*****
 * trio_get_base / trio_set_base [public]
 */
int
trio_get_base
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->base);
}

void
trio_set_base
TRIO_ARGS2((ref, base),
            trio_pointer_t ref,
            int base)
{
    (((trio_reference_t *)ref)->parameter->base = base);
}

/*****
 * trio_get_long / trio_set_long [public]
 */
int
trio_get_long
TRIO_ARGS1((ref),

```

```

        trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_LONG)
        ? TRUE
        : FALSE;
}

void
trio_set_long
TRIO_ARGS2((ref, is_long),
            trio_pointer_t ref,
            int is_long)
{
    if (is_long)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_LONG;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_LONG;
}

/*****
 * trio_get_longlong / trio_set_longlong [public]
 */
int
trio_get_longlong
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_QUAD)
        ? TRUE
        : FALSE;
}

void
trio_set_longlong
TRIO_ARGS2((ref, is_longlong),
            trio_pointer_t ref,
            int is_longlong)
{
    if (is_longlong)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_QUAD;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_QUAD;
}

/*****
 * trio_get_longdouble / trio_set_longdouble [public]
 */
int
trio_get_longdouble
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_LONGDOUBLE)
        ? TRUE
        : FALSE;
}

void
trio_set_longdouble
TRIO_ARGS2((ref, is_longdouble),
            trio_pointer_t ref,
            int is_longdouble)
{
    if (is_longdouble)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_LONGDOUBLE;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_LONGDOUBLE;
}

/*****
 * trio_get_short / trio_set_short [public]
 */
int
trio_get_short
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_SHORT)
        ? TRUE
        : FALSE;
}

void
trio_set_short
TRIO_ARGS2((ref, is_short),
            trio_pointer_t ref,
            int is_short)
{
    if (is_short)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_SHORT;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_SHORT;
}

/*****
 * trio_get_shortshort / trio_set_shortshort [public]
 */
int

```

```

trio_get_shortshort
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_SHORTSHORT)
        ? TRUE
        : FALSE;
}

void
trio_set_shortshort
TRIO_ARGS2((ref, is_shortshort),
            trio_pointer_t ref,
            int is_shortshort)
{
    if (is_shortshort)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_SHORTSHORT;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_SHORTSHORT;
}

/*****
 * trio_get_alternative / trio_set_alternative [public]
 */
int
trio_get_alternative
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_ALTERNATIVE)
        ? TRUE
        : FALSE;
}

void
trio_set_alternative
TRIO_ARGS2((ref, is_alternative),
            trio_pointer_t ref,
            int is_alternative)
{
    if (is_alternative)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_ALTERNATIVE;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_ALTERNATIVE;
}

/*****
 * trio_get_alignment / trio_set_alignment [public]
 */
int
trio_get_alignment
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_LEFTADJUST)
        ? TRUE
        : FALSE;
}

void
trio_set_alignment
TRIO_ARGS2((ref, is_leftaligned),
            trio_pointer_t ref,
            int is_leftaligned)
{
    if (is_leftaligned)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_LEFTADJUST;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_LEFTADJUST;
}

/*****
 * trio_get_spacing /trio_set_spacing [public]
 */
int
trio_get_spacing
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_SPACE)
        ? TRUE
        : FALSE;
}

void
trio_set_spacing
TRIO_ARGS2((ref, is_space),
            trio_pointer_t ref,
            int is_space)
{
    if (is_space)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_SPACE;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_SPACE;
}

/*****
 * trio_get_sign / trio_set_sign [public]

```

```

*/
int
trio_get_sign
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_SHOWSIGN)
        ? TRUE
        : FALSE;
}

void
trio_set_sign
TRIO_ARGS2((ref, is_sign),
            trio_pointer_t ref,
            int is_sign)
{
    if (is_sign)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_SHOWSIGN;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_SHOWSIGN;
}

/*****
 * trio_get_padding / trio_set_padding [public]
 */
int
trio_get_padding
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_NILPADDING)
        ? TRUE
        : FALSE;
}

void
trio_set_padding
TRIO_ARGS2((ref, is_padding),
            trio_pointer_t ref,
            int is_padding)
{
    if (is_padding)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_NILPADDING;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_NILPADDING;
}

/*****
 * trio_get_quote / trio_set_quote [public]
 */
int
trio_get_quote
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_QUOTE)
        ? TRUE
        : FALSE;
}

void
trio_set_quote
TRIO_ARGS2((ref, is_quote),
            trio_pointer_t ref,
            int is_quote)
{
    if (is_quote)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_QUOTE;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_QUOTE;
}

/*****
 * trio_get_upper / trio_set_upper [public]
 */
int
trio_get_upper
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_UPPER)
        ? TRUE
        : FALSE;
}

void
trio_set_upper
TRIO_ARGS2((ref, is_upper),
            trio_pointer_t ref,
            int is_upper)
{
    if (is_upper)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_UPPER;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_UPPER;
}

```

```

/*****
 * trio_get_largest / trio_set_largest [public]
 */
#if TRIO_C99
int
trio_get_largest
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_INTMAX_T)
        ? TRUE
        : FALSE;
}

void
trio_set_largest
TRIO_ARGS2((ref, is_largest),
            trio_pointer_t ref,
            int is_largest)
{
    if (is_largest)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_INTMAX_T;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_INTMAX_T;
}
#endif

/*****
 * trio_get_ptrdiff / trio_set_ptrdiff [public]
 */
int
trio_get_ptrdiff
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_PTRDIFF_T)
        ? TRUE
        : FALSE;
}

void
trio_set_ptrdiff
TRIO_ARGS2((ref, is_ptrdiff),
            trio_pointer_t ref,
            int is_ptrdiff)
{
    if (is_ptrdiff)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_PTRDIFF_T;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_PTRDIFF_T;
}

/*****
 * trio_get_size / trio_set_size [public]
 */
#if TRIO_C99
int
trio_get_size
TRIO_ARGS1((ref),
            trio_pointer_t ref)
{
    return (((trio_reference_t *)ref)->parameter->flags & FLAGS_SIZE_T)
        ? TRUE
        : FALSE;
}

void
trio_set_size
TRIO_ARGS2((ref, is_size),
            trio_pointer_t ref,
            int is_size)
{
    if (is_size)
        ((trio_reference_t *)ref)->parameter->flags |= FLAGS_SIZE_T;
    else
        ((trio_reference_t *)ref)->parameter->flags &= ~FLAGS_SIZE_T;
}
#endif

/*****
 * trio_print_int [public]
 */
void
trio_print_int
TRIO_ARGS2((ref, number),
            trio_pointer_t ref,
            int number)
{
    trio_reference_t *self = (trio_reference_t *)ref;

    TrioWriteNumber(self->data,
                    (trio_uintmax_t)number,
                    self->parameter->flags,
                    self->parameter->width,
                    self->parameter->precision,
                    self->parameter->base);
}

```

```

/*****
 * trio_print_uint [public]
 */
void
trio_print_uint
TRIO_ARGS2((ref, number),
           trio_pointer_t ref,
           unsigned int number)
{
    trio_reference_t *self = (trio_reference_t *)ref;

    TrioWriteNumber(self->data,
                   (trio_uintmax_t)number,
                   self->parameter->flags | FLAGS_UNSIGNED,
                   self->parameter->width,
                   self->parameter->precision,
                   self->parameter->base);
}

/*****
 * trio_print_double [public]
 */
void
trio_print_double
TRIO_ARGS2((ref, number),
           trio_pointer_t ref,
           double number)
{
    trio_reference_t *self = (trio_reference_t *)ref;

    TrioWriteDouble(self->data,
                   number,
                   self->parameter->flags,
                   self->parameter->width,
                   self->parameter->precision,
                   self->parameter->base);
}

/*****
 * trio_print_string [public]
 */
void
trio_print_string
TRIO_ARGS2((ref, string),
           trio_pointer_t ref,
           char *string)
{
    trio_reference_t *self = (trio_reference_t *)ref;

    TrioWriteString(self->data,
                   string,
                   self->parameter->flags,
                   self->parameter->width,
                   self->parameter->precision);
}

/*****
 * trio_print_ref [public]
 */
int
trio_print_ref
TRIO_VARGS3((ref, format, va_alist),
            trio_pointer_t ref,
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
    int status;
    va_list arglist;

    assert(VALID(format));

    TRIO_VA_START(arglist, format);
    status = TrioFormatRef((trio_reference_t *)ref, format, TRIO_VA_LIST_ADDR(arglist), NULL);
    TRIO_VA_END(arglist);
    return status;
}

/*****
 * trio_vprint_ref [public]
 */
int
trio_vprint_ref
TRIO_ARGS3((ref, format, arglist),
           trio_pointer_t ref,
           TRIO_CONST char *format,
           va_list arglist)
{
    assert(VALID(format));

    return TrioFormatRef((trio_reference_t *)ref, format, TRIO_VA_LIST_ADDR(arglist), NULL);
}

/*****
 * trio_printv_ref [public]
 */
int
trio_printv_ref
TRIO_ARGS3((ref, format, argarray),

```

```

        trio_pointer_t ref,
        TRIO_CONST char *format,
        trio_pointer_t *argarray)
{
    assert(VALID(format));

    return TrioFormatRef((trio_reference_t *)ref, format, NULL, argarray);
}

#endif /* TRIO_EXTENSION */

/*****
 * trio_print_pointer [public]
 */
void
trio_print_pointer
TRIO_ARGS2((ref, pointer),
           trio_pointer_t ref,
           trio_pointer_t pointer)
{
    trio_reference_t *self = (trio_reference_t *)ref;
    trio_flags_t flags;
    trio_uintmax_t number;

    if (NULL == pointer)
    {
        TRIO_CONST char *string = internalNullString;
        while (*string)
            self->data->OutStream(self->data, *string++);
    }
    else
    {
        /*
         * The subtraction of the null pointer is a workaround
         * to avoid a compiler warning. The performance overhead
         * is negligible (and likely to be removed by an
         * optimizing compiler). The (char *) casting is done
         * to please ANSI C++.
         */
        number = (trio_uintmax_t)((char *)pointer - (char *)0);
        /* Shrink to size of pointer */
        number &= (trio_uintmax_t)-1;
        flags = self->parameter->flags;
        flags |= (FLAGS_UNSIGNED | FLAGS_ALTERNATIVE |
                FLAGS_NILPADDING);
        TrioWriteNumber(self->data,
                       number,
                       flags,
                       POINTER_WIDTH,
                       NO_PRECISION,
                       BASE_HEX);
    }
}

/** @} End of UserDefined documentation module */

/*****
 *
 * LOCALES
 *
 *****/

/*****
 * trio_locale_set_decimal_point
 *
 * Decimal point can only be one character. The input argument is a
 * string to enable multibyte characters. At most MB_LEN_MAX characters
 * will be used.
 */
TRIO_PUBLIC void
trio_locale_set_decimal_point
TRIO_ARGS1((decimalPoint),
           char *decimalPoint)
{
    #if defined(USE_LOCALE)
        if (NULL == internalLocaleValues)
        {
            TrioSetLocale();
        }
    #endif
    internalDecimalPointLength = trio_length(decimalPoint);
    if (internalDecimalPointLength == 1)
    {
        internalDecimalPoint = *decimalPoint;
    }
    else
    {
        internalDecimalPoint = NIL;
        trio_copy_max(internalDecimalPointString,
                     sizeof(internalDecimalPointString),
                     decimalPoint);
    }
}

/*****
 * trio_locale_set_thousand_separator
 *
 * See trio_locale_set_decimal_point

```

```

*/
TRIO_PUBLIC void
trio_locale_set_thousand_separator
TRIO_ARGS1((thousandSeparator),
           char *thousandSeparator)
{
#if defined(USE_LOCALE)
    if (NULL == internalLocaleValues)
    {
        TrioSetLocale();
    }
#endif
    trio_copy_max(internalThousandSeparator,
                 sizeof(internalThousandSeparator),
                 thousandSeparator);
    internalThousandSeparatorLength = trio_length(internalThousandSeparator);
}

/*****
 * trio_locale_set_grouping
 *
 * Array of bytes. Reversed order.
 *
 * CHAR_MAX : No further grouping
 * 0         : Repeat last group for the remaining digits (not necessary
 *             as C strings are zero-terminated)
 * n         : Set current group to n
 *
 * Same order as the grouping attribute in LC_NUMERIC.
 */
TRIO_PUBLIC void
trio_locale_set_grouping
TRIO_ARGS1((grouping),
           char *grouping)
{
#if defined(USE_LOCALE)
    if (NULL == internalLocaleValues)
    {
        TrioSetLocale();
    }
#endif
    trio_copy_max(internalGrouping,
                 sizeof(internalGrouping),
                 grouping);
}

/*****
 *
 * SCANNING
 *
 *****/

/*****
 * TrioSkipWhitespaces
 */
TRIO_PRIVATE int
TrioSkipWhitespaces
TRIO_ARGS1((self),
           trio_class_t *self)
{
    int ch;

    ch = self->current;
    while (isspace(ch))
    {
        self->InStream(self, &ch);
    }
    return ch;
}

/*****
 * TrioGetCollation
 */
#if TRIO_EXTENSION
TRIO_PRIVATE void
TrioGetCollation(TRIO_NOARGS)
{
    int i;
    int j;
    int k;
    char first[2];
    char second[2];

    /* This is computationally expensive */
    first[1] = NIL;
    second[1] = NIL;
    for (i = 0; i < MAX_CHARACTER_CLASS; i++)
    {
        k = 0;
        first[0] = (char)i;
        for (j = 0; j < MAX_CHARACTER_CLASS; j++)
        {
            second[0] = (char)j;
            if (trio_equal_locale(first, second))
                internalCollationArray[i][k++] = (char)j;
        }
        internalCollationArray[i][k] = NIL;
    }
}
#endif

```

```

    }
}
#endif

/*****
 * TrioGetCharacterClass
 *
 * FIXME:
 * multibyte
 */
TRIO_PRIVATE int
TrioGetCharacterClass
TRIO_ARGS4((format, indexPointer, flagsPointer, characterclass),
           TRIO_CONST char *format,
           int *indexPointer,
           trio_flags_t *flagsPointer,
           int *characterclass)
{
    int index = *indexPointer;
    int i;
    char ch;
    char range_begin;
    char range_end;

    *flagsPointer &= ~FLAGS_EXCLUDE;

    if (format[index] == QUALIFIER_CIRCUMFLEX)
    {
        *flagsPointer |= FLAGS_EXCLUDE;
        index++;
    }
    /*
     * If the ungroup character is at the beginning of the scanlist,
     * it will be part of the class, and a second ungroup character
     * must follow to end the group.
     */
    if (format[index] == SPECIFIER_UNGROUP)
    {
        characterclass[(int)SPECIFIER_UNGROUP]++;
        index++;
    }
    /*
     * Minus is used to specify ranges. To include minus in the class,
     * it must be at the beginning of the list
     */
    if (format[index] == QUALIFIER_MINUS)
    {
        characterclass[(int)QUALIFIER_MINUS]++;
        index++;
    }
    /* Collect characters */
    for (ch = format[index];
         (ch != SPECIFIER_UNGROUP) && (ch != NIL);
         ch = format[++index])
    {
        switch (ch)
        {
            case QUALIFIER_MINUS: /* Scanlist ranges */

                /*
                 * Both C99 and UNIX98 describes ranges as implementation-
                 * defined.
                 *
                 * We support the following behaviour (although this may
                 * change as we become wiser)
                 * - only increasing ranges, ie. [a-b] but not [b-a]
                 * - transitive ranges, ie. [a-b-c] == [a-c]
                 * - trailing minus, ie. [a-] is interpreted as an 'a'
                 *   and a '-'
                 * - duplicates (although we can easily convert these
                 *   into errors)
                 */
                range_begin = format[index - 1];
                range_end = format[++index];
                if (range_end == SPECIFIER_UNGROUP)
                {
                    /* Trailing minus is included */
                    characterclass[(int)ch]++;
                    ch = range_end;
                    break; /* for */
                }
                if (range_end == NIL)
                    return TRIO_ERROR_RETURN(TRIO_EINVAL, index);
                if (range_begin > range_end)
                    return TRIO_ERROR_RETURN(TRIO_ERANGE, index);

                for (i = (int)range_begin; i <= (int)range_end; i++)
                    characterclass[i]++;

                ch = range_end;
                break;
        }
    }
}
#endif

#ifdef TRIO_EXTENSION

case SPECIFIER_GROUP:

    switch (format[index + 1])
    {

```

```

case QUALIFIER_DOT: /* Collating symbol */
/*
 * FIXME: This will be easier to implement when multibyte
 * characters have been implemented. Until now, we ignore
 * this feature.
 */
for (i = index + 2; ; i++)
{
    if (format[i] == NIL)
        /* Error in syntax */
        return -1;
    else if (format[i] == QUALIFIER_DOT)
        break; /* for */
}
if (format[++i] != SPECIFIER_UNGROUP)
    return -1;

index = i;
break;

case QUALIFIER_EQUAL: /* Equivalence class expressions */
{
    unsigned int j;
    unsigned int k;

    if (internalCollationUnconverted)
    {
        /* Lazy evaluation of collation array */
        TrioGetCollation();
        internalCollationUnconverted = FALSE;
    }
    for (i = index + 2; ; i++)
    {
        if (format[i] == NIL)
            /* Error in syntax */
            return -1;
        else if (format[i] == QUALIFIER_EQUAL)
            break; /* for */
        else
        {
            /* Mark any equivalent character */
            k = (unsigned int)format[i];
            for (j = 0; internalCollationArray[k][j] != NIL; j++)
                characterclass[(int)internalCollationArray[k][j]]++;
        }
    }
    if (format[++i] != SPECIFIER_UNGROUP)
        return -1;

    index = i;
}
break;

case QUALIFIER_COLON: /* Character class expressions */

if (trio_equal_max(CLASS_ALNUM, sizeof(CLASS_ALNUM) - 1,
    &format[index]))
{
    for (i = 0; i < MAX_CHARACTER_CLASS; i++)
        if (isalnum(i))
            characterclass[i]++;
    index += sizeof(CLASS_ALNUM) - 1;
}
else if (trio_equal_max(CLASS_ALPHA, sizeof(CLASS_ALPHA) - 1,
    &format[index]))
{
    for (i = 0; i < MAX_CHARACTER_CLASS; i++)
        if (isalpha(i))
            characterclass[i]++;
    index += sizeof(CLASS_ALPHA) - 1;
}
else if (trio_equal_max(CLASS_CNTRL, sizeof(CLASS_CNTRL) - 1,
    &format[index]))
{
    for (i = 0; i < MAX_CHARACTER_CLASS; i++)
        if (iscntrl(i))
            characterclass[i]++;
    index += sizeof(CLASS_CNTRL) - 1;
}
else if (trio_equal_max(CLASS_DIGIT, sizeof(CLASS_DIGIT) - 1,
    &format[index]))
{
    for (i = 0; i < MAX_CHARACTER_CLASS; i++)
        if (isdigit(i))
            characterclass[i]++;
    index += sizeof(CLASS_DIGIT) - 1;
}
else if (trio_equal_max(CLASS_GRAPH, sizeof(CLASS_GRAPH) - 1,
    &format[index]))
{
    for (i = 0; i < MAX_CHARACTER_CLASS; i++)
        if (isgraph(i))
            characterclass[i]++;
    index += sizeof(CLASS_GRAPH) - 1;
}
else if (trio_equal_max(CLASS_LOWER, sizeof(CLASS_LOWER) - 1,
    &format[index]))
{

```

```

        for (i = 0; i < MAX_CHARACTER_CLASS; i++)
            if (islower(i))
                characterclass[i]++;
        index += sizeof(CLASS_LOWER) - 1;
    }
    else if (trio_equal_max(CLASS_PRINT, sizeof(CLASS_PRINT) - 1,
        &format[index]))
    {
        for (i = 0; i < MAX_CHARACTER_CLASS; i++)
            if (isprint(i))
                characterclass[i]++;
        index += sizeof(CLASS_PRINT) - 1;
    }
    else if (trio_equal_max(CLASS_PUNCT, sizeof(CLASS_PUNCT) - 1,
        &format[index]))
    {
        for (i = 0; i < MAX_CHARACTER_CLASS; i++)
            if (ispunct(i))
                characterclass[i]++;
        index += sizeof(CLASS_PUNCT) - 1;
    }
    else if (trio_equal_max(CLASS_SPACE, sizeof(CLASS_SPACE) - 1,
        &format[index]))
    {
        for (i = 0; i < MAX_CHARACTER_CLASS; i++)
            if (isspace(i))
                characterclass[i]++;
        index += sizeof(CLASS_SPACE) - 1;
    }
    else if (trio_equal_max(CLASS_UPPER, sizeof(CLASS_UPPER) - 1,
        &format[index]))
    {
        for (i = 0; i < MAX_CHARACTER_CLASS; i++)
            if (isupper(i))
                characterclass[i]++;
        index += sizeof(CLASS_UPPER) - 1;
    }
    else if (trio_equal_max(CLASS_XDIGIT, sizeof(CLASS_XDIGIT) - 1,
        &format[index]))
    {
        for (i = 0; i < MAX_CHARACTER_CLASS; i++)
            if (isxdigit(i))
                characterclass[i]++;
        index += sizeof(CLASS_XDIGIT) - 1;
    }
    else
    {
        characterclass[(int)ch]++;
    }
    break;

    default:
        characterclass[(int)ch]++;
        break;
    }
    break;

#endif /* TRIO_EXTENSION */

    default:
        characterclass[(int)ch]++;
        break;
    }
}
return 0;
}

/*****
 * TrioReadNumber
 *
 * We implement our own number conversion in preference of strtol and
 * strtoul, because we must handle 'long long' and thousand separators.
 */
TRIO_PRIVATE BOOLEAN_T
TrioReadNumber
TRIO_ARGS5((self, target, flags, width, base),
    trio_class_t *self,
    trio_uintmax_t *target,
    trio_flags_t flags,
    int width,
    int base)
{
    trio_uintmax_t number = 0;
    int digit;
    int count;
    BOOLEAN_T isNegative = FALSE;
    BOOLEAN_T gotNumber = FALSE;
    int j;

    assert(VALID(self));
    assert(VALID(self->InStream));
    assert((base >= MIN_BASE && base <= MAX_BASE) || (base == NO_BASE));

    if (internalDigitsUnconverted)
    {
        /* Lazy evaluation of digits array */
        memset(internalDigitArray, -1, sizeof(internalDigitArray));
        for (j = 0; j < (int)sizeof(internalDigitsLower) - 1; j++)

```

```

    {
        internalDigitArray[(int)internalDigitsLower[j]] = j;
        internalDigitArray[(int)internalDigitsUpper[j]] = j;
    }
    internalDigitsUnconverted = FALSE;
}

TrioSkipWhitespaces(self);

if (!(flags & FLAGS_UNSIGNED))
{
    /* Leading sign */
    if (self->current == '+')
    {
        self->InStream(self, NULL);
    }
    else if (self->current == '-')
    {
        self->InStream(self, NULL);
        isNegative = TRUE;
    }
}

count = self->processed;

if (flags & FLAGS_ALTERNATIVE)
{
    switch (base)
    {
        case NO_BASE:
        case BASE_OCTAL:
        case BASE_HEX:
        case BASE_BINARY:
            if (self->current == '0')
            {
                self->InStream(self, NULL);
                if (self->current)
                {
                    if ((base == BASE_HEX) &&
                        (trio_to_upper(self->current) == 'x'))
                    {
                        self->InStream(self, NULL);
                    }
                    else if ((base == BASE_BINARY) &&
                        (trio_to_upper(self->current) == 'b'))
                    {
                        self->InStream(self, NULL);
                    }
                }
            }
            else
                return FALSE;
            break;
        default:
            break;
    }
}

while (((width == NO_WIDTH) || (self->processed - count < width)) &&
    (! (self->current == EOF) || isspace(self->current)))
{
    if (isascii(self->current))
    {
        digit = internalDigitArray[self->current];
        /* Abort if digit is not allowed in the specified base */
        if ((digit == -1) || (digit >= base))
            break;
    }
    else if (flags & FLAGS_QUOTE)
    {
        /* Compare with thousands separator */
        for (j = 0; internalThousandSeparator[j] && self->current; j++)
        {
            if (internalThousandSeparator[j] != self->current)
                break;

            self->InStream(self, NULL);
        }
        if (internalThousandSeparator[j])
            break; /* Mismatch */
        else
            continue; /* Match */
    }
    else
        break;

    number *= base;
    number += digit;
    gotNumber = TRUE; /* we need at least one digit */

    self->InStream(self, NULL);
}

/* Was anything read at all? */
if (!gotNumber)
    return FALSE;

if (target)

```

```

    *target = (isNegative) ? -((trio_intmax_t)number) : number;
    return TRUE;
}

/*****
 * TrioReadChar
 */
TRIO_PRIVATE int
TrioReadChar
TRIO_ARGS4((self, target, flags, width),
           trio_class_t *self,
           char *target,
           trio_flags_t flags,
           int width)
{
    int i;
    char ch;
    trio_uintmax_t number;

    assert(VALID(self));
    assert(VALID(self->InStream));

    for (i = 0;
         (self->current != EOF) && (i < width);
         i++)
    {
        ch = (char)self->current;
        self->InStream(self, NULL);
        if ((flags & FLAGS_ALTERNATIVE) && (ch == CHAR_BACKSLASH))
        {
            switch (self->current)
            {
                case '\\': ch = '\\'; break;
                case 'a': ch = '\007'; break;
                case 'b': ch = '\b'; break;
                case 'f': ch = '\f'; break;
                case 'n': ch = '\n'; break;
                case 'r': ch = '\r'; break;
                case 't': ch = '\t'; break;
                case 'v': ch = '\v'; break;
                default:
                    if (isdigit(self->current))
                    {
                        /* Read octal number */
                        if (!TrioReadNumber(self, &number, 0, 3, BASE_OCTAL))
                            return 0;
                        ch = (char)number;
                    }
                    else if (trio_to_upper(self->current) == 'X')
                    {
                        /* Read hexadecimal number */
                        self->InStream(self, NULL);
                        if (!TrioReadNumber(self, &number, 0, 2, BASE_HEX))
                            return 0;
                        ch = (char)number;
                    }
                    else
                    {
                        ch = (char)self->current;
                    }
                    break;
            }
        }

        if (target)
            target[i] = ch;
    }
    return i + 1;
}

/*****
 * TrioReadString
 */
TRIO_PRIVATE BOOLEAN_T
TrioReadString
TRIO_ARGS4((self, target, flags, width),
           trio_class_t *self,
           char *target,
           trio_flags_t flags,
           int width)
{
    int i;

    assert(VALID(self));
    assert(VALID(self->InStream));

    TrioSkipWhitespaces(self);

    /*
     * Continue until end of string is reached, a whitespace is encountered,
     * or width is exceeded
     */
    for (i = 0;
         ((width == NO_WIDTH) || (i < width)) &&
         (!((self->current == EOF) || isspace(self->current)));
         i++)
    {
        if (TrioReadChar(self, (target ? &target[i] : 0), flags, 1) == 0)

```

```

        break; /* for */
    }
    if (target)
        target[i] = NIL;
    return TRUE;
}

/*****
 * TrioReadWideChar
 */
#if TRIO_WIDECHAR
TRIO_PRIVATE int
TrioReadWideChar
TRIO_ARGS4((self, target, flags, width),
           trio_class_t *self,
           trio_wchar_t *target,
           trio_flags_t flags,
           int width)
{
    int i;
    int j;
    int size;
    int amount = 0;
    trio_wchar_t wch;
    char buffer[MB_LEN_MAX + 1];

    assert(VALID(self));
    assert(VALID(self->InStream));

    for (i = 0;
         (self->current != EOF) && (i < width);
         i++)
    {
        if (isascii(self->current))
        {
            if (TrioReadChar(self, buffer, flags, 1) == 0)
                return 0;
            buffer[1] = NIL;
        }
        else
        {
            /*
             * Collect a multibyte character, by enlarging buffer until
             * it contains a fully legal multibyte character, or the
             * buffer is full.
             */
            j = 0;
            do
            {
                buffer[j++] = (char)self->current;
                buffer[j] = NIL;
                self->InStream(self, NULL);
            }
            while ((j < (int)sizeof(buffer)) && (mblen(buffer, (size_t)j) != j));
        }
        if (target)
        {
            size = mbtowc(&wch, buffer, sizeof(buffer));
            if (size > 0)
                target[i] = wch;
        }
        amount += size;
        self->InStream(self, NULL);
    }
    return amount;
}
#endif /* TRIO_WIDECHAR */

/*****
 * TrioReadWideString
 */
#if TRIO_WIDECHAR
TRIO_PRIVATE BOOLEAN_T
TrioReadWideString
TRIO_ARGS4((self, target, flags, width),
           trio_class_t *self,
           trio_wchar_t *target,
           trio_flags_t flags,
           int width)
{
    int i;
    int size;

    assert(VALID(self));
    assert(VALID(self->InStream));

    TrioSkipWhitespaces(self);

#if defined(TRIO_COMPILER_SUPPORTS_MULTIBYTE)
    (void)mblen(NULL, 0);
#endif

    /*
     * Continue until end of string is reached, a whitespace is encountered,
     * or width is exceeded
     */
    for (i = 0;
         ((width == NO_WIDTH) || (i < width)) &&

```

```

        (! ((self->current == EOF) || isspace(self->current)));
    )
    {
        size = TrioReadWideChar(self, &target[i], flags, 1);
        if (size == 0)
            break; /* for */

        i += size;
    }
    if (target)
        target[i] = WCONST('\0');
    return TRUE;
}
#endif /* TRIO_WIDECHAR */

/*****
 * TrioReadGroup
 *
 * FIXME: characterclass does not work with multibyte characters
 */
TRIO_PRIVATE BOOLEAN_T
TrioReadGroup
TRIO_ARGS5((self, target, characterclass, flags, width),
           trio_class_t *self,
           char *target,
           int *characterclass,
           trio_flags_t flags,
           int width)
{
    int ch;
    int i;

    assert(VALID(self));
    assert(VALID(self->InStream));

    ch = self->current;
    for (i = 0;
         ((width == NO_WIDTH) || (i < width)) &&
         (! ((ch == EOF) ||
              (((flags & FLAGS_EXCLUDE) != 0) ^ (characterclass[ch] == 0)))));
         i++)
    {
        if (target)
            target[i] = (char)ch;
        self->InStream(self, &ch);
    }

    if (target)
        target[i] = NIL;
    return TRUE;
}

/*****
 * TrioReadDouble
 *
 * FIXME:
 * add long double
 * handle base
 */
TRIO_PRIVATE BOOLEAN_T
TrioReadDouble
TRIO_ARGS4((self, target, flags, width),
           trio_class_t *self,
           trio_pointer_t target,
           trio_flags_t flags,
           int width)
{
    int ch;
    char doubleString[512];
    int index = 0;
    int start;
    int j;
    BOOLEAN_T isHex = FALSE;

    doubleString[0] = 0;

    if ((width == NO_WIDTH) || (width > (int)sizeof(doubleString) - 1))
        width = sizeof(doubleString) - 1;

    TrioSkipWhitespaces(self);

    /*
     * Read entire double number from stream. trio_to_double requires
     * a string as input, but InStream can be anything, so we have to
     * collect all characters.
     */
    ch = self->current;
    if ((ch == '+') || (ch == '-'))
    {
        doubleString[index++] = (char)ch;
        self->InStream(self, &ch);
        width--;
    }

    start = index;
    switch (ch)
    {
        case 'n':

```

```

case 'N':
    /* Not-a-number */
    if (index != 0)
        break;
    /* FALLTHROUGH */
case 'i':
case 'I':
    /* Infinity */
    while (isalpha(ch) && (index - start < width))
    {
        doubleString[index++] = (char)ch;
        self->InStream(self, &ch);
    }
    doubleString[index] = NIL;

    /* Case insensitive string comparison */
    if (trio_equal(&doubleString[start], INFINITE_UPPER) ||
        trio_equal(&doubleString[start], LONG_INFINITE_UPPER))
    {
        if (flags & FLAGS_LONGDOUBLE)
        {
            if ((start == 1) && (doubleString[0] == '-'))
            {
                *((trio_long_double_t *)target) = trio_ninf();
            }
            else
            {
                *((trio_long_double_t *)target) = trio_pinf();
            }
        }
        else
        {
            if ((start == 1) && (doubleString[0] == '-'))
            {
                *((double *)target) = trio_ninf();
            }
            else
            {
                *((double *)target) = trio_pinf();
            }
        }
    }
    return TRUE;
}
if (trio_equal(doubleString, NAN_UPPER))
{
    /* NaN must not have a preceeding + nor - */
    if (flags & FLAGS_LONGDOUBLE)
    {
        *((trio_long_double_t *)target) = trio_nan();
    }
    else
    {
        *((double *)target) = trio_nan();
    }
}
return TRUE;
}
return FALSE;

case '0':
    doubleString[index++] = (char)ch;
    self->InStream(self, &ch);
    if (trio_to_upper(ch) == 'X')
    {
        isHex = TRUE;
        doubleString[index++] = (char)ch;
        self->InStream(self, &ch);
    }
    break;

default:
    break;
}

while ((ch != EOF) && (index - start < width))
{
    /* Integer part */
    if (isHex ? isxdigit(ch) : isdigit(ch))
    {
        doubleString[index++] = (char)ch;
        self->InStream(self, &ch);
    }
    else if (flags & FLAGS_QUOTE)
    {
        /* Compare with thousands separator */
        for (j = 0; internalThousandSeparator[j] && self->current; j++)
        {
            if (internalThousandSeparator[j] != self->current)
                break;

            self->InStream(self, &ch);
        }
        if (internalThousandSeparator[j])
            break; /* Mismatch */
        else
            continue; /* Match */
    }
    else
        break; /* while */
}

```

```

    }
    if (ch == '.')
    {
        /* Decimal part */
        doubleString[index++] = (char)ch;
        self->InStream(self, &ch);
        while ((isHex ? isxdigit(ch) : isdigit(ch)) &&
            (index - start < width))
        {
            doubleString[index++] = (char)ch;
            self->InStream(self, &ch);
        }
        if (isHex ? (trio_to_upper(ch) == 'P') : (trio_to_upper(ch) == 'E'))
        {
            /* Exponent */
            doubleString[index++] = (char)ch;
            self->InStream(self, &ch);
            if ((ch == '+') || (ch == '-'))
            {
                doubleString[index++] = (char)ch;
                self->InStream(self, &ch);
            }
            while (isdigit(ch) && (index - start < width))
            {
                doubleString[index++] = (char)ch;
                self->InStream(self, &ch);
            }
        }
    }
}

if ((index == start) || (*doubleString == NIL))
    return FALSE;

doubleString[index] = 0;

if (flags & FLAGS_LONGDOUBLE)
{
    *((trio_long_double_t *)target) = trio_to_long_double(doubleString, NULL);
}
else
{
    *((double *)target) = trio_to_double(doubleString, NULL);
}
return TRUE;
}

/*****
 * TrioReadPointer
 */
TRIO_PRIVATE BOOLEAN_T
TrioReadPointer
TRIO_ARGS3((self, target, flags),
    trio_class_t *self,
    trio_pointer_t *target,
    trio_flags_t flags)
{
    trio_uintmax_t number;
    char buffer[sizeof(internalNullString)];

    flags |= (FLAGS_UNSIGNED | FLAGS_ALTERNATIVE | FLAGS_NILPADDING);

    if (TrioReadNumber(self,
        &number,
        flags,
        POINTER_WIDTH,
        BASE_HEX))
    {
        /*
         * The strange assignment of number is a workaround for a compiler
         * warning
         */
        if (target)
            *target = (char *)0 + number;
        return TRUE;
    }
    else if (TrioReadString(self,
        (flags & FLAGS_IGNORE)
        ? NULL
        : buffer,
        0,
        sizeof(internalNullString) - 1))
    {
        if (trio_equal_case(buffer, internalNullString))
        {
            if (target)
                *target = NULL;
            return TRUE;
        }
    }
    return FALSE;
}

/*****
 * TrioScanProcess
 */
TRIO_PRIVATE int
TrioScanProcess
TRIO_ARGS3((data, format, parameters),

```

```

        trio_class_t *data,
        TRIO_CONST char *format,
        trio_parameter_t *parameters)
{
#ifdef TRIO_COMPILER_SUPPORTS_MULTIBYTE
    int charlen;
    int cnt;
#endif
    int assignment;
    int ch;
    int index; /* Index of format string */
    int i; /* Index of current parameter */
    trio_flags_t flags;
    int width;
    int base;
    trio_pointer_t pointer;

    assignment = 0;
    i = 0;
    index = 0;
    data->InStream(data, &ch);

#ifdef TRIO_COMPILER_SUPPORTS_MULTIBYTE
    (void)mblen(NULL, 0);
#endif

    while (format[index])
    {
#ifdef TRIO_COMPILER_SUPPORTS_MULTIBYTE
        if (! isascii(format[index]))
        {
            charlen = mblen(&format[index], MB_LEN_MAX);
            if (charlen != -1)
            {
                /* Compare multibyte characters in format string */
                for (cnt = 0; cnt < charlen - 1; cnt++)
                {
                    if (ch != format[index + cnt])
                    {
                        return TRIO_ERROR_RETURN(TRIO_EINVAL, index);
                    }
                }
                data->InStream(data, &ch);
            }
            continue; /* while characters left in formatting string */
        }
#endif
        /* TRIO_COMPILER_SUPPORTS_MULTIBYTE */

        if ((EOF == ch) && (parameters[i].type != FORMAT_COUNT))
        {
            return (assignment > 0) ? assignment : EOF;
        }

        if (CHAR_IDENTIFIER == format[index])
        {
            if (CHAR_IDENTIFIER == format[index + 1])
            {
                /* Two % in format matches one % in input stream */
                if (CHAR_IDENTIFIER == ch)
                {
                    data->InStream(data, &ch);
                    index += 2;
                    continue; /* while format chars left */
                }
                else
                {
                    return TRIO_ERROR_RETURN(TRIO_EINVAL, index);
                }
            }

            /* Skip the parameter entries */
            while (parameters[i].type == FORMAT_PARAMETER)
                i++;

            flags = parameters[i].flags;
            /* Find width */
            width = parameters[i].width;
            if (flags & FLAGS_WIDTH_PARAMETER)
            {
                /* Get width from parameter list */
                width = (int)parameters[width].data.number.as_signed;
            }
            /* Find base */
            base = parameters[i].base;
            if (flags & FLAGS_BASE_PARAMETER)
            {
                /* Get base from parameter list */
                base = (int)parameters[base].data.number.as_signed;
            }

            switch (parameters[i].type)
            {
                case FORMAT_INT:
                {
                    trio_uintmax_t number;

                    if (0 == base)
                        base = BASE_DECIMAL;

                    if (!TrioReadNumber(data,

```

```

                &number,
                flags,
                width,
                base))
        return assignment;

        if (!(flags & FLAGS_IGNORE))
        {
            assignment++;

            pointer = parameters[i].data.pointer;
#if defined(QUALIFIER_SIZE_T) || defined(QUALIFIER_SIZE_T_UPPER)
            if (flags & FLAGS_SIZE_T)
                *(size_t *)pointer = (size_t)number;
            else
#endif
#if defined(QUALIFIER_PTRDIFF_T)
            if (flags & FLAGS_PTRDIFF_T)
                *(ptrdiff_t *)pointer = (ptrdiff_t)number;
            else
#endif
#if defined(QUALIFIER_INTMAX_T)
            if (flags & FLAGS_INTMAX_T)
                *(trio_intmax_t *)pointer = (trio_intmax_t)number;
            else
#endif
            if (flags & FLAGS_QUAD)
                *(trio_ulonglong_t *)pointer = (trio_ulonglong_t)number;
            else if (flags & FLAGS_LONG)
                *(long int *)pointer = (long int)number;
            else if (flags & FLAGS_SHORT)
                *(short int *)pointer = (short int)number;
            else
                *(int *)pointer = (int)number;
        }
    }
    break; /* FORMAT_INT */

    case FORMAT_STRING:
#if TRIO_WIDECHAR
        if (flags & FLAGS_WIDECHAR)
        {
            if (!TrioReadWideString(data,
                (flags & FLAGS_IGNORE)
                ? NULL
                : parameters[i].data.wstring,
                flags,
                width))
                return assignment;
        }
        else
#endif
        {
            if (!TrioReadString(data,
                (flags & FLAGS_IGNORE)
                ? NULL
                : parameters[i].data.string,
                flags,
                width))
                return assignment;
        }
        if (!(flags & FLAGS_IGNORE))
            assignment++;
        break; /* FORMAT_STRING */

    case FORMAT_DOUBLE:
    {
        trio_pointer_t pointer;

        if (flags & FLAGS_IGNORE)
        {
            pointer = NULL;
        }
        else
        {
            pointer = (flags & FLAGS_LONGDOUBLE)
                ? (trio_pointer_t)parameters[i].data.longdoublePointer
                : (trio_pointer_t)parameters[i].data.doublePointer;
        }
        if (!TrioReadDouble(data, pointer, flags, width))
        {
            return assignment;
        }
        if (!(flags & FLAGS_IGNORE))
        {
            assignment++;
        }
        break; /* FORMAT_DOUBLE */
    }

    case FORMAT_GROUP:
    {
        int characterclass[MAX_CHARACTER_CLASS + 1];
        int rc;

        /* Skip over modifiers */
        while (format[index] != SPECIFIER_GROUP)
        {
            index++;

```

```

    }
    /* Skip over group specifier */
    index++;

    memset(characterclass, 0, sizeof(characterclass));
    rc = TrioGetCharacterClass(format,
                              &index,
                              &flags,
                              characterclass);

    if (rc < 0)
        return rc;

    if (!TrioReadGroup(data,
                      (flags & FLAGS_IGNORE)
                      ? NULL
                      : parameters[i].data.string,
                      characterclass,
                      flags,
                      parameters[i].width))
        return assignment;
    if (!(flags & FLAGS_IGNORE))
        assignment++;
}
break; /* FORMAT_GROUP */

case FORMAT_COUNT:
    pointer = parameters[i].data.pointer;
    if (NULL != pointer)
    {
        int count = data->committed;
        if (ch != EOF)
            count--; /* a character is read, but is not consumed yet */
#ifdef QUALIFIER_SIZE_T || defined(QUALIFIER_SIZE_T_UPPER)
        if (flags & FLAGS_SIZE_T)
            *(size_t *)pointer = (size_t)count;
        else
#endif
#ifdef QUALIFIER_PTRDIFF_T
        if (flags & FLAGS_PTRDIFF_T)
            *(ptrdiff_t *)pointer = (ptrdiff_t)count;
        else
#endif
#ifdef QUALIFIER_INTMAX_T
        if (flags & FLAGS_INTMAX_T)
            *(trio_intmax_t *)pointer = (trio_intmax_t)count;
        else
#endif
        if (flags & FLAGS_QUAD)
        {
            *(trio_ulonglong_t *)pointer = (trio_ulonglong_t)count;
        }
        else if (flags & FLAGS_LONG)
        {
            *(long int *)pointer = (long int)count;
        }
        else if (flags & FLAGS_SHORT)
        {
            *(short int *)pointer = (short int)count;
        }
        else
        {
            *(int *)pointer = (int)count;
        }
    }
    break; /* FORMAT_COUNT */

case FORMAT_CHAR:
#ifdef TRIO_WIDECHAR
    if (flags & FLAGS_WIDECHAR)
    {
        if (TrioReadWideChar(data,
                            (flags & FLAGS_IGNORE)
                            ? NULL
                            : parameters[i].data.wstring,
                            flags,
                            (width == NO_WIDTH) ? 1 : width) == 0)
            return assignment;
        else
#endif
        {
            if (TrioReadChar(data,
                            (flags & FLAGS_IGNORE)
                            ? NULL
                            : parameters[i].data.string,
                            flags,
                            (width == NO_WIDTH) ? 1 : width) == 0)
                return assignment;
        }
    if (!(flags & FLAGS_IGNORE))
        assignment++;
    break; /* FORMAT_CHAR */

case FORMAT_POINTER:
    if (!TrioReadPointer(data,
                        (flags & FLAGS_IGNORE)
                        ? NULL
                        : (trio_pointer_t *)parameters[i].data.pointer,

```

```

        flags))
        return assignment;
        if (!(flags & FLAGS_IGNORE))
            assignment++;
        break; /* FORMAT_POINTER */

        case FORMAT_PARAMETER:
            break; /* FORMAT_PARAMETER */

        default:
            return TRIO_ERROR_RETURN(TRIO_EINVAL, index);
    }
    ch = data->current;
    index = parameters[i].indexAfterSpecifier;
    i++;
}
else /* Not an % identifier */
{
    if (isspace((int)format[index]))
    {
        /* Whitespaces may match any amount of whitespaces */
        ch = TrioSkipWhitespaces(data);
    }
    else if (ch == format[index])
    {
        data->InStream(data, &ch);
    }
    else
        return assignment;

    index++;
}
}
return assignment;
}

/*****
 * TrioScan
 */
TRIO_PRIVATE int
TrioScan
TRIO_ARGS6((source, sourceSize, InStream, format, arglist, argarray),
           trio_pointer_t source,
           size_t sourceSize,
           void (*InStream) TRIO_PROTO((trio_class_t *, int *)),
           TRIO_CONST char *format,
           TRIO_VA_LIST_PTR arglist,
           trio_pointer_t *argarray)
{
    int status;
    trio_parameter_t parameters[MAX_PARAMETERS];
    trio_class_t data;

    assert(VALID(InStream));
    assert(VALID(format));

    memset(&data, 0, sizeof(data));
    data.InStream = InStream;
    data.location = (trio_pointer_t)source;
    data.max = sourceSize;
    data.error = 0;

#ifdef USE_LOCALE
    if (NULL == internalLocaleValues)
    {
        TrioSetLocale();
    }
#endif

    status = TrioParse(TYPE_SCAN, format, parameters, arglist, argarray);
    if (status < 0)
        return status;

    status = TrioScanProcess(&data, format, parameters);
    if (data.error != 0)
    {
        status = data.error;
    }
    return status;
}

/*****
 * TrioInStreamFile
 */
TRIO_PRIVATE void
TrioInStreamFile
TRIO_ARGS2((self, intPointer),
           trio_class_t *self,
           int *intPointer)
{
    FILE *file;

    assert(VALID(self));
    assert(VALID(self->location));
    assert(VALID(file));

    file = (FILE *)self->location;

```

```

self->current = fgetc(file);
if (self->current == EOF)
{
    self->error = (ferror(file)
        ? TRIO_ERROR_RETURN(TRIO_ERRNO, 0)
        : TRIO_ERROR_RETURN(TRIO_EOF, 0));
}
else
{
    self->processed++;
    self->committed++;
}

if (VALID(intPointer))
{
    *intPointer = self->current;
}
}

/*****
 * TrioInStreamFileDescriptor
 */
TRIO_PRIVATE void
TrioInStreamFileDescriptor
TRIO_ARGS2((self, intPointer),
    trio_class_t *self,
    int *intPointer)
{
    int fd;
    int size;
    unsigned char input;

    assert(VALID(self));
    assert(VALID(self->location));

    fd = *((int *)self->location);

    size = read(fd, &input, sizeof(char));
    if (size == -1)
    {
        self->error = TRIO_ERROR_RETURN(TRIO_ERRNO, 0);
        self->current = EOF;
    }
    else
    {
        self->current = (size == 0) ? EOF : input;
    }
    if (self->current != EOF)
    {
        self->committed++;
        self->processed++;
    }

    if (VALID(intPointer))
    {
        *intPointer = self->current;
    }
}

/*****
 * TrioInStreamCustom
 */
TRIO_PRIVATE void
TrioInStreamCustom
TRIO_ARGS2((self, intPointer),
    trio_class_t *self,
    int *intPointer)
{
    trio_custom_t *data;

    assert(VALID(self));
    assert(VALID(self->location));

    data = (trio_custom_t *)self->location;

    self->current = (data->stream.in == NULL)
        ? NIL
        : (data->stream.in)(data->closure);

    if (self->current == NIL)
    {
        self->current = EOF;
    }
    else
    {
        self->processed++;
        self->committed++;
    }

    if (VALID(intPointer))
    {
        *intPointer = self->current;
    }
}

/*****
 * TrioInStreamString
 */

```

```

TRIO_PRIVATE void
TrioInStreamString
TRIO_ARGS2((self, intPointer),
           trio_class_t *self,
           int *intPointer)
{
    unsigned char **buffer;

    assert(VALID(self));
    assert(VALID(self->location));

    buffer = (unsigned char **)self->location;
    self->current = (*buffer)[0];
    if (self->current == NIL)
        {
            self->current = EOF;
        }
    else
        {
            (*buffer)++;
            self->processed++;
            self->committed++;
        }

    if (VALID(intPointer))
        {
            *intPointer = self->current;
        }
}

/*****
 *
 * Formatted scanning functions
 *
 *****/

#if defined(TRIO_DOCUMENTATION)
# include "doc/doc_scanf.h"
#endif
/** @addtogroup Scanf
    @{
*/

/*****
 * scanf
 */

/**
 Scan characters from standard input stream.

 @param format Formatting string.
 @param ... Arguments.
 @return Number of scanned characters.
 */
TRIO_PUBLIC int
trio_scanf
TRIO_VARGS2((format, va_alist),
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
    int status;
    va_list args;

    assert(VALID(format));

    TRIO_VA_START(args, format);
    status = TrioScan((trio_pointer_t)stdin, 0,
                    TrioInStreamFile,
                    format, TRIO_VA_LIST_ADDR(args), NULL);
    TRIO_VA_END(args);
    return status;
}

TRIO_PUBLIC int
trio_vscanf
TRIO_ARGS2((format, args),
            TRIO_CONST char *format,
            va_list args)
{
    assert(VALID(format));

    return TrioScan((trio_pointer_t)stdin, 0,
                    TrioInStreamFile,
                    format, TRIO_VA_LIST_ADDR(args), NULL);
}

TRIO_PUBLIC int
trio_scanfv
TRIO_ARGS2((format, args),
            TRIO_CONST char *format,
            trio_pointer_t *args)
{
    assert(VALID(format));

    return TrioScan((trio_pointer_t)stdin, 0,
                    TrioInStreamFile,
                    format, NULL, args);
}

```

```

/*****
 * fscanf
 */
TRIO_PUBLIC int
trio_fscanf
TRIO_VARGS3((file, format, va_alist),
             FILE *file,
             TRIO_CONST char *format,
             TRIO_VA_DECL)
{
    int status;
    va_list args;

    assert(VALID(file));
    assert(VALID(format));

    TRIO_VA_START(args, format);
    status = TrioScan((trio_pointer_t)file, 0,
                     TrioInStreamFile,
                     format, TRIO_VA_LIST_ADDR(args), NULL);
    TRIO_VA_END(args);
    return status;
}

TRIO_PUBLIC int
trio_vfscanf
TRIO_ARGS3((file, format, args),
           FILE *file,
           TRIO_CONST char *format,
           va_list args)
{
    assert(VALID(file));
    assert(VALID(format));

    return TrioScan((trio_pointer_t)file, 0,
                   TrioInStreamFile,
                   format, TRIO_VA_LIST_ADDR(args), NULL);
}

TRIO_PUBLIC int
trio_fscanfv
TRIO_ARGS3((file, format, args),
           FILE *file,
           TRIO_CONST char *format,
           trio_pointer_t *args)
{
    assert(VALID(file));
    assert(VALID(format));

    return TrioScan((trio_pointer_t)file, 0,
                   TrioInStreamFile,
                   format, NULL, args);
}

/*****
 * dscanf
 */
TRIO_PUBLIC int
trio_dscanf
TRIO_VARGS3((fd, format, va_alist),
            int fd,
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
    int status;
    va_list args;

    assert(VALID(format));

    TRIO_VA_START(args, format);
    status = TrioScan((trio_pointer_t)&fd, 0,
                     TrioInStreamFileDescriptor,
                     format, TRIO_VA_LIST_ADDR(args), NULL);
    TRIO_VA_END(args);
    return status;
}

TRIO_PUBLIC int
trio_vdscanf
TRIO_ARGS3((fd, format, args),
           int fd,
           TRIO_CONST char *format,
           va_list args)
{
    assert(VALID(format));

    return TrioScan((trio_pointer_t)&fd, 0,
                   TrioInStreamFileDescriptor,
                   format, TRIO_VA_LIST_ADDR(args), NULL);
}

TRIO_PUBLIC int
trio_dscanfv
TRIO_ARGS3((fd, format, args),
           int fd,
           TRIO_CONST char *format,
           trio_pointer_t *args)

```

```

{
    assert(VALID(format));

    return TrioScan((trio_pointer_t)&fd, 0,
                   TrioInStreamFileDescriptor,
                   format, NULL, args);
}

/*****
 * cscanf
 */
TRIO_PUBLIC int
trio_cscanf
TRIO_VARGS4((stream, closure, format, va_list),
            trio_instream_t stream,
            trio_pointer_t closure,
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
    int status;
    va_list args;
    trio_custom_t data;

    assert(VALID(stream));
    assert(VALID(format));

    TRIO_VA_START(args, format);
    data.stream.in = stream;
    data.closure = closure;
    status = TrioScan(&data, 0, TrioInStreamCustom, format, TRIO_VA_LIST_ADDR(args), NULL);
    TRIO_VA_END(args);
    return status;
}

TRIO_PUBLIC int
trio_vcscanf
TRIO_ARGS4((stream, closure, format, args),
           trio_instream_t stream,
           trio_pointer_t closure,
           TRIO_CONST char *format,
           va_list args)
{
    trio_custom_t data;

    assert(VALID(stream));
    assert(VALID(format));

    data.stream.in = stream;
    data.closure = closure;
    return TrioScan(&data, 0, TrioInStreamCustom, format, TRIO_VA_LIST_ADDR(args), NULL);
}

TRIO_PUBLIC int
trio_cscanfv
TRIO_ARGS4((stream, closure, format, args),
           trio_instream_t stream,
           trio_pointer_t closure,
           TRIO_CONST char *format,
           trio_pointer_t *args)
{
    trio_custom_t data;

    assert(VALID(stream));
    assert(VALID(format));

    data.stream.in = stream;
    data.closure = closure;
    return TrioScan(&data, 0, TrioInStreamCustom, format, NULL, args);
}

/*****
 * sscanf
 */
TRIO_PUBLIC int
trio_sscanf
TRIO_VARGS3((buffer, format, va_list),
            TRIO_CONST char *buffer,
            TRIO_CONST char *format,
            TRIO_VA_DECL)
{
    int status;
    va_list args;

    assert(VALID(buffer));
    assert(VALID(format));

    TRIO_VA_START(args, format);
    status = TrioScan((trio_pointer_t)&buffer, 0,
                     TrioInStreamString,
                     format, TRIO_VA_LIST_ADDR(args), NULL);
    TRIO_VA_END(args);
    return status;
}

TRIO_PUBLIC int
trio_vsscanf
TRIO_ARGS3((buffer, format, args),
           TRIO_CONST char *buffer,

```

```

        TRIO_CONST char *format,
        va_list args)
{
    assert(VALID(buffer));
    assert(VALID(format));

    return TrioScan((trio_pointer_t)&buffer, 0,
                    TrioInStreamString,
                    format, TRIO_VA_LIST_ADDR(args), NULL);
}

TRIO_PUBLIC int
trio_sscanfv
TRIO_ARGS3((buffer, format, args),
            TRIO_CONST char *buffer,
            TRIO_CONST char *format,
            trio_pointer_t *args)
{
    assert(VALID(buffer));
    assert(VALID(format));

    return TrioScan((trio_pointer_t)&buffer, 0,
                    TrioInStreamString,
                    format, NULL, args);
}

/** @} End of Scanf documentation module */

/*****
 * trio_strerror
 */
TRIO_PUBLIC TRIO_CONST char *
trio_strerror
TRIO_ARGS1((errorcode),
            int errorcode)
{
    /* Textual versions of the error codes */
    switch (TRIO_ERROR_CODE(errorcode))
    {
        case TRIO_EOF:
            return "End of file";
        case TRIO_EINVAL:
            return "Invalid argument";
        case TRIO_ETOOMANY:
            return "Too many arguments";
        case TRIO_EDBLREF:
            return "Double reference";
        case TRIO_EGAP:
            return "Reference gap";
        case TRIO_ENOMEM:
            return "Out of memory";
        case TRIO_ERANGE:
            return "Invalid range";
        case TRIO_ECUSTOM:
            return "Custom error";
        default:
            return "Unknown";
    }
}

```

---

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### *openvswitch*

---

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---

## Notice for package(s)

### *libxml2*

---

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## Notice for package(s)

### *attr*

---

```
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 */
```

```
#include <errno.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <sys/types.h>
```

```
#include <attr/xattr.h>
#include <attr/attributes.h>
```

```
#undef MAXNAMELEN
#define MAXNAMELEN 256
#undef MAXLISTLEN
#define MAXLISTLEN 65536
```

```
#undef roundup
#define roundup(x,y) (((x)+(y)-1)/(y))*(y)
```

```
static const char *user_name = "user.";
static const char *secure_name = "security.";
```

```

static const char *trusted_name = "trusted.";
static const char *xfsroot_name = "xfsroot.";

/*
 * Convert IRIX API components into Linux/XFS API components,
 * and vice-versa.
 */
static int
api_convert(char *name, const char *irixname, int irixflags, int compat)
{
    if (strlen(irixname) >= MAXNAMELEN) {
        errno = EINVAL;
        return -1;
    }
    if (irixflags & ATTR_ROOT) {
        if (compat)
            strcpy(name, xfsroot_name);
        else
            strcpy(name, trusted_name);
    } else if (irixflags & ATTR_SECURE) {
        strcpy(name, secure_name);
    } else {
        strcpy(name, user_name);
    }
    strcat(name, irixname);
    return 0;
}

static int
api_unconvert(char *name, const char *linuxname, int irixflags)
{
    int type, length;

    length = strlen(user_name);
    if (strncmp(linuxname, user_name, length) == 0) {
        type = 0; /*ATTR_USER*/
        goto found;
    }
    length = strlen(secure_name);
    if (strncmp(linuxname, secure_name, length) == 0) {
        type = ATTR_SECURE;
        goto found;
    }
    length = strlen(trusted_name);
    if (strncmp(linuxname, trusted_name, length) == 0) {
        type = ATTR_ROOT;
        goto found;
    }
    length = strlen(xfsroot_name);
    if (strncmp(linuxname, xfsroot_name, length) == 0) {
        type = ATTR_ROOT;
        goto found;
    }
    return 1;

found:
    if ((irixflags & ATTR_SECURE) != 0 && (type != ATTR_SECURE))
        return 1;
    if ((irixflags & ATTR_ROOT) != 0 && (type != ATTR_ROOT))
        return 1;
    strcpy(name, linuxname + length);
    return 0;
}

int
attr_get(const char *path, const char *attrname, char *attrvalue,
         int *valuelength, int flags)
{
    int c, compat;
    char name[MAXNAMELEN+16];

    for (compat = 0; compat < 2; compat++) {
        if ((c = api_convert(name, attrname, flags, compat)) < 0)
            return c;
        if (flags & ATTR_DONTFOLLOW)
            c = lgetxattr(path, name, attrvalue, *valuelength);
        else
            c = getxattr(path, name, attrvalue, *valuelength);
        if (c < 0 && (errno == ENOATTR || errno == ENOTSUP))
            continue;
        break;
    }
    if (c < 0)
        return c;
    *valuelength = c;
    return 0;
}

int
attr_getf(int fd, const char *attrname, char *attrvalue,
         int *valuelength, int flags)
{
    int c, compat;
    char name[MAXNAMELEN+16];

    for (compat = 0; compat < 2; compat++) {
        if ((c = api_convert(name, attrname, flags, compat)) < 0)

```

```

        return c;
        c = fgetxattr(fd, name, attrvalue, *valuelength);
        if (c < 0 && (errno == ENOATTR || errno == ENOTSUP))
            continue;
        break;
    }
    if (c < 0)
        return c;
    *valuelength = c;
    return 0;
}

int
attr_set(const char *path, const char *attrname, const char *attrvalue,
        const int valuelength, int flags)
{
    int c, compat, lflags = 0;
    char name[MAXNAMELEN+16];
    void *buffer = (void *)attrvalue;

    if (flags & ATTR_CREATE)
        lflags = XATTR_CREATE;
    else if (flags & ATTR_REPLACE)
        lflags = XATTR_REPLACE;

    for (compat = 0; compat < 2; compat++) {
        if ((c = api_convert(name, attrname, flags, compat)) < 0)
            return c;
        if (flags & ATTR_DONTFOLLOW)
            c = lsetxattr(path, name, buffer, valuelength, lflags);
        else
            c = setxattr(path, name, buffer, valuelength, lflags);
        if (c < 0 && (errno == ENOATTR || errno == ENOTSUP))
            continue;
        break;
    }
    return c;
}

int
attr_setf(int fd, const char *attrname,
        const char *attrvalue, const int valuelength, int flags)
{
    int c, compat, lflags = 0;
    char name[MAXNAMELEN+16];
    void *buffer = (void *)attrvalue;

    if (flags & ATTR_CREATE)
        lflags = XATTR_CREATE;
    else if (flags & ATTR_REPLACE)
        lflags = XATTR_REPLACE;

    for (compat = 0; compat < 2; compat++) {
        if ((c = api_convert(name, attrname, flags, compat)) < 0)
            return c;
        c = fsetxattr(fd, name, buffer, valuelength, lflags);
        if (c < 0 && (errno == ENOATTR || errno == ENOTSUP))
            continue;
        break;
    }
    return c;
}

int
attr_remove(const char *path, const char *attrname, int flags)
{
    int c, compat;
    char name[MAXNAMELEN+16];

    for (compat = 0; compat < 2; compat++) {
        if ((c = api_convert(name, attrname, flags, compat)) < 0)
            return c;
        if (flags & ATTR_DONTFOLLOW)
            c = lremovexattr(path, name);
        else
            c = removexattr(path, name);
        if (c < 0 && (errno == ENOATTR || errno == ENOTSUP))
            continue;
        break;
    }
    return c;
}

int
attr_removef(int fd, const char *attrname, int flags)
{
    int c, compat;
    char name[MAXNAMELEN+16];

    for (compat = 0; compat < 2; compat++) {
        if ((c = api_convert(name, attrname, flags, compat)) < 0)
            return c;
        c = fremovexattr(fd, name);
        if (c < 0 && (errno == ENOATTR || errno == ENOTSUP))
            continue;
        break;
    }
    return c;
}

```

```

}

/*
 * Helper routine for attr_list functions.
 */

static int
attr_list_pack(const char *name, const int valuelen,
               char *buffer, const int buffersize,
               int *start_offset, int *end_offset)
{
    attrlist_ent_t *aentp;
    attrlist_t *alist = (attrlist_t *)buffer;
    int size = roundup(strlen(name) + 1 + sizeof(aentp->a_valuelen), 8);

    if ((*end_offset - size) < (*start_offset + sizeof(alist->al_count))) {
        alist->al_more = 1;
        return 1;
    }

    *end_offset -= size;
    aentp = (attrlist_ent_t *)&buffer[ *end_offset ];
    aentp->a_valuelen = valuelen;
    strncpy(aentp->a_name, name, size - sizeof(aentp->a_valuelen));

    *start_offset += sizeof(alist->al_offset);
    alist->al_offset[alist->al_count] = *end_offset;
    alist->al_count++;
    return 0;
}

int
attr_list(const char *path, char *buffer, const int buffersize, int flags,
          attrlist_cursor_t *cursor)
{
    const char *l;
    int length, vlength, count = 0;
    char lbuf[MAXLISTLEN];
    char name[MAXNAMELEN+16];
    int start_offset, end_offset;

    if (buffersize < sizeof(attrlist_t)) {
        errno = EINVAL;
        return -1;
    }
    bzero(buffer, sizeof(attrlist_t));

    if (flags & ATTR_DONTFOLLOW)
        length = llistxattr(path, lbuf, sizeof(lbuf));
    else
        length = listxattr(path, lbuf, sizeof(lbuf));
    if (length <= 0)
        return length;

    start_offset = sizeof(attrlist_t);
    end_offset = buffersize & ~(8-1); /* 8 byte align */

    for (l = lbuf; l != lbuf + length; l = strchr(l, '\0') + 1) {
        if (apl_unconvert(name, l, flags))
            continue;
        if (flags & ATTR_DONTFOLLOW)
            vlength = lgetxattr(path, l, NULL, 0);
        else
            vlength = getxattr(path, l, NULL, 0);
        if (vlength < 0 && (errno == ENOATTR || errno == ENOTSUP))
            continue;
        if (count++ < cursor->opaque[0])
            continue;
        if (attr_list_pack(name, vlength, buffer, buffersize,
                          &start_offset, &end_offset)) {
            cursor->opaque[0] = count;
            break;
        }
    }
    return 0;
}

int
attr_listf(int fd, char *buffer, const int buffersize, int flags,
          attrlist_cursor_t *cursor)
{
    const char *l;
    int length, vlength, count = 0;
    char lbuf[MAXLISTLEN];
    char name[MAXNAMELEN+16];
    int start_offset, end_offset;

    if (buffersize < sizeof(attrlist_t)) {
        errno = EINVAL;
        return -1;
    }
    bzero(buffer, sizeof(attrlist_t));

    length = flistxattr(fd, lbuf, sizeof(lbuf));
    if (length < 0)
        return length;

```

```

start_offset = sizeof(attrlist_t);
end_offset = buffersize & ~(8-1);      /* 8 byte align */

for (l = lbuf; l != lbuf + length; l = strchr(l, '\0') + 1) {
    if (api_unconvert(name, l, flags))
        continue;
    vlength = fgetxattr(fd, l, NULL, 0);
    if (vlength < 0 && (errno == ENOATTR || errno == ENOTSUP))
        continue;
    if (count++ < cursor->opaque[0])
        continue;
    if (attr_list_pack(name, vlength, buffer, buffersize,
        &start_offset, &end_offset)) {
        cursor->opaque[0] = count;
        break;
    }
}
return 0;
}

/*
 * Helper routines for the attr_multi functions. In IRIX, the
 * multi routines are a single syscall - in Linux, we break em
 * apart in userspace and make individual syscalls for each.
 */

static int
attr_single(const char *path, attr_multiop_t *op, int flags)
{
    int r = -1;

    errno = -EINVAL;
    flags |= op->am_flags;
    if (op->am_opcode & ATTR_OP_GET)
        r = attr_get(path, op->am_attrname, op->am_attrvalue,
            &op->am_length, flags);
    else if (op->am_opcode & ATTR_OP_SET)
        r = attr_set(path, op->am_attrname, op->am_attrvalue,
            op->am_length, flags);
    else if (op->am_opcode & ATTR_OP_REMOVE)
        r = attr_remove(path, op->am_attrname, flags);
    return r;
}

static int
attr_singlef(const int fd, attr_multiop_t *op, int flags)
{
    int r = -1;

    errno = -EINVAL;
    flags |= op->am_flags;
    if (op->am_opcode & ATTR_OP_GET)
        r = attr_getf(fd, op->am_attrname, op->am_attrvalue,
            &op->am_length, flags);
    else if (op->am_opcode & ATTR_OP_SET)
        r = attr_setf(fd, op->am_attrname, op->am_attrvalue,
            op->am_length, flags);
    else if (op->am_opcode & ATTR_OP_REMOVE)
        r = attr_removef(fd, op->am_attrname, flags);
    return r;
}

/*
 * Operate on multiple attributes of the same object simultaneously
 *
 * From the manpage: "attr_multi will fail if ... a bit other than
 * ATTR_DONTFOLLOW was set in the flag argument." flags must be
 * checked here as they are not passed into the kernel.
 */
int
attr_multi(const char *path, attr_multiop_t *multiops, int count, int flags)
{
    int i, tmp, r = -1;

    errno = EINVAL;
    if ((flags & ATTR_DONTFOLLOW) != flags)
        return r;

    r = errno = 0;
    for (i = 0; i < count; i++) {
        tmp = attr_single(path, &multiops[i], flags);
        if (tmp) r = tmp;
    }
    return r;
}

int
attr_multif(int fd, attr_multiop_t *multiops, int count, int flags)
{
    int i, tmp, r = -1;

    errno = EINVAL;
    if ((flags & ATTR_DONTFOLLOW) != flags)
        return r;

    r = errno = 0;
    for (i = 0; i < count; i++) {

```

```
        tmp = attr_singlef(fd, &multiops[i], flags);
        if (tmp) r = tmp;
    }
    return r;
}
```

---

## Notice for package(s)

### *e2fsprogs*

---

```
/*
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 *
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 * its documentation for any purpose is hereby granted, provided that
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 * this software for any purpose. It is provided "as is" without
 * express or implied warranty.
 */

#include "config.h"
#include "com_err.h"
#include "error_table.h"
#include "internal.h"

static const char char_set[] =
    "ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789_";

static char buf[6];

const char * error_table_name(errcode_t num)
{
    int ch;
    int i;
    char *p;

    /* num = aa aaa abb bbb bcc ccc ddd d?? ??? ??? */
    p = buf;
    num >>= ERRCODE_RANGE;
    /* num = ?? ??? ??? aaa aaa bbb bbb ccc ccc ddd ddd */
    num &= 07777777L;
    /* num = 00 000 000 aaa aaa bbb bbb ccc ccc ddd ddd */
    for (i = 4; i >= 0; i--) {
        ch = (int)((num >> BITS_PER_CHAR * i) & ((1 << BITS_PER_CHAR) - 1));
        if (ch != 0)
            *p++ = char_set[ch-1];
    }
    *p = '\0';
    return(buf);
}
```

---

## Notice for package(s)

### *e2fsprogs*

#### *util-linux*

---

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## Notice for package(s)

### *iputils*

---

```
/*
 * tracepath.c
 *
 *      This program is free software; you can redistribute it and/or
 *      modify it under the terms of the GNU General Public License
 *      as published by the Free Software Foundation; either version
 *      2 of the License, or (at your option) any later version.
 *
 * Authors:   Alexey Kuznetsov, <kuznet@ms2.inr.ac.ru>
 */

#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/socket.h>
#include <linux/types.h>
#include <linux/errqueue.h>
#include <errno.h>
#include <string.h>
#include <netdb.h>
#include <netinet/in.h>
#include <resolv.h>
#include <sys/time.h>
#include <sys/uio.h>
#include <arpa/inet.h>
#ifdef USE_IDN
#include <idna.h>
#include <locale.h>
#endif

#ifdef IP_PMTUDISC_PROBE
#define IP_PMTUDISC_PROBE    3
#endif

struct hhistory
{
    int    hops;
    struct timeval sendtime;
};

struct hhistory his[64];
int hisptr;

struct sockaddr_in target;
__u16 base_port;

const int overhead = 28;
int mtu = 65535;
void *pktbuf;
int hops_to = -1;
int hops_from = -1;
int no_resolve = 0;
int show_both = 0;

#define HOST_COLUMN_SIZE    52

struct probehdr
{
    __u32 ttl;
    struct timeval tv;
};

void data_wait(int fd)
{
    fd_set fds;
    struct timeval tv;
    FD_ZERO(&fds);
    FD_SET(fd, &fds);
    tv.tv_sec = 1;
    tv.tv_usec = 0;
    select(fd+1, &fds, NULL, NULL, &tv);
}

void print_host(const char *a, const char *b, int both)
{
    int plen = 0;
    printf("%s", a);
    plen = strlen(a);
    if (both) {
        printf(" (%s)", b);
        plen += strlen(b) + 3;
    }
    if (plen >= HOST_COLUMN_SIZE)
        plen = HOST_COLUMN_SIZE - 1;
    printf("%*s", HOST_COLUMN_SIZE - plen, "");
}
}
```

```

int recvrr(int fd, int ttl)
{
    int res;
    struct probehdr rcvbuf;
    char cbuf[512];
    struct iovec iov;
    struct msghdr msg;
    struct cmsghdr *cmsg;
    struct sock_extended_err *e;
    struct sockaddr_in addr;
    struct timeval tv;
    struct timeval *rettv;
    int slot;
    int rethops;
    int sndhops;
    int progress = -1;
    int broken_router;

restart:
    memset(&rcvbuf, -1, sizeof(rcvbuf));
    iov.iov_base = &rcvbuf;
    iov.iov_len = sizeof(rcvbuf);
    msg.msg_name = (__u8*)&addr;
    msg.msg_namelen = sizeof(addr);
    msg.msg_iov = &iov;
    msg.msg_iovlen = 1;
    msg.msg_flags = 0;
    msg.msg_control = cbuf;
    msg.msg_controllen = sizeof(cbuf);

    gettimeofday(&tv, NULL);
    res = recvmsg(fd, &msg, MSG_ERRQUEUE);
    if (res < 0) {
        if (errno == EAGAIN)
            return progress;
        goto restart;
    }

    progress = mtu;

    rethops = -1;
    sndhops = -1;
    e = NULL;
    rettv = NULL;
    slot = ntohs(addr.sin_port) - base_port;
    if (slot >= 0 && slot < 63 && his[slot].hops) {
        sndhops = his[slot].hops;
        rettv = &his[slot].sendtime;
        his[slot].hops = 0;
    }
    broken_router = 0;
    if (res == sizeof(rcvbuf)) {
        if (rcvbuf.ttl == 0 || rcvbuf.tv.tv_sec == 0) {
            broken_router = 1;
        } else {
            sndhops = rcvbuf.ttl;
            rettv = &rcvbuf.tv;
        }
    }

    for (cmsg = CMSG_FIRSTHDR(&msg); cmsg; cmsg = CMSG_NXTHDR(&msg, cmsg)) {
        if (cmsg->cmsg_level == SOL_IP) {
            if (cmsg->cmsg_type == IP_RECVERR) {
                e = (struct sock_extended_err *) CMSG_DATA(cmsg);
            } else if (cmsg->cmsg_type == IP_TTL) {
                memcpy(&rethops, CMSG_DATA(cmsg), sizeof(rethops));
            } else {
                printf("cmsg:%d\n ", cmsg->cmsg_type);
            }
        }
    }
    if (e == NULL) {
        printf("no info\n");
        return 0;
    }
    if (e->ee_origin == SO_EE_ORIGIN_LOCAL) {
        printf("%2d?: %*s ", ttl, -(HOST_COLUMN_SIZE - 1), "[LOCALHOST]");
    } else if (e->ee_origin == SO_EE_ORIGIN_ICMP) {
        char abuf[128];
        struct sockaddr_in *sin = (struct sockaddr_in*)(e+1);
        struct hostent *h = NULL;
        char *idn = NULL;

        inet_ntop(AF_INET, &sin->sin_addr, abuf, sizeof(abuf));

        if (sndhops > 0)
            printf("%2d: ", sndhops);
        else
            printf("%2d?: ", ttl);

        if (!no_resolve || show_both) {
            fflush(stdout);
            h = gethostbyaddr((char *) &sin->sin_addr, sizeof(sin->sin_addr), AF_INET);
        }
    }

#ifdef USE_IDN
    if (h && idna_to_unicode_l1z(h->h_name, &idn, 0) != IDNA_SUCCESS)
        idn = NULL;
#endif
}

```

```

#endif
        if (no_resolve)
            print_host(abuf, h ? (idn ? idn : h->h_name) : abuf, show_both);
        else
            print_host(h ? (idn ? idn : h->h_name) : abuf, abuf, show_both);
#ifdef USE_IDN
        free(idn);
#endif
    }

    if (rettv) {
        int diff = (tv.tv_sec-rettv->tv_sec)*1000000+(tv.tv_usec-rettv->tv_usec);
        printf("%3d.%03dms ", diff/1000, diff%1000);
        if (broken_router)
            printf("(This broken router returned corrupted payload) ");
    }

    switch (e->ee_errno) {
case ETIMEDOUT:
        printf("\n");
        break;
case EMSGSIZE:
        printf("pmtu %d\n", e->ee_info);
        mtu = e->ee_info;
        progress = mtu;
        break;
case ECONNREFUSED:
        printf("reached\n");
        hops_to = sndhops<0 ? ttl : sndhops;
        hops_from = rethops;
        return 0;
case EPROTO:
        printf("!P\n");
        return 0;
case EHOSTUNREACH:
        if (e->ee_origin == SO_EE_ORIGIN_ICMP &&
            e->ee_type == 11 &&
            e->ee_code == 0) {
            if (rethops>=0) {
                if (rethops<=64)
                    rethops = 65-rethops;
                else if (rethops<=128)
                    rethops = 129-rethops;
                else
                    rethops = 256-rethops;
                if (sndhops>=0 && rethops != sndhops)
                    printf("asymm %2d ", rethops);
                else if (sndhops<0 && rethops != ttl)
                    printf("asymm %2d ", rethops);
            }
            printf("\n");
            break;
        }
        printf("!H\n");
        return 0;
case ENETUNREACH:
        printf("!N\n");
        return 0;
case EACCES:
        printf("!A\n");
        return 0;
default:
        printf("\n");
        errno = e->ee_errno;
        perror("NET ERROR");
        return 0;
    }
    goto restart;
}

int probe_ttl(int fd, int ttl)
{
    int i;
    struct probehdr *hdr = pktbuf;

    memset(pktbuf, 0, mtu);
restart:
    for (i=0; i<10; i++) {
        int res;

        hdr->ttl = ttl;
        target.sin_port = htons(base_port + hisptr);
        gettimeofday(&hdr->tv, NULL);
        his[hisptr].hops = ttl;
        his[hisptr].sendtime = hdr->tv;
        if (sendto(fd, pktbuf, mtu-overhead, 0, (struct sockaddr*)&target, sizeof(target)) > 0)
            break;
        res = recvrr(fd, ttl);
        his[hisptr].hops = 0;
        if (res==0)
            return 0;
        if (res > 0)
            goto restart;
    }
    hisptr = (hisptr + 1)&63;

    if (i<10) {

```

```

        data_wait(fd);
        if (recv(fd, pktbuf, mtu, MSG_DONTWAIT) > 0) {
            printf("%2d?: reply received 8)\n", ttl);
            return 0;
        }
        return recvrr(fd, ttl);
    }

    printf("%2d: send failed\n", ttl);
    return 0;
}

static void usage(void) __attribute__((noreturn));

static void usage(void)
{
    fprintf(stderr, "Usage: tracepath [-n] [-b] [-l <len>] [-p port] <destination>\n");
    exit(-1);
}

int
main(int argc, char **argv)
{
    struct hostent *he;
    int fd;
    int on;
    int ttl;
    char *p;
    int ch;
#ifdef USE_IDN
    int rc;
    setlocale(LC_ALL, "");
#endif

    while ((ch = getopt(argc, argv, "nbh?l:p:")) != EOF) {
        switch(ch) {
            case 'n':
                no_resolve = 1;
                break;
            case 'b':
                show_both = 1;
                break;
            case 'l':
                if ((mtu = atoi(optarg)) <= overhead) {
                    fprintf(stderr, "Error: pktlen must be > %d and <= %d.\n",
                            overhead, INT_MAX);
                    exit(1);
                }
                break;
            case 'p':
                base_port = atoi(optarg);
                break;
            default:
                usage();
        }
    }

    argc -= optind;
    argv += optind;

    if (argc != 1)
        usage();

    fd = socket(AF_INET, SOCK_DGRAM, 0);
    if (fd < 0) {
        perror("socket");
        exit(1);
    }
    target.sin_family = AF_INET;

    /* Backward compatibility */
    if (!base_port) {
        p = strchr(argv[0], '/');
        if (p) {
            *p = 0;
            base_port = atoi(p+1);
        } else
            base_port = 44444;
    }

    p = argv[0];
#ifdef USE_IDN
    rc = idna_to_ascii_lz(argv[0], &p, 0);
    if (rc != IDNA_SUCCESS) {
        fprintf(stderr, "IDNA encoding failed: %s\n", idna_strerror(rc));
        exit(2);
    }
#endif

    he = gethostbyname2(argv[0], AF_INET);
    if (he == NULL) {
        perror("gethostbyname2");
        exit(1);
    }

#ifdef USE_IDN
    free(p);
#endif
}

```

```

memcpy(&target.sin_addr, he->h_addr, 4);

on = IP_PMTUDISC_PROBE;
if (setsockopt(fd, SOL_IP, IP_MTU_DISCOVER, &on, sizeof(on)) &&
    (on = IP_PMTUDISC_DO,
     setsockopt(fd, SOL_IP, IP_MTU_DISCOVER, &on, sizeof(on)))) {
    perror("IP_MTU_DISCOVER");
    exit(1);
}
on = 1;
if (setsockopt(fd, SOL_IP, IP_RECVERR, &on, sizeof(on)) {
    perror("IP_RECVERR");
    exit(1);
}
if (setsockopt(fd, SOL_IP, IP_RECVTTL, &on, sizeof(on)) {
    perror("IP_RECVTTL");
    exit(1);
}

pktbuf = malloc(mtu);
if (!pktbuf) {
    perror("malloc");
    exit(1);
}

for (ttl=1; ttl<32; ttl++) {
    int res;
    int i;

    on = ttl;
    if (setsockopt(fd, SOL_IP, IP_TTL, &on, sizeof(on)) {
        perror("IP_TTL");
        exit(1);
    }

restart:
    for (i=0; i<3; i++) {
        int old_mtu;

        old_mtu = mtu;
        res = probe_ttl(fd, ttl);
        if (mtu != old_mtu)
            goto restart;
        if (res == 0)
            goto done;
        if (res > 0)
            break;
    }

    if (res < 0)
        printf("%2d: no reply\n", ttl);
}
printf("    Too many hops: pmtu %d\n", mtu);
done:
printf("    Resume: pmtu %d ", mtu);
if (hops_to>=0)
    printf("hops %d ", hops_to);
if (hops_from>=0)
    printf("back %d ", hops_from);
printf("\n");
exit(0);
}

```

---

## Notice for package(s)

### *protobuf-c*

---

```

/* --- protobuf-c.c: public protobuf c runtime implementation --- */

/*
 * Copyright 2008, Dave Benson.
 *
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 * software distributed under the License is distributed on
 * an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY
 * KIND, either express or implied. See the License for the
 * specific language governing permissions and limitations
 * under the License.
 */

/* TODO items:

 * 64-BIT OPTIMIZATION: certain implementations use 32-bit math even on 64-bit platforms
   (uint64_size, uint64_pack, parse_uint64)

 * get_packed_size and pack seem to use type-prefixed names,

```

```

    whereas parse uses type-suffixed names. pick one and stick with it.
    Decision: go with type-suffixed, since the type (or its instance)
    is typically the object of the verb.
    NOTE: perhaps the "parse" methods should be renamed to "unpack"
    at the same time. (this only affects internal (static) functions)

    * use TRUE and FALSE instead of 1 and 0 as appropriate

    * use size_t consistently
*/

#if HAVE_PROTOBUF_C_CONFIG_H
#include "protobuf-c-config.h"
#endif
#include <stdio.h>          /* for occasional printf()s */
#include <stdlib.h>         /* for abort(), malloc() etc */
#include <string.h>         /* for strlen(), memcpy(), memmove() */
#if HAVE_ALLOCA_H
#include <alloca.h>
#elif HAVE_MALLOC_H
#include <malloc.h>
#endif

#ifndef PRINT_UNPACK_ERRORS
#define PRINT_UNPACK_ERRORS 1
#endif

#include "protobuf-c.h"

#define MAX_UINT64_ENCODED_SIZE 10

/* convenience macros */
#define TMPALLOC(allocator, size) ((allocator)->tmp_alloc ((allocator)->allocator_data, (size)))
#define FREE(allocator, ptr) \
    do { if ((ptr) != NULL) ((allocator)->free ((allocator)->allocator_data, (ptr))); } while(0)
#define UNALIGNED_ALLOC(allocator, size) ALLOC (allocator, size) /* placeholder */
#define STRUCT_MEMBER_P(struct_p, struct_offset) \
    ((void *) ((uint8_t*) (struct_p) + (struct_offset)))
#define STRUCT_MEMBER(member_type, struct_p, struct_offset) \
    (*(member_type*) STRUCT_MEMBER_P ((struct_p), (struct_offset)))
#define STRUCT_MEMBER_PTR(member_type, struct_p, struct_offset) \
    ((member_type*) STRUCT_MEMBER_P ((struct_p), (struct_offset)))
#define TRUE 1
#define FALSE 0

static void
alloc_failed_warning (unsigned size, const char *filename, unsigned line)
{
    fprintf (stderr,
             "WARNING: out-of-memory allocating a block of size %u (%s:%u)\n",
             size, filename, line);
}

/* Try to allocate memory, running some special code if it fails. */
#define DO_ALLOC(dst, allocator, size, fail_code) \
{ size_t da_allocation_size = (size); \
  if (da_allocation_size == 0) \
    dst = NULL; \
  else if ((dst=((allocator)->alloc ((allocator)->allocator_data, \
                                     da_allocation_size))) == NULL) \
  { \
    alloc_failed_warning (da_allocation_size, __FILE__, __LINE__); \
    fail_code; \
  } \
}
#define DO_UNALIGNED_ALLOC DO_ALLOC /* placeholder */

#define ASSERT_IS_ENUM_DESCRIPTOR(desc) \
    assert((desc)->magic == PROTOBUF_C_ENUM_DESCRIPTOR_MAGIC)
#define ASSERT_IS_MESSAGE_DESCRIPTOR(desc) \
    assert((desc)->magic == PROTOBUF_C_MESSAGE_DESCRIPTOR_MAGIC)
#define ASSERT_IS_MESSAGE(message) \
    ASSERT_IS_MESSAGE_DESCRIPTOR((message)->descriptor)
#define ASSERT_IS_SERVICE_DESCRIPTOR(desc) \
    assert((desc)->magic == PROTOBUF_C_SERVICE_DESCRIPTOR_MAGIC)

/* --- allocator --- */

static void protobuf_c_out_of_memory_default (void)
{
    fprintf (stderr, "Out Of Memory!!!\n");
    abort ();
}

void (*protobuf_c_out_of_memory) (void) = protobuf_c_out_of_memory_default;

static void *system_alloc(void *allocator_data, size_t size)
{
    void *rv;
    (void) allocator_data;
    if (size == 0)
        return NULL;
    rv = malloc (size);
    if (rv == NULL)
        protobuf_c_out_of_memory ();
    return rv;
}

```

```

static void system_free (void *allocator_data, void *data)
{
    (void) allocator_data;
    if (data)
        free (data);
}

/* Some users may configure the default allocator;
   providing your own allocator to unpack() is preferred.
   this allocator is still used for packing nested messages. */
ProtobufCAllocator protobuf_c_default_allocator =
{
    system_alloc,
    system_free,
    NULL,
    8192,
    NULL
};

/* Users should NOT modify this structure,
   but it's difficult to prevent.

   please modify protobuf_c_default_allocator instead. */
ProtobufCAllocator protobuf_c_system_allocator =
{
    system_alloc,
    system_free,
    NULL,
    8192,
    NULL
};

/* === buffer-simple === */
void
protobuf_c_buffer_simple_append (ProtobufCBuffer *buffer,
                                size_t len,
                                const uint8_t *data)
{
    ProtobufCBufferSimple *simp = (ProtobufCBufferSimple *) buffer;
    size_t new_len = simp->len + len;
    if (new_len > simp->allocated)
    {
        size_t new_allocated = simp->allocated * 2;
        uint8_t *new_data;
        while (new_allocated < new_len)
            new_allocated += new_allocated;
        DO_ALLOC (new_data, &protobuf_c_default_allocator, new_allocated, return);
        memcpy (new_data, simp->data, simp->len);
        if (simp->must_free_data)
            FREE (&protobuf_c_default_allocator, simp->data);
        else
            simp->must_free_data = 1;
        simp->data = new_data;
        simp->allocated = new_allocated;
    }
    memcpy (simp->data + simp->len, data, len);
    simp->len = new_len;
}

/* === get_packed_size() === */

/* Return the number of bytes required to store the
   tag for the field (which includes 3 bits for
   the wire-type, and a single bit that denotes the end-of-tag. */
static inline size_t
get_tag_size (unsigned number)
{
    if (number < (1<<4))
        return 1;
    else if (number < (1<<11))
        return 2;
    else if (number < (1<<18))
        return 3;
    else if (number < (1<<25))
        return 4;
    else
        return 5;
}

/* Return the number of bytes required to store
   a variable-length unsigned integer that fits in 32-bit uint
   in base-128 encoding. */
static inline size_t
uint32_size (uint32_t v)
{
    if (v < (1<<7))
        return 1;
    else if (v < (1<<14))
        return 2;
    else if (v < (1<<21))
        return 3;
    else if (v < (1<<28))
        return 4;
    else
        return 5;
}

/* Return the number of bytes required to store

```

```

    a variable-length signed integer that fits in 32-bit int
    in base-128 encoding. */
static inline size_t
int32_size (int32_t v)
{
    if (v < 0)
        return 10;
    else if (v < (1<<7))
        return 1;
    else if (v < (1<<14))
        return 2;
    else if (v < (1<<21))
        return 3;
    else if (v < (1<<28))
        return 4;
    else
        return 5;
}
/* return the zigzag-encoded 32-bit unsigned int from a 32-bit signed int */
static inline uint32_t
zigzag32 (int32_t v)
{
    if (v < 0)
        return ((uint32_t)(-v)) * 2 - 1;
    else
        return v * 2;
}
/* Return the number of bytes required to store
   a variable-length signed integer that fits in 32-bit int,
   converted to unsigned via the zig-zag algorithm,
   then packed using base-128 encoding. */
static inline size_t
sint32_size (int32_t v)
{
    return uint32_size(zigzag32(v));
}
/* Return the number of bytes required to store
   a variable-length unsigned integer that fits in 64-bit uint
   in base-128 encoding. */
static inline size_t
uint64_size (uint64_t v)
{
    uint32_t upper_v = (uint32_t)(v>>32);
    if (upper_v == 0)
        return uint32_size((uint32_t)v);
    else if (upper_v < (1<<3))
        return 5;
    else if (upper_v < (1<<10))
        return 6;
    else if (upper_v < (1<<17))
        return 7;
    else if (upper_v < (1<<24))
        return 8;
    else if (upper_v < (1U<<31))
        return 9;
    else
        return 10;
}
/* return the zigzag-encoded 64-bit unsigned int from a 64-bit signed int */
static inline uint64_t
zigzag64 (int64_t v)
{
    if (v < 0)
        return ((uint64_t)(-v)) * 2 - 1;
    else
        return v * 2;
}
/* Return the number of bytes required to store
   a variable-length signed integer that fits in 64-bit int,
   converted to unsigned via the zig-zag algorithm,
   then packed using base-128 encoding. */
static inline size_t
sint64_size (int64_t v)
{
    return uint64_size(zigzag64(v));
}
/* Get serialized size of a single field in the message,
   including the space needed by the identifying tag. */
static size_t
required_field_get_packed_size (const ProtobufCFieldDescriptor *field,
                                const void *member)
{
    size_t rv = get_tag_size (field->id);
    switch (field->type)
    {
        case PROTOBUF_C_TYPE_SINT32:
            return rv + sint32_size (*(const int32_t *) member);
        case PROTOBUF_C_TYPE_INT32:
            return rv + int32_size (*(const uint32_t *) member);
        case PROTOBUF_C_TYPE_UINT32:
            return rv + uint32_size (*(const uint32_t *) member);
        case PROTOBUF_C_TYPE_SINT64:
            return rv + sint64_size (*(const int64_t *) member);
        case PROTOBUF_C_TYPE_INT64:

```

```

case PROTOBUF_C_TYPE_UINT64:
    return rv + uint64_size (*(const uint64_t *) member);
case PROTOBUF_C_TYPE_SFIXED32:
case PROTOBUF_C_TYPE_FIXED32:
    return rv + 4;
case PROTOBUF_C_TYPE_SFIXED64:
case PROTOBUF_C_TYPE_FIXED64:
    return rv + 8;
case PROTOBUF_C_TYPE_BOOL:
    return rv + 1;
case PROTOBUF_C_TYPE_FLOAT:
    return rv + 4;
case PROTOBUF_C_TYPE_DOUBLE:
    return rv + 8;
case PROTOBUF_C_TYPE_ENUM:
    // TODO: is this correct for negative-valued enums?
    return rv + uint32_size (*(const uint32_t *) member);
case PROTOBUF_C_TYPE_STRING:
    {
        const char *str = *(char * const *) member;
        size_t len = str ? strlen (str) : 0;
        return rv + uint32_size (len) + len;
    }
case PROTOBUF_C_TYPE_BYTES:
    {
        size_t len = ((const ProtobufCBinaryData*) member)->len;
        return rv + uint32_size (len) + len;
    }
//case PROTOBUF_C_TYPE_GROUP:
case PROTOBUF_C_TYPE_MESSAGE:
    {
        const ProtobufCMessage *msg = * (ProtobufCMessage * const *) member;
        size_t subrv = msg ? protobuf_c_message_get_packed_size (msg) : 0;
        return rv + uint32_size (subrv) + subrv;
    }
}
PROTOBUF_C_ASSERT_NOT_REACHED ();
return 0;
}

/* Get serialized size of a single optional field in the message,
including the space needed by the identifying tag.
Returns 0 if the optional field isn't set. */
static size_t
optional_field_get_packed_size (const ProtobufCFieldDescriptor *field,
                                const protobuf_c_boolean *has,
                                const void *member)
{
    if (field->type == PROTOBUF_C_TYPE_MESSAGE
        || field->type == PROTOBUF_C_TYPE_STRING)
    {
        const void *ptr = * (const void * const *) member;
        if (ptr == NULL
            || ptr == field->default_value)
            return 0;
    }
    else
    {
        if (!*has)
            return 0;
    }
    return required_field_get_packed_size (field, member);
}

/* Get serialized size of a repeated field in the message,
which may consist of any number of values (including 0).
Includes the space needed by the identifying tags (as needed). */
static size_t
repeated_field_get_packed_size (const ProtobufCFieldDescriptor *field,
                                size_t count,
                                const void *member)
{
    size_t header_size;
    size_t rv = 0;
    unsigned i;
    void *array = * (void * const *) member;
    if (count == 0)
        return 0;
    header_size = get_tag_size (field->id);
    if (!field->packed)
        header_size *= count;
    switch (field->type)
    {
        case PROTOBUF_C_TYPE_SINT32:
            for (i = 0; i < count; i++)
                rv += sint32_size (((int32_t*)array)[i]);
            break;
        case PROTOBUF_C_TYPE_INT32:
            for (i = 0; i < count; i++)
                rv += int32_size (((uint32_t*)array)[i]);
            break;
        case PROTOBUF_C_TYPE_UINT32:
        case PROTOBUF_C_TYPE_ENUM:
            for (i = 0; i < count; i++)
                rv += uint32_size (((uint32_t*)array)[i]);
            break;
        case PROTOBUF_C_TYPE_SINT64:
            for (i = 0; i < count; i++)

```

```

    rv += sint64_size (((int64_t*)array)[i]);
    break;
case PROTOBUF_C_TYPE_INT64:
case PROTOBUF_C_TYPE_UINT64:
    for (i = 0; i < count; i++)
        rv += uint64_size (((uint64_t*)array)[i]);
    break;
case PROTOBUF_C_TYPE_SFIXED32:
case PROTOBUF_C_TYPE_FIXED32:
case PROTOBUF_C_TYPE_FLOAT:
    rv += 4 * count;
    break;
case PROTOBUF_C_TYPE_SFIXED64:
case PROTOBUF_C_TYPE_FIXED64:
case PROTOBUF_C_TYPE_DOUBLE:
    rv += 8 * count;
    break;
case PROTOBUF_C_TYPE_BOOL:
    rv += count;
    break;
case PROTOBUF_C_TYPE_STRING:
    for (i = 0; i < count; i++)
    {
        size_t len = strlen ((char**) array)[i];
        rv += uint32_size (len) + len;
    }
    break;

case PROTOBUF_C_TYPE_BYTES:
    for (i = 0; i < count; i++)
    {
        size_t len = ((ProtobufCBinaryData*) array)[i].len;
        rv += uint32_size (len) + len;
    }
    break;
case PROTOBUF_C_TYPE_MESSAGE:
    for (i = 0; i < count; i++)
    {
        size_t len = protobuf_c_message_get_packed_size (((ProtobufCMessage **) array)[i]);
        rv += uint32_size (len) + len;
    }
    break;
//case PROTOBUF_C_TYPE_GROUP:          // NOT SUPPORTED
}
if (field->packed)
    header_size += uint32_size (rv);
return header_size + rv;
}

/* Get the packed size of a unknown field (meaning one that
is passed through mostly uninterpreted... this is done
for forward compatilbity with the addition of new fields). */
static inline size_t
unknown_field_get_packed_size (const ProtobufCMessageUnknownField *field)
{
    return get_tag_size (field->tag) + field->len;
}

/* Get the number of bytes that the message will occupy once serialized. */
size_t
protobuf_c_message_get_packed_size(const ProtobufCMessage *message)
{
    unsigned i;
    size_t rv = 0;
    ASSERT_IS_MESSAGE (message);
    for (i = 0; i < message->descriptor->n_fields; i++)
    {
        const ProtobufCFieldDescriptor *field = message->descriptor->fields + i;
        const void *member = ((const char *) message) + field->offset;
        const void *qmember = ((const char *) message) + field->quantifier_offset;

        if (field->label == PROTOBUF_C_LABEL_REQUIRED)
            rv += required_field_get_packed_size (field, member);
        else if (field->label == PROTOBUF_C_LABEL_OPTIONAL)
            rv += optional_field_get_packed_size (field, qmember, member);
        else
            rv += repeated_field_get_packed_size (field, * (const size_t *) qmember, member);
    }
    for (i = 0; i < message->n_unknown_fields; i++)
        rv += unknown_field_get_packed_size (&message->unknown_fields[i]);
    return rv;
}

/* === pack() === */
/* Pack an unsigned 32-bit integer in base-128 encoding, and return the number of bytes needed:
this will be 5 or less. */
static inline size_t
uint32_pack (uint32_t value, uint8_t *out)
{
    unsigned rv = 0;
    if (value >= 0x80)
    {
        out[rv++] = value | 0x80;
        value >>= 7;
        if (value >= 0x80)
        {
            out[rv++] = value | 0x80;
            value >>= 7;
            if (value >= 0x80)

```

```

        {
            out[rv++] = value | 0x80;
            value >>= 7;
            if (value >= 0x80)
            {
                out[rv++] = value | 0x80;
                value >>= 7;
            }
        }
    }
}
/* assert: value<128 */
out[rv++] = value;
return rv;
}

/* Pack a 32-bit signed integer, returning the number of bytes needed.
Negative numbers are packed as twos-complement 64-bit integers. */
static inline size_t
int32_pack (int32_t value, uint8_t *out)
{
    if (value < 0)
    {
        out[0] = value | 0x80;
        out[1] = (value>>7) | 0x80;
        out[2] = (value>>14) | 0x80;
        out[3] = (value>>21) | 0x80;
        out[4] = (value>>28) | 0x80;
        out[5] = out[6] = out[7] = out[8] = 0xff;
        out[9] = 0x01;
        return 10;
    }
    else
        return uint32_pack (value, out);
}

/* Pack a 32-bit integer in zigzag encoding. */
static inline size_t
sint32_pack (int32_t value, uint8_t *out)
{
    return uint32_pack (zigzag32 (value), out);
}

/* Pack a 64-bit unsigned integer that fits in a 64-bit uint,
using base-128 encoding. */
static size_t
uint64_pack (uint64_t value, uint8_t *out)
{
    uint32_t hi = (uint32_t)(value>>32);
    uint32_t lo = (uint32_t)value;
    unsigned rv;
    if (hi == 0)
        return uint32_pack ((uint32_t)lo, out);
    out[0] = (lo) | 0x80;
    out[1] = (lo>>7) | 0x80;
    out[2] = (lo>>14) | 0x80;
    out[3] = (lo>>21) | 0x80;
    if (hi < 8)
    {
        out[4] = (hi<<4) | (lo>>28);
        return 5;
    }
    else
    {
        out[4] = ((hi&7)<<4) | (lo>>28) | 0x80;
        hi >>= 3;
    }
    rv = 5;
    while (hi >= 128)
    {
        out[rv++] = hi | 0x80;
        hi >>= 7;
    }
    out[rv++] = hi;
    return rv;
}

/* Pack a 64-bit signed integer in zigzag encoding,
return the size of the packed output.
(Max returned value is 10) */
static inline size_t
sint64_pack (int64_t value, uint8_t *out)
{
    return uint64_pack (zigzag64 (value), out);
}

/* Pack a 32-bit value, little-endian.
Used for fixed32, sfixed32, float) */
static inline size_t
fixed32_pack (uint32_t value, void *out)
{
#ifdef IS_LITTLE_ENDIAN
    memcpy (out, &value, 4);
#else
    uint8_t *buf = out;
    buf[0] = value;
    buf[1] = value>>8;
    buf[2] = value>>16;
#endif
}

```

```

    buf[3] = value>>24;
#endif
    return 4;
}

/* Pack a 64-bit fixed-length value.
   (Used for fixed64, sfixed64, double) */
/* XXX: the big-endian impl is really only good for 32-bit machines,
   a 64-bit version would be appreciated, plus a way
   to decide to use 64-bit math where convenient. */
static inline size_t
fixed64_pack (uint64_t value, void *out)
{
#ifdef IS_LITTLE_ENDIAN
    memcpy (out, &value, 8);
#else
    fixed32_pack (value, out);
    fixed32_pack (value>>32, out+4);
#endif
    return 8;
}

/* Pack a boolean as 0 or 1, even though the protobuf_c_boolean
   can really assume any integer value. */
/* XXX: perhaps on some platforms "*out = !!value" would be
   a better impl, b/c that is idiotmatic c++ in some stl impls. */
static inline size_t
boolean_pack (protobuf_c_boolean value, uint8_t *out)
{
    *out = value ? 1 : 0;
    return 1;
}

/* Pack a length-prefixed string.
   The input string is NUL-terminated.

   The NULL pointer is treated as an empty string.
   This isn't really necessary, but it allows people
   to leave required strings blank.
   (See Issue 13 in the bug tracker for a
   little more explanation).
*/
static inline size_t
string_pack (const char * str, uint8_t *out)
{
    if (str == NULL)
    {
        out[0] = 0;
        return 1;
    }
    else
    {
        size_t len = strlen (str);
        size_t rv = uint32_pack (len, out);
        memcpy (out + rv, str, len);
        return rv + len;
    }
}

static inline size_t
binary_data_pack (const ProtobufCBinaryData *bd, uint8_t *out)
{
    size_t len = bd->len;
    size_t rv = uint32_pack (len, out);
    memcpy (out + rv, bd->data, len);
    return rv + len;
}

static inline size_t
prefixed_message_pack (const ProtobufCMessage *message, uint8_t *out)
{
    if (message == NULL)
    {
        out[0] = 0;
        return 1;
    }
    else
    {
        size_t rv = protobuf_c_message_pack (message, out + 1);
        uint32_t rv_packed_size = uint32_size (rv);
        if (rv_packed_size != 1)
            memmove (out + rv_packed_size, out + 1, rv);
        return uint32_pack (rv, out) + rv;
    }
}

/* wire-type will be added in required_field_pack() */
/* XXX: just call uint64_pack on 64-bit platforms. */
static size_t
tag_pack (uint32_t id, uint8_t *out)
{
    if (id < (1<<(32-3)))
        return uint32_pack (id<<3, out);
    else
        return uint64_pack (((uint64_t)id) << 3, out);
}

```

```

static size_t
required_field_pack (const ProtobufCFieldDescriptor *field,
                    const void *member,
                    uint8_t *out)
{
    size_t rv = tag_pack (field->id, out);
    switch (field->type)
    {
        case PROTOBUF_C_TYPE_SINT32:
            out[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            return rv + sint32_pack (*(const int32_t *) member, out + rv);
        case PROTOBUF_C_TYPE_INT32:
            out[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            return rv + int32_pack (*(const uint32_t *) member, out + rv);
        case PROTOBUF_C_TYPE_UINT32:
            out[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            return rv + uint32_pack (*(const uint32_t *) member, out + rv);
        case PROTOBUF_C_TYPE_ENUM:
            out[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            return rv + sint32_pack (*(const int32_t *) member, out + rv);
        case PROTOBUF_C_TYPE_SINT64:
            out[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            return rv + sint64_pack (*(const int64_t *) member, out + rv);
        case PROTOBUF_C_TYPE_INT64:
            out[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            return rv + uint64_pack (*(const uint64_t *) member, out + rv);
        case PROTOBUF_C_TYPE_UINT64:
            out[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            return rv + uint64_pack (*(const uint64_t *) member, out + rv);
        case PROTOBUF_C_TYPE_FIXED32:
            out[0] |= PROTOBUF_C_WIRE_TYPE_FIXED32BIT;
            return rv + fixed32_pack (*(const uint32_t *) member, out + rv);
        case PROTOBUF_C_TYPE_FIXED64:
            out[0] |= PROTOBUF_C_WIRE_TYPE_FIXED64BIT;
            return rv + fixed64_pack (*(const uint64_t *) member, out + rv);
        case PROTOBUF_C_TYPE_FLOAT:
            out[0] |= PROTOBUF_C_WIRE_TYPE_32BIT;
            return rv + fixed32_pack (*(const uint32_t *) member, out + rv);
        case PROTOBUF_C_TYPE_FIXED32:
            out[0] |= PROTOBUF_C_WIRE_TYPE_FIXED32BIT;
            return rv + fixed32_pack (*(const uint32_t *) member, out + rv);
        case PROTOBUF_C_TYPE_DOUBLE:
            out[0] |= PROTOBUF_C_WIRE_TYPE_64BIT;
            return rv + fixed64_pack (*(const uint64_t *) member, out + rv);
        case PROTOBUF_C_TYPE_BOOL:
            out[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            return rv + boolean_pack (*(const protobuf_c_boolean *) member, out + rv);
        case PROTOBUF_C_TYPE_STRING:
            {
                out[0] |= PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED;
                return rv + string_pack (*(char * const *) member, out + rv);
            }

        case PROTOBUF_C_TYPE_BYTES:
            {
                const ProtobufCBinaryData * bd = ((const ProtobufCBinaryData*) member);
                out[0] |= PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED;
                return rv + binary_data_pack (bd, out + rv);
            }

        //case PROTOBUF_C_TYPE_GROUP:          // NOT SUPPORTED
        case PROTOBUF_C_TYPE_MESSAGE:
            {
                out[0] |= PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED;
                return rv + prefixed_message_pack (*(ProtobufCMessage * const *) member,
                                                  out + rv);
            }
    }
    PROTOBUF_C_ASSERT_NOT_REACHED ();
    return 0;
}

static size_t
optional_field_pack (const ProtobufCFieldDescriptor *field,
                    const protobuf_c_boolean *has,
                    const void *member,
                    uint8_t *out)
{
    if (field->type == PROTOBUF_C_TYPE_MESSAGE
        || field->type == PROTOBUF_C_TYPE_STRING)
    {
        const void *ptr = * (const void * const *) member;
        if (ptr == NULL
            || ptr == field->default_value)
            return 0;
    }
    else
    {
        if (!*has)
            return 0;
    }
    return required_field_pack (field, member, out);
}

/* TODO: implement as a table lookup */
static inline size_t
sizeof_elt_in_repeated_array (ProtobufCType type)
{
    switch (type)
    {
        case PROTOBUF_C_TYPE_SINT32:
        case PROTOBUF_C_TYPE_INT32:
        case PROTOBUF_C_TYPE_UINT32:
        case PROTOBUF_C_TYPE_FIXED32:
        case PROTOBUF_C_TYPE_FIXED64:
        case PROTOBUF_C_TYPE_FLOAT:
        case PROTOBUF_C_TYPE_ENUM:
            return 4;
        case PROTOBUF_C_TYPE_SINT64:

```



```

case PROTOBUF_C_TYPE_INT32:
{
    const int32_t *arr = (const int32_t *) array;
    for (i = 0; i < count; i++)
        payload_at += int32_pack (arr[i], payload_at);
}
break;

case PROTOBUF_C_TYPE_SINT32:
{
    const int32_t *arr = (const int32_t *) array;
    for (i = 0; i < count; i++)
        payload_at += sint32_pack (arr[i], payload_at);
}
break;

case PROTOBUF_C_TYPE_SINT64:
{
    const int64_t *arr = (const int64_t *) array;
    for (i = 0; i < count; i++)
        payload_at += sint64_pack (arr[i], payload_at);
}
break;
case PROTOBUF_C_TYPE_ENUM:
case PROTOBUF_C_TYPE_UINT32:
{
    const uint32_t *arr = (const uint32_t *) array;
    for (i = 0; i < count; i++)
        payload_at += uint32_pack (arr[i], payload_at);
}
break;
case PROTOBUF_C_TYPE_INT64:
case PROTOBUF_C_TYPE_UINT64:
{
    const uint64_t *arr = (const uint64_t *) array;
    for (i = 0; i < count; i++)
        payload_at += uint64_pack (arr[i], payload_at);
}
break;
case PROTOBUF_C_TYPE_BOOL:
{
    const protobuf_c_boolean *arr = (const protobuf_c_boolean *) array;
    for (i = 0; i < count; i++)
        payload_at += boolean_pack (arr[i], payload_at);
}
break;

default:
    assert (0);
}
payload_len = payload_at - (out + header_len);
actual_length_size = uint32_size (payload_len);
if (length_size_min != actual_length_size)
{
    assert (actual_length_size == length_size_min + 1);
    memmove (out + header_len + 1, out + header_len, payload_len);
    header_len++;
}
uint32_pack (payload_len, out + len_start);
return header_len + payload_len;
}
else
{
    /* CONSIDER: optimize this case a bit (by putting the loop inside the switch) */
    size_t rv = 0;
    unsigned siz = sizeof_elt_in_repeated_array (field->type);
    for (i = 0; i < count; i++)
    {
        rv += required_field_pack (field, array, out + rv);
        array += siz;
    }
    return rv;
}
}

static size_t
unknown_field_pack (const ProtobufCMessageUnknownField *field,
                    uint8_t *out)
{
    size_t rv = tag_pack (field->tag, out);
    out[0] |= field->wire_type;
    memcpy (out + rv, field->data, field->len);
    return rv + field->len;
}

size_t
protobuf_c_message_pack (const ProtobufCMessage *message,
                        uint8_t *out)
{
    unsigned i;
    size_t rv = 0;
    ASSERT_IS_MESSAGE (message);
    for (i = 0; i < message->descriptor->n_fields; i++)
    {
        const ProtobufCFieldDescriptor *field = message->descriptor->fields + i;
        const void *member = ((const char *) message) + field->offset;

        /* it doesn't hurt to compute qmember (a pointer to the quantifier

```

```

    field of the structure), but the pointer is only valid if
    the field is one of:
    - a repeated field
    - an optional field that isn't a pointer type
      (meaning: not a message or a string) */
    const void *qmember = ((const char *) message) + field->quantifier_offset;

    if (field->label == PROTOBUF_C_LABEL_REQUIRED)
        rv += required_field_pack (field, member, out + rv);
    else if (field->label == PROTOBUF_C_LABEL_OPTIONAL)
        /* note that qmember is bogus for strings and messages,
         but it isn't used */
        rv += optional_field_pack (field, qmember, member, out + rv);
    else
        rv += repeated_field_pack (field, * (const size_t *) qmember, member, out + rv);
}
for (i = 0; i < message->n_unknown_fields; i++)
    rv += unknown_field_pack (&message->unknown_fields[i], out + rv);
return rv;
}

/* === pack_to_buffer() === */
static size_t
required_field_pack_to_buffer (const ProtobufCFieldDescriptor *field,
                              const void *member,
                              ProtobufCBuffer *buffer)
{
    size_t rv;
    uint8_t scratch[MAX_UINT64_ENCODED_SIZE * 2];
    rv = tag_pack (field->id, scratch);
    switch (field->type)
    {
        case PROTOBUF_C_TYPE_SINT32:
            scratch[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            rv += sint32_pack (*(const int32_t *) member, scratch + rv);
            buffer->append (buffer, rv, scratch);
            break;
        case PROTOBUF_C_TYPE_INT32:
            scratch[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            rv += int32_pack (*(const uint32_t *) member, scratch + rv);
            buffer->append (buffer, rv, scratch);
            break;
        case PROTOBUF_C_TYPE_UINT32:
        case PROTOBUF_C_TYPE_ENUM:
            scratch[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            rv += uint32_pack (*(const uint32_t *) member, scratch + rv);
            buffer->append (buffer, rv, scratch);
            break;
        case PROTOBUF_C_TYPE_SINT64:
            scratch[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            rv += sint64_pack (*(const int64_t *) member, scratch + rv);
            buffer->append (buffer, rv, scratch);
            break;
        case PROTOBUF_C_TYPE_INT64:
        case PROTOBUF_C_TYPE_UINT64:
            scratch[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            rv += uint64_pack (*(const uint64_t *) member, scratch + rv);
            buffer->append (buffer, rv, scratch);
            break;
        case PROTOBUF_C_TYPE_SFIXED32:
        case PROTOBUF_C_TYPE_FIXED32:
        case PROTOBUF_C_TYPE_FLOAT:
            scratch[0] |= PROTOBUF_C_WIRE_TYPE_32BIT;
            rv += fixed32_pack (*(const uint32_t *) member, scratch + rv);
            buffer->append (buffer, rv, scratch);
            break;
        case PROTOBUF_C_TYPE_SFIXED64:
        case PROTOBUF_C_TYPE_FIXED64:
        case PROTOBUF_C_TYPE_DOUBLE:
            scratch[0] |= PROTOBUF_C_WIRE_TYPE_64BIT;
            rv += fixed64_pack (*(const uint64_t *) member, scratch + rv);
            buffer->append (buffer, rv, scratch);
            break;
        case PROTOBUF_C_TYPE_BOOL:
            scratch[0] |= PROTOBUF_C_WIRE_TYPE_VARINT;
            rv += boolean_pack (*(const protobuf_c_boolean *) member, scratch + rv);
            buffer->append (buffer, rv, scratch);
            break;
        case PROTOBUF_C_TYPE_STRING:
            {
                const char *str = *(char * const *) member;
                size_t sublen = str ? strlen (str) : 0;
                scratch[0] |= PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED;
                rv += uint32_pack (sublen, scratch + rv);
                buffer->append (buffer, rv, scratch);
                buffer->append (buffer, sublen, (const uint8_t *) str);
                rv += sublen;
                break;
            }
        case PROTOBUF_C_TYPE_BYTES:
            {
                const ProtobufCBinaryData *bd = ((const ProtobufCBinaryData*) member);
                size_t sublen = bd->len;
                scratch[0] |= PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED;
                rv += uint32_pack (sublen, scratch + rv);
                buffer->append (buffer, rv, scratch);
                buffer->append (buffer, sublen, bd->data);
            }
    }
}

```

```

    rv += sublen;
    break;
}
//PROTOBUF_C_TYPE_GROUP,          // NOT SUPPORTED
case PROTOBUF_C_TYPE_MESSAGE:
{
    uint8_t simple_buffer_scratch[256];
    size_t sublen;
    ProtobufCBufferSimple simple_buffer
        = PROTOBUF_C_BUFFER_SIMPLE_INIT (simple_buffer_scratch);
    const ProtobufCMessage *msg = *(ProtobufCMessage * const *) member;
    scratch[0] |= PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED;
    if (msg == NULL)
        sublen = 0;
    else
        sublen = protobuf_c_message_pack_to_buffer (msg, &simple_buffer.base);
    rv += uint32_pack (sublen, scratch + rv);
    buffer->append (buffer, rv, scratch);
    buffer->append (buffer, sublen, simple_buffer.data);
    rv += sublen;
    PROTOBUF_C_BUFFER_SIMPLE_CLEAR (&simple_buffer);
    break;
}
default:
    PROTOBUF_C_ASSERT_NOT_REACHED ();
}
}
return rv;
}
static size_t
optional_field_pack_to_buffer (const ProtobufCFieldDescriptor *field,
                              const protobuf_c_boolean *has,
                              const void *member,
                              ProtobufCBuffer *buffer)
{
    if (field->type == PROTOBUF_C_TYPE_MESSAGE
        || field->type == PROTOBUF_C_TYPE_STRING)
    {
        const void *ptr = * (const void * const *) member;
        if (ptr == NULL
            || ptr == field->default_value)
            return 0;
    }
    else
    {
        if (!*has)
            return 0;
    }
    return required_field_pack_to_buffer (field, member, buffer);
}

static size_t
get_packed_payload_length (const ProtobufCFieldDescriptor *field,
                          unsigned count,
                          const void *array)
{
    unsigned rv = 0;
    unsigned i;
    switch (field->type)
    {
        case PROTOBUF_C_TYPE_SFIXED32:
        case PROTOBUF_C_TYPE_FIXED32:
        case PROTOBUF_C_TYPE_FLOAT:
            return count * 4;

        case PROTOBUF_C_TYPE_SFIXED64:
        case PROTOBUF_C_TYPE_FIXED64:
        case PROTOBUF_C_TYPE_DOUBLE:
            return count * 8;

        case PROTOBUF_C_TYPE_INT32:
            {
                const int32_t *arr = (const int32_t *) array;
                for (i = 0; i < count; i++)
                    rv += int32_size (arr[i]);
            }
            break;

        case PROTOBUF_C_TYPE_SINT32:
            {
                const int32_t *arr = (const int32_t *) array;
                for (i = 0; i < count; i++)
                    rv += sint32_size (arr[i]);
            }
            break;

        case PROTOBUF_C_TYPE_ENUM:
        case PROTOBUF_C_TYPE_UINT32:
            {
                const uint32_t *arr = (const uint32_t *) array;
                for (i = 0; i < count; i++)
                    rv += uint32_size (arr[i]);
            }
            break;

        case PROTOBUF_C_TYPE_SINT64:
            {
                const int64_t *arr = (const int64_t *) array;
                for (i = 0; i < count; i++)
                    rv += sint64_size (arr[i]);
            }
    }
}

```

```

    }
    break;
case PROTOBUF_C_TYPE_INT64:
case PROTOBUF_C_TYPE_UINT64:
    {
        const uint64_t *arr = (const uint64_t *) array;
        for (i = 0; i < count; i++)
            rv += uint64_size (arr[i]);
    }
    break;
case PROTOBUF_C_TYPE_BOOL:
    return count;
default:
    assert (0);
}
return rv;
}
static size_t
pack_buffer_packed_payload (const ProtobufCFieldDescriptor *field,
                            unsigned count,
                            const void *array,
                            ProtobufCBuffer *buffer)
{
    uint8_t scratch[16];
    size_t rv = 0;
    unsigned i;
    switch (field->type)
    {
        case PROTOBUF_C_TYPE_FIXED32:
        case PROTOBUF_C_TYPE_FIXED32:
        case PROTOBUF_C_TYPE_FLOAT:
#ifdef IS_LITTLE_ENDIAN
            rv = count * 4;
            goto no_packing_needed;
#else
            for (i = 0; i < count; i++)
            {
                unsigned len = fixed32_pack (((uint32_t*)array)[i], scratch);
                buffer->append (buffer, len, scratch);
                rv += len;
            }
#endif
            break;
        case PROTOBUF_C_TYPE_FIXED64:
        case PROTOBUF_C_TYPE_FIXED64:
        case PROTOBUF_C_TYPE_DOUBLE:
#ifdef IS_LITTLE_ENDIAN
            rv = count * 8;
            goto no_packing_needed;
#else
            for (i = 0; i < count; i++)
            {
                unsigned len = fixed64_pack (((uint64_t*)array)[i], scratch);
                buffer->append (buffer, len, scratch);
                rv += len;
            }
            break;
#endif
        case PROTOBUF_C_TYPE_INT32:
            for (i = 0; i < count; i++)
            {
                unsigned len = int32_pack (((int32_t*)array)[i], scratch);
                buffer->append (buffer, len, scratch);
                rv += len;
            }
            break;
        case PROTOBUF_C_TYPE_SINT32:
            for (i = 0; i < count; i++)
            {
                unsigned len = sint32_pack (((int32_t*)array)[i], scratch);
                buffer->append (buffer, len, scratch);
                rv += len;
            }
            break;
        case PROTOBUF_C_TYPE_ENUM:
        case PROTOBUF_C_TYPE_UINT32:
            for (i = 0; i < count; i++)
            {
                unsigned len = uint32_pack (((uint32_t*)array)[i], scratch);
                buffer->append (buffer, len, scratch);
                rv += len;
            }
            break;
        case PROTOBUF_C_TYPE_SINT64:
            for (i = 0; i < count; i++)
            {
                unsigned len = sint64_pack (((int64_t*)array)[i], scratch);
                buffer->append (buffer, len, scratch);
                rv += len;
            }
            break;
        case PROTOBUF_C_TYPE_INT64:
        case PROTOBUF_C_TYPE_UINT64:
            for (i = 0; i < count; i++)
            {
                unsigned len = uint64_pack (((uint64_t*)array)[i], scratch);

```

```

        buffer->append (buffer, len, scratch);
        rv += len;
    }
    break;
case PROTOBUF_C_TYPE_BOOL:
    for (i = 0; i < count; i++)
    {
        unsigned len = boolean_pack (((protobuf_c_boolean*)array)[i], scratch);
        buffer->append (buffer, len, scratch);
        rv += len;
    }
    return count;
default:
    assert(0);
}
return rv;

no_packing_needed:
    buffer->append (buffer, rv, array);
    return rv;
}

static size_t
repeated_field_pack_to_buffer (const ProtobufCFieldDescriptor *field,
                               unsigned count,
                               const void *member,
                               ProtobufCBuffer *buffer)
{
    char *array = * (char * const *) member;
    if (count == 0)
        return 0;
    if (field->packed)
    {
        uint8_t scratch[MAX_UINT64_ENCODED_SIZE * 2];
        size_t rv = tag_pack (field->id, scratch);
        size_t payload_len = get_packed_payload_length (field, count, array);
        size_t tmp;
        scratch[0] |= PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED;
        rv += uint32_pack (payload_len, scratch + rv);
        buffer->append (buffer, rv, scratch);
        tmp = pack_buffer_packed_payload (field, count, array, buffer);
        assert (tmp == payload_len);
        return rv + payload_len;
    }
    else
    {
        size_t siz;
        unsigned i;
        /* CONSIDER: optimize this case a bit (by putting the loop inside the switch) */
        unsigned rv = 0;
        siz = sizeof_elt_in_repeated_array (field->type);
        for (i = 0; i < count; i++)
        {
            rv += required_field_pack_to_buffer (field, array, buffer);
            array += siz;
        }
        return rv;
    }
}

static size_t
unknown_field_pack_to_buffer (const ProtobufCMessageUnknownField *field,
                              ProtobufCBuffer *buffer)
{
    uint8_t header[MAX_UINT64_ENCODED_SIZE];
    size_t rv = tag_pack (field->tag, header);
    header[0] |= field->wire_type;
    buffer->append (buffer, rv, header);
    buffer->append (buffer, field->len, field->data);
    return rv + field->len;
}

size_t
protobuf_c_message_pack_to_buffer (const ProtobufCMessage *message,
                                   ProtobufCBuffer *buffer)
{
    unsigned i;
    size_t rv = 0;
    ASSERT_IS_MESSAGE (message);
    for (i = 0; i < message->descriptor->n_fields; i++)
    {
        const ProtobufCFieldDescriptor *field = message->descriptor->fields + i;
        const void *member = ((const char *) message) + field->offset;
        const void *qmember = ((const char *) message) + field->quantifier_offset;

        if (field->label == PROTOBUF_C_LABEL_REQUIRED)
            rv += required_field_pack_to_buffer (field, member, buffer);
        else if (field->label == PROTOBUF_C_LABEL_OPTIONAL)
            rv += optional_field_pack_to_buffer (field, qmember, member, buffer);
        else
            rv += repeated_field_pack_to_buffer (field, * (const size_t *) qmember, member, buffer);
    }
    for (i = 0; i < message->n_unknown_fields; i++)
        rv += unknown_field_pack_to_buffer (&message->unknown_fields[i], buffer);

    return rv;
}

```

```

/* === unpacking === */
#if PRINT_UNPACK_ERRORS
# define UNPACK_ERROR(args) do { printf args;printf("\n"); }while(0)
#else
# define UNPACK_ERROR(args) do { } while (0)
#endif

static inline int
int_range_lookup (unsigned n_ranges,
                 const ProtobufCIntRange *ranges,
                 int value)
{
    unsigned start, n;
    if (n_ranges == 0)
        return -1;
    start = 0;
    n = n_ranges;
    while (n > 1)
    {
        unsigned mid = start + n / 2;
        if (value < ranges[mid].start_value)
        {
            n = mid - start;
        }
        else if (value >= ranges[mid].start_value + (int)(ranges[mid+1].orig_index-ranges[mid].orig_index))
        {
            unsigned new_start = mid + 1;
            n = start + n - new_start;
            start = new_start;
        }
        else
            return (value - ranges[mid].start_value) + ranges[mid].orig_index;
    }
    if (n > 0)
    {
        unsigned start_orig_index = ranges[start].orig_index;
        unsigned range_size = ranges[start+1].orig_index - start_orig_index;

        if (ranges[start].start_value <= value
            && value < (int)(ranges[start].start_value + range_size))
            return (value - ranges[start].start_value) + start_orig_index;
    }
    return -1;
}

static size_t
parse_tag_and_wiretype (size_t len,
                       const uint8_t *data,
                       uint32_t *tag_out,
                       ProtobufCWireType *wiretype_out)
{
    unsigned max_rv = len > 5 ? 5 : len;
    uint32_t tag = (data[0]&0x7f) >> 3;
    unsigned shift = 4;
    unsigned rv;
    *wiretype_out = data[0] & 7;
    if ((data[0] & 0x80) == 0)
    {
        *tag_out = tag;
        return 1;
    }
    for (rv = 1; rv < max_rv; rv++)
        if (data[rv] & 0x80)
        {
            tag |= (data[rv] & 0x7f) << shift;
            shift += 7;
        }
    else
    {
        tag |= data[rv] << shift;
        *tag_out = tag;
        return rv + 1;
    }
    return 0;          /* error: bad header */
}

/* sizeof(ScannedMember) must be <= (1<<BOUND_SIZEOF_SCANNED_MEMBER_LOG2) */
#define BOUND_SIZEOF_SCANNED_MEMBER_LOG2 5
typedef struct _ScannedMember ScannedMember;
struct _ScannedMember
{
    uint32_t tag;
    uint8_t wire_type;
    uint8_t length_prefix_len;
    const ProtobufCFieldDescriptor *field;
    size_t len;
    const uint8_t *data;
};

static inline uint32_t
scan_length_prefix_data (size_t len, const uint8_t *data, size_t *prefix_len_out)
{
    unsigned hdr_max = len < 5 ? len : 5;
    unsigned hdr_len;
    uint32_t val = 0;
    unsigned i;
    unsigned shift = 0;
    for (i = 0; i < hdr_max; i++)

```

```

    {
        val |= (data[i] & 0x7f) << shift;
        shift += 7;
        if ((data[i] & 0x80) == 0)
            break;
    }
    if (i == hdr_max)
    {
        UNPACK_ERROR ("error parsing length for length-prefixed data");
        return 0;
    }
    hdr_len = i + 1;
    *prefix_len_out = hdr_len;
    if (hdr_len + val > len)
    {
        UNPACK_ERROR (("data too short after length-prefix of %u",
            val));
        return 0;
    }
    return hdr_len + val;
}

static size_t
max_b128_numbers (size_t len, const uint8_t *data)
{
    size_t rv = 0;
    while (len--)
        if ((*data++ & 0x80) == 0)
            ++rv;
    return rv;
}

/* Given a raw slab of packed-repeated values,
determine the number of elements.
This function detects certain kinds of errors
but not others; the remaining error checking is done by
parse_packed_repeated_member() */
static protobuf_c_boolean
count_packed_elements (ProtobufCType type,
    size_t len,
    const uint8_t *data,
    size_t *count_out)
{
    switch (type)
    {
        {
            case PROTOBUF_C_TYPE_SFIXED32:
            case PROTOBUF_C_TYPE_FIXED32:
            case PROTOBUF_C_TYPE_FLOAT:
                if (len % 4 != 0)
                {
                    UNPACK_ERROR ("length must be a multiple of 4 for fixed-length 32-bit types");
                    return FALSE;
                }
                *count_out = len / 4;
                return TRUE;

            case PROTOBUF_C_TYPE_SFIXED64:
            case PROTOBUF_C_TYPE_FIXED64:
            case PROTOBUF_C_TYPE_DOUBLE:
                if (len % 8 != 0)
                {
                    UNPACK_ERROR ("length must be a multiple of 8 for fixed-length 64-bit types");
                    return FALSE;
                }
                *count_out = len / 8;
                return TRUE;

            case PROTOBUF_C_TYPE_INT32:
            case PROTOBUF_C_TYPE_SINT32:
            case PROTOBUF_C_TYPE_ENUM:
            case PROTOBUF_C_TYPE_UINT32:
            case PROTOBUF_C_TYPE_INT64:
            case PROTOBUF_C_TYPE_SINT64:
            case PROTOBUF_C_TYPE_UINT64:
                *count_out = max_b128_numbers (len, data);
                return TRUE;
            case PROTOBUF_C_TYPE_BOOL:
                *count_out = len;
                return TRUE;

            case PROTOBUF_C_TYPE_STRING:
            case PROTOBUF_C_TYPE_BYTES:
            case PROTOBUF_C_TYPE_MESSAGE:
            default:
                UNPACK_ERROR ("bad protobuf-c type %u for packed-repeated", type);
                return FALSE;
        }
    }
}

static inline uint32_t
parse_uint32 (unsigned len, const uint8_t *data)
{
    unsigned rv = data[0] & 0x7f;
    if (len > 1)
    {
        rv |= ((data[1] & 0x7f) << 7);
        if (len > 2)

```

```

    {
        rv |= ((data[2] & 0x7f) << 14);
        if (len > 3)
        {
            rv |= ((data[3] & 0x7f) << 21);
            if (len > 4)
                rv |= (data[4] << 28);
        }
    }
}
return rv;
}
static inline uint32_t
parse_int32 (unsigned len, const uint8_t *data)
{
    return parse_uint32 (len, data);
}
static inline int32_t
unzigzag32 (uint32_t v)
{
    if (v&1)
        return -(v>>1) - 1;
    else
        return v>>1;
}
static inline uint32_t
parse_fixed_uint32 (const uint8_t *data)
{
#ifdef IS_LITTLE_ENDIAN
    uint32_t t;
    memcpy (&t, data, 4);
    return t;
#else
    return data[0] | (data[1] << 8) | (data[2] << 16) | (data[3] << 24);
#endif
}
static uint64_t
parse_uint64 (unsigned len, const uint8_t *data)
{
    unsigned shift, i;
    uint64_t rv;
    if (len < 5)
        return parse_uint32 (len, data);
    rv = ((data[0] & 0x7f)
        | ((data[1] & 0x7f)<<7)
        | ((data[2] & 0x7f)<<14)
        | ((data[3] & 0x7f)<<21);
    shift = 28;
    for (i = 4; i < len; i++)
    {
        rv |= (((uint64_t)(data[i]&0x7f)) << shift);
        shift += 7;
    }
    return rv;
}
static inline int64_t
unzigzag64 (uint64_t v)
{
    if (v&1)
        return -(v>>1) - 1;
    else
        return v>>1;
}
static inline uint64_t
parse_fixed_uint64 (const uint8_t *data)
{
#ifdef IS_LITTLE_ENDIAN
    uint64_t t;
    memcpy (&t, data, 8);
    return t;
#else
    return (uint64_t)parse_fixed_uint32 (data)
        | (((uint64_t)parse_fixed_uint32(data+4)) << 32);
#endif
}
static protobuf_c_boolean
parse_boolean (unsigned len, const uint8_t *data)
{
    unsigned i;
    for (i = 0; i < len; i++)
        if (data[i] & 0x7f)
            return 1;
    return 0;
}
static protobuf_c_boolean
parse_required_member (ScannedMember *scanned_member,
                       void *member,
                       ProtobufAllocator *allocator,
                       protobuf_c_boolean maybe_clear)
{
    unsigned len = scanned_member->len;
    const uint8_t *data = scanned_member->data;
    ProtobufWireType wire_type = scanned_member->wire_type;
    switch (scanned_member->field->type)
    {
        case PROTOBUF_C_TYPE_INT32:
            if (wire_type != PROTOBUF_C_WIRE_TYPE_VARINT)
                return 0;

```

```

*(uint32_t*)member = parse_int32 (len, data);
return 1;
case PROTOBUF_C_TYPE_UINT32:
if (wire_type != PROTOBUF_C_WIRE_TYPE_VARINT)
return 0;
*(uint32_t*)member = parse_uint32 (len, data);
return 1;
case PROTOBUF_C_TYPE_SINT32:
if (wire_type != PROTOBUF_C_WIRE_TYPE_VARINT)
return 0;
*(int32_t*)member = unzigzag32 (parse_uint32 (len, data));
return 1;
case PROTOBUF_C_TYPE_SFIXED32:
case PROTOBUF_C_TYPE_FIXED32:
case PROTOBUF_C_TYPE_FLOAT:
if (wire_type != PROTOBUF_C_WIRE_TYPE_32BIT)
return 0;
*(uint32_t*)member = parse_fixed_uint32 (data);
return 1;

case PROTOBUF_C_TYPE_INT64:
case PROTOBUF_C_TYPE_UINT64:
if (wire_type != PROTOBUF_C_WIRE_TYPE_VARINT)
return 0;
*(uint64_t*)member = parse_uint64 (len, data);
return 1;
case PROTOBUF_C_TYPE_SINT64:
if (wire_type != PROTOBUF_C_WIRE_TYPE_VARINT)
return 0;
*(int64_t*)member = unzigzag64 (parse_uint64 (len, data));
return 1;
case PROTOBUF_C_TYPE_SFIXED64:
case PROTOBUF_C_TYPE_FIXED64:
case PROTOBUF_C_TYPE_DOUBLE:
if (wire_type != PROTOBUF_C_WIRE_TYPE_64BIT)
return 0;
*(uint64_t*)member = parse_fixed_uint64 (data);
return 1;

case PROTOBUF_C_TYPE_BOOL:
*(protobuf_c_boolean*)member = parse_boolean (len, data);
return 1;

case PROTOBUF_C_TYPE_ENUM:
if (wire_type != PROTOBUF_C_WIRE_TYPE_VARINT)
return 0;
*(uint32_t*)member = parse_uint32 (len, data);
return 1;

case PROTOBUF_C_TYPE_STRING:
if (wire_type != PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED)
return 0;
{
char **pstr = member;
unsigned pref_len = scanned_member->length_prefix_len;
if (maybe_clear && *pstr != NULL)
{
const char *def = scanned_member->field->default_value;
if (*pstr != NULL && *pstr != def)
FREE (allocator, *pstr);
}
DO_ALLOC (*pstr, allocator, len - pref_len + 1, return 0);
memcpy (*pstr, data + pref_len, len - pref_len);
(*pstr)[len-pref_len] = 0;
return 1;
}
case PROTOBUF_C_TYPE_BYTES:
if (wire_type != PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED)
return 0;
{
ProtobufCBinaryData *bd = member;
const ProtobufCBinaryData *def_bd;
unsigned pref_len = scanned_member->length_prefix_len;
def_bd = scanned_member->field->default_value;
if (maybe_clear
&& bd->data != NULL
&& (def_bd == NULL || bd->data != def_bd->data))
FREE (allocator, bd->data);
DO_ALLOC (bd->data, allocator, len - pref_len, return 0);
memcpy (bd->data, data + pref_len, len - pref_len);
bd->len = len - pref_len;
return 1;
}
//case PROTOBUF_C_TYPE_GROUP, // NOT SUPPORTED
case PROTOBUF_C_TYPE_MESSAGE:
if (wire_type != PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED)
return 0;
{
ProtobufCMessage **pmessage = member;
ProtobufCMessage *subm;
const ProtobufCMessage *def_mess;
unsigned pref_len = scanned_member->length_prefix_len;
def_mess = scanned_member->field->default_value;
if (maybe_clear && *pmessage != NULL && *pmessage != def_mess)
protobuf_c_message_free_unpacked (*pmessage, allocator);
subm = protobuf_c_message_unpack (scanned_member->field->descriptor,
allocator,
len - pref_len, data + pref_len);

```

```

        *pmessage = subm;          /* since we freed the message we must clear the field, even if NULL */
        if (subm == NULL)
            return 0;
        return 1;
    }
}
return 0;
}

static protobuf_c_boolean
parse_optional_member (ScannedMember *scanned_member,
                      void *member,
                      ProtobufCMessage *message,
                      ProtobufCAllocator *allocator)
{
    if (!parse_required_member (scanned_member, member, allocator, TRUE))
        return 0;
    if (scanned_member->field->quantifier_offset != 0)
        STRUCT_MEMBER (protobuf_c_boolean,
                      message,
                      scanned_member->field->quantifier_offset) = 1;

    return 1;
}

static protobuf_c_boolean
parse_repeated_member (ScannedMember *scanned_member,
                      void *member,
                      ProtobufCMessage *message,
                      ProtobufCAllocator *allocator)
{
    const ProtobufCFieldDescriptor *field = scanned_member->field;
    size_t *p_n = STRUCT_MEMBER_PTR(size_t, message, field->quantifier_offset);
    size_t siz = sizeof_elt_in_repeated_array (field->type);
    char *array = *(char**)member;
    if (!parse_required_member (scanned_member,
                              array + siz * (*p_n),
                              allocator,
                              FALSE))
        return 0;
    *p_n += 1;
    return 1;
}

static unsigned scan_varint (unsigned len, const uint8_t *data)
{
    unsigned i;
    if (len > 10)
        len = 10;
    for (i = 0; i < len; i++)
        if ((data[i] & 0x80) == 0)
            break;
    if (i == len)
        return 0;
    return i + 1;
}

static protobuf_c_boolean
parse_packed_repeated_member (ScannedMember *scanned_member,
                              void *member,
                              ProtobufCMessage *message)
{
    const ProtobufCFieldDescriptor *field = scanned_member->field;
    size_t *p_n = STRUCT_MEMBER_PTR(size_t, message, field->quantifier_offset);
    size_t siz = sizeof_elt_in_repeated_array (field->type);
    char *array = *(char**)member + siz * (*p_n);
    const uint8_t *at = scanned_member->data + scanned_member->length_prefix_len;
    size_t rem = scanned_member->len - scanned_member->length_prefix_len;
    size_t count = 0;
    unsigned i;
    switch (field->type)
    {
        case PROTOBUF_C_TYPE_SFIXED32:
        case PROTOBUF_C_TYPE_FIXED32:
        case PROTOBUF_C_TYPE_FLOAT:
            count = (scanned_member->len - scanned_member->length_prefix_len) / 4;
#ifdef IS_LITTLE_ENDIAN
            goto no_unpacking_needed;
#else
            for (i = 0; i < count; i++)
            {
                ((uint32_t*)array)[i] = parse_fixed_uint32 (at);
                at += 4;
            }
#endif
            break;
        case PROTOBUF_C_TYPE_SFIXED64:
        case PROTOBUF_C_TYPE_FIXED64:
        case PROTOBUF_C_TYPE_DOUBLE:
            count = (scanned_member->len - scanned_member->length_prefix_len) / 8;
#ifdef IS_LITTLE_ENDIAN
            goto no_unpacking_needed;
#else
            for (i = 0; i < count; i++)
            {
                ((uint64_t*)array)[i] = parse_fixed_uint64 (at);
                at += 8;
            }
            break;
    }
}

```

```

#endif
case PROTOBUF_C_TYPE_INT32:
  while (rem > 0)
  {
    unsigned s = scan_varint (rem, at);
    if (s == 0)
    {
      UNPACK_ERROR (("bad packed-repeated int32 value"));
      return FALSE;
    }
    ((int32_t*)array)[count++] = parse_int32 (s, at);
    at += s;
    rem -= s;
  }
  break;

case PROTOBUF_C_TYPE_SINT32:
  while (rem > 0)
  {
    unsigned s = scan_varint (rem, at);
    if (s == 0)
    {
      UNPACK_ERROR (("bad packed-repeated sint32 value"));
      return FALSE;
    }
    ((int32_t*)array)[count++] = unzigzag32 (parse_uint32 (s, at));
    at += s;
    rem -= s;
  }
  break;
case PROTOBUF_C_TYPE_ENUM:
case PROTOBUF_C_TYPE_UINT32:
  while (rem > 0)
  {
    unsigned s = scan_varint (rem, at);
    if (s == 0)
    {
      UNPACK_ERROR (("bad packed-repeated enum or uint32 value"));
      return FALSE;
    }
    ((uint32_t*)array)[count++] = parse_uint32 (s, at);
    at += s;
    rem -= s;
  }
  break;

case PROTOBUF_C_TYPE_SINT64:
  while (rem > 0)
  {
    unsigned s = scan_varint (rem, at);
    if (s == 0)
    {
      UNPACK_ERROR (("bad packed-repeated sint64 value"));
      return FALSE;
    }
    ((int64_t*)array)[count++] = unzigzag64 (parse_uint64 (s, at));
    at += s;
    rem -= s;
  }
  break;
case PROTOBUF_C_TYPE_INT64:
case PROTOBUF_C_TYPE_UINT64:
  while (rem > 0)
  {
    unsigned s = scan_varint (rem, at);
    if (s == 0)
    {
      UNPACK_ERROR (("bad packed-repeated int64/uint64 value"));
      return FALSE;
    }
    ((int64_t*)array)[count++] = parse_uint64 (s, at);
    at += s;
    rem -= s;
  }
  break;
case PROTOBUF_C_TYPE_BOOL:
  count = rem;
  for (i = 0; i < count; i++)
  {
    if (at[i] > 1)
    {
      UNPACK_ERROR (("bad packed-repeated boolean value"));
      return FALSE;
    }
    ((protobuf_c_boolean*)array)[i] = at[i];
  }
  break;
default:
  assert(0);
}
*p_n += count;
return TRUE;

no_unpacking_needed:
memcpy (array, at, count * siz);
*p_n += count;
return TRUE;
}

```

```

static protobuf_c_boolean
parse_member (ScannedMember *scanned_member,
              ProtobufCMessage *message,
              ProtobufCAllocator *allocator)
{
    const ProtobufCFieldDescriptor *field = scanned_member->field;
    void *member;
    if (field == NULL)
    {
        ProtobufCMessageUnknownField *ufield = message->unknown_fields + (message->n_unknown_fields++);
        ufield->tag = scanned_member->tag;
        ufield->wire_type = scanned_member->wire_type;
        ufield->len = scanned_member->len;
        DO_UNALIGNED_ALLOC (ufield->data, allocator, scanned_member->len, return 0);
        memcpy (ufield->data, scanned_member->data, ufield->len);
        return 1;
    }
    member = (char*)message + field->offset;
    switch (field->label)
    {
        case PROTOBUF_C_LABEL_REQUIRED:
            return parse_required_member (scanned_member, member, allocator, TRUE);
        case PROTOBUF_C_LABEL_OPTIONAL:
            return parse_optional_member (scanned_member, member, message, allocator);
        case PROTOBUF_C_LABEL_REPEATED:
            if (field->packed
                && scanned_member->wire_type == PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED)
                return parse_packed_repeated_member (scanned_member, member, message);
            else
                return parse_repeated_member (scanned_member, member, message, allocator);
    }
    PROTOBUF_C_ASSERT_NOT_REACHED ();
    return 0;
}

```

/\* TODO: expose/use this function if desc->message\_init==NULL  
(which occurs for old code, and may be useful for certain  
programmatic techniques for generating descriptors). \*/

```

void
protobuf_c_message_init_generic (const ProtobufCMessageDescriptor *desc,
                                ProtobufCMessage *message)
{
    unsigned i;
    memset (message, 0, desc->sizeof_message);
    message->descriptor = desc;
    for (i = 0; i < desc->n_fields; i++)
        if (desc->fields[i].default_value != NULL
            && desc->fields[i].label != PROTOBUF_C_LABEL_REPEATED)
        {
            void *field = STRUCT_MEMBER_P (message, desc->fields[i].offset);
            const void *dv = desc->fields[i].default_value;
            switch (desc->fields[i].type)
            {
                case PROTOBUF_C_TYPE_INT32:
                case PROTOBUF_C_TYPE_SINT32:
                case PROTOBUF_C_TYPE_FIXED32:
                case PROTOBUF_C_TYPE_UINT32:
                case PROTOBUF_C_TYPE_FIXED32:
                case PROTOBUF_C_TYPE_FLOAT:
                case PROTOBUF_C_TYPE_ENUM:
                    memcpy (field, dv, 4);
                    break;

                case PROTOBUF_C_TYPE_INT64:
                case PROTOBUF_C_TYPE_SINT64:
                case PROTOBUF_C_TYPE_FIXED64:
                case PROTOBUF_C_TYPE_UINT64:
                case PROTOBUF_C_TYPE_FIXED64:
                case PROTOBUF_C_TYPE_DOUBLE:
                    memcpy (field, dv, 8);
                    break;

                case PROTOBUF_C_TYPE_BOOL:
                    memcpy (field, dv, sizeof (protobuf_c_boolean));
                    break;

                case PROTOBUF_C_TYPE_BYTES:
                    memcpy (field, dv, sizeof (ProtobufCBinaryData));
                    break;

                case PROTOBUF_C_TYPE_STRING:
                case PROTOBUF_C_TYPE_MESSAGE:
                    /* the next line essentially implements a cast from const,
                       which is totally unavoidable. */
                    *(const void**)field = dv;
                    break;
            }
        }
}

```

/\* ScannedMember slabs (an unpacking implementation detail).  
Before doing real unpacking, we first scan through the  
elements to see how many there are (for repeated fields),  
and which field to use (for non-repeated fields given twice).

\* In order to avoid allocations for small messages,

```

we keep a stack-allocated slab of ScannedMembers of
size FIRST_SCANNED_MEMBER_SLAB_SIZE (16).
After we fill that up, we allocate each slab twice
as large as the previous one. */
#define FIRST_SCANNED_MEMBER_SLAB_SIZE_LOG2          4

/* The number of slabs, including the stack-allocated ones;
choose the number so that we would overflow if we needed
a slab larger than provided. */
#define MAX_SCANNED_MEMBER_SLAB                    \
    (sizeof(void*)*8 - 1                          \
     - BOUND_SIZEOF_SCANNED_MEMBER_LOG2          \
     - FIRST_SCANNED_MEMBER_SLAB_SIZE_LOG2)

ProtobufCMessage *
protobuf_c_message_unpack (const ProtobufCMessageDescriptor *desc,
                          ProtobufCAllocator *allocator,
                          size_t len,
                          const uint8_t *data)
{
    ProtobufCMessage *rv;
    size_t rem = len;
    const uint8_t *at = data;
    const ProtobufCFieldDescriptor *last_field = desc->fields + 0;
    ScannedMember first_member_slab[1<<FIRST_SCANNED_MEMBER_SLAB_SIZE_LOG2];

    /* scanned_member_slabs[i] is an array of arrays of ScannedMember.
The first slab (scanned_member_slabs[0] is just a pointer to
first_member_slab), above. All subsequent slabs will be allocated
using the allocator. */
    ScannedMember *scanned_member_slabs[MAX_SCANNED_MEMBER_SLAB+1];
    unsigned which_slab = 0; /* the slab we are currently populating */
    unsigned in_slab_index = 0; /* number of members in the slab */
    size_t n_unknown = 0;
    unsigned f;
    unsigned i_slab;
    unsigned last_field_index = 0;
    unsigned long *required_fields_bitmap;
    unsigned required_fields_bitmap_len;
    static const unsigned word_bits = sizeof(long) * 8;

    ASSERT_IS_MESSAGE_DESCRIPTOR (desc);

    if (allocator == NULL)
        allocator = &protobuf_c_default_allocator;

    required_fields_bitmap_len = (desc->n_fields + word_bits - 1) / word_bits;
    required_fields_bitmap = alloca(required_fields_bitmap_len * sizeof(long));
    memset(required_fields_bitmap, 0, required_fields_bitmap_len * sizeof(long));

    DO_ALLOC (rv, allocator, desc->sizeof_message, return NULL);
    scanned_member_slabs[0] = first_member_slab;

    /* Generated code always defines "message_init".
However, we provide a fallback for (1) users of old protobuf-c
generated-code that do not provide the function,
and (2) descriptors constructed from some other source
(most likely, direct construction from the .proto file) */
    if (desc->message_init != NULL)
        protobuf_c_message_init (desc, rv);
    else
        protobuf_c_message_init_generic (desc, rv);

    while (rem > 0)
    {
        uint32_t tag;
        ProtobufCWireType wire_type;
        size_t used = parse_tag_and_wiretype (rem, at, &tag, &wire_type);
        const ProtobufCFieldDescriptor *field;
        ScannedMember tmp;
        if (used == 0)
            {
                UNPACK_ERROR (("error parsing tag/wiretype at offset %u",
                                (unsigned)(at-data)));
                goto error_cleanup_during_scan;
            }
        /* XXX: consider optimizing for field[1].id == tag, if field[1] exists! */
        if (last_field == NULL || last_field->id != tag)
            {
                /* lookup field */
                int field_index = int_range_lookup (desc->n_field_ranges,
                                                    desc->field_ranges,
                                                    tag);

                if (field_index < 0)
                    {
                        field = NULL;
                        n_unknown++;
                    }
                else
                    {
                        field = desc->fields + field_index;
                        last_field = field;
                        last_field_index = field_index;
                    }
            }
        else
            field = last_field;
    }
}

```

```

if (field != NULL && field->label == PROTOBUF_C_LABEL_REQUIRED)
    required_fields_bitmap[last_field_index / word_bits] |= (1UL << (last_field_index % word_bits));

at += used;
rem -= used;
tmp.tag = tag;
tmp.wire_type = wire_type;
tmp.field = field;
tmp.data = at;
switch (wire_type)
{
case PROTOBUF_C_WIRE_TYPE_VARINT:
{
    unsigned max_len = rem < 10 ? rem : 10;
    unsigned i;
    for (i = 0; i < max_len; i++)
        if ((at[i] & 0x80) == 0)
            break;
    if (i == max_len)
    {
        UNPACK_ERROR (("unterminated varint at offset %u",
            (unsigned)(at-data)));
        goto error_cleanup_during_scan;
    }
    tmp.len = i + 1;
}
break;
case PROTOBUF_C_WIRE_TYPE_64BIT:
    if (rem < 8)
    {
        UNPACK_ERROR (("too short after 64bit wiretype at offset %u",
            (unsigned)(at-data)));
        goto error_cleanup_during_scan;
    }
    tmp.len = 8;
    break;
case PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED:
{
    size_t pref_len;
    tmp.len = scan_length_prefixed_data (rem, at, &pref_len);
    if (tmp.len == 0)
    {
        /* NOTE: scan_length_prefixed_data calls UNPACK_ERROR */
        goto error_cleanup_during_scan;
    }
    tmp.length_prefix_len = pref_len;
    break;
}
case PROTOBUF_C_WIRE_TYPE_32BIT:
    if (rem < 4)
    {
        UNPACK_ERROR (("too short after 32bit wiretype at offset %u",
            (unsigned)(at-data)));
        goto error_cleanup_during_scan;
    }
    tmp.len = 4;
    break;
default:
    UNPACK_ERROR (("unsupported tag %u at offset %u",
        wire_type, (unsigned)(at-data)));
    goto error_cleanup_during_scan;
}
if (in_slab_index == (1UL << (which_slab + FIRST_SCANNED_MEMBER_SLAB_SIZE_LOG2)))
{
    size_t size;
    in_slab_index = 0;
    if (which_slab == MAX_SCANNED_MEMBER_SLAB)
    {
        UNPACK_ERROR (("too many fields"));
        goto error_cleanup_during_scan;
    }
    which_slab++;
    size = sizeof(ScannedMember) << (which_slab + FIRST_SCANNED_MEMBER_SLAB_SIZE_LOG2);
    /* TODO: consider using alloca() ! */
    if (allocator->tmp_alloc != NULL)
        scanned_member_slabs[which_slab] = TMPALLOC(allocator, size);
    else
        DO_ALLOC (scanned_member_slabs[which_slab], allocator, size, goto error_cleanup_during_scan);
}
scanned_member_slabs[which_slab][in_slab_index++] = tmp;

if (field != NULL && field->label == PROTOBUF_C_LABEL_REPEATED)
{
    size_t *n = STRUCT_MEMBER_PTR (size_t, rv, field->quantifier_offset);
    if (field->packed
        && wire_type == PROTOBUF_C_WIRE_TYPE_LENGTH_PREFIXED)
    {
        size_t count;
        if (!count_packed_elements (field->type,
            tmp.len - tmp.length_prefix_len,
            tmp.data + tmp.length_prefix_len,
            &count))
        {
            UNPACK_ERROR (("counting packed elements"));
            goto error_cleanup_during_scan;
        }
        *n += count;
    }
}

```

```

        else
            *n += 1;
    }

    at += tmp.len;
    rem -= tmp.len;
}

/* allocate space for repeated fields, also check that all required fields have been set */
for (f = 0; f < desc->n_fields; f++)
{
    const ProtobufCFieldDescriptor *field = desc->fields + f;
    if (field->label == PROTOBUF_C_LABEL_REPEATED)
    {
        size_t siz = sizeof_elt_in_repeated_array (field->type);
        size_t *n_ptr = STRUCT_MEMBER_PTR (size_t, rv, field->quantifier_offset);
        if (*n_ptr != 0)
        {
            unsigned n = *n_ptr;
            *n_ptr = 0;
            assert(rv->descriptor != NULL);
#define CLEAR_REMAINING_N_PTRS() \
                for(f++;f < desc->n_fields; f++) \
                { \
                    field = desc->fields + f; \
                    if (field->label == PROTOBUF_C_LABEL_REPEATED) \
                        STRUCT_MEMBER (size_t, rv, field->quantifier_offset) = 0; \
                } \
                DO_ALLOC (STRUCT_MEMBER (void *, rv, field->offset), \
                    allocator, siz * n, \
                    CLEAR_REMAINING_N_PTRS (); goto error_cleanup);
#undef CLEAR_REMAINING_N_PTRS
        }
    }
    else if (field->label == PROTOBUF_C_LABEL_REQUIRED)
    {
        if (field->default_value == NULL && 0 == (required_fields_bitmap[f / word_bits] & (1UL << (f % word_bits))))
        {
            UNPACK_ERROR (("message '%s': missing required field '%s'", desc->name, field->name));
            goto error_cleanup;
        }
    }
}

/* allocate space for unknown fields */
if (n_unknown)
{
    DO_ALLOC (rv->unknown_fields,
        allocator, n_unknown * sizeof (ProtobufCMessageUnknownField),
        goto error_cleanup);
}

/* do real parsing */
for (i_slab = 0; i_slab <= which_slab; i_slab++)
{
    unsigned max = (i_slab == which_slab) ? in_slab_index : (1U<<(i_slab+4));
    ScannedMember *slab = scanned_member_slabs[i_slab];
    unsigned j;
    for (j = 0; j < max; j++)
    {
        if (!parse_member (slab + j, rv, allocator)
            {
                UNPACK_ERROR (("error parsing member %s of %s",
                    slab->field ? slab->field->name : "*unknown-field*", desc->name));
                goto error_cleanup;
            }
    }
}

/* cleanup */
if (allocator->tmp_alloc == NULL)
{
    unsigned j;
    for (j = 1; j <= which_slab; j++)
        FREE (allocator, scanned_member_slabs[j]);
}

return rv;

error_cleanup:
protobuf_c_message_free_unpacked (rv, allocator);
if (allocator->tmp_alloc == NULL)
{
    unsigned j;
    for (j = 1; j <= which_slab; j++)
        FREE (allocator, scanned_member_slabs[j]);
}
return NULL;

error_cleanup_during_scan:
FREE (allocator, rv);
if (allocator->tmp_alloc == NULL)
{
    unsigned j;
    for (j = 1; j <= which_slab; j++)
        FREE (allocator, scanned_member_slabs[j]);
}
return NULL;

```

```

}

/* === free_unpacked === */
void
protobuf_c_message_free_unpacked (ProtobufCMessage *message,
                                  ProtobufCAllocator *allocator)
{
    const ProtobufCMessageDescriptor *desc = message->descriptor;
    unsigned f;
    ASSERT_IS_MESSAGE (message);
    if (allocator == NULL)
        allocator = &protobuf_c_default_allocator;
    message->descriptor = NULL;
    for (f = 0; f < desc->n_fields; f++)
    {
        if (desc->fields[f].label == PROTOBUF_C_LABEL_REPEATED)
        {
            size_t n = STRUCT_MEMBER (size_t, message, desc->fields[f].quantifier_offset);
            void * arr = STRUCT_MEMBER (void *, message, desc->fields[f].offset);
            if (desc->fields[f].type == PROTOBUF_C_TYPE_STRING)
            {
                unsigned i;
                for (i = 0; i < n; i++)
                    FREE (allocator, ((char**)arr)[i]);
            }
            else if (desc->fields[f].type == PROTOBUF_C_TYPE_BYTES)
            {
                unsigned i;
                for (i = 0; i < n; i++)
                    FREE (allocator, ((ProtobufCBinaryData*)arr)[i].data);
            }
            else if (desc->fields[f].type == PROTOBUF_C_TYPE_MESSAGE)
            {
                unsigned i;
                for (i = 0; i < n; i++)
                    protobuf_c_message_free_unpacked (((ProtobufCMessage**)arr)[i], allocator);
            }
            if (arr != NULL)
                FREE (allocator, arr);
        }
        else if (desc->fields[f].type == PROTOBUF_C_TYPE_STRING)
        {
            char *str = STRUCT_MEMBER (char *, message, desc->fields[f].offset);
            if (str && str != desc->fields[f].default_value)
                FREE (allocator, str);
        }
        else if (desc->fields[f].type == PROTOBUF_C_TYPE_BYTES)
        {
            void *data = STRUCT_MEMBER (ProtobufCBinaryData, message, desc->fields[f].offset).data;
            const ProtobufCBinaryData *default_bd;
            default_bd = desc->fields[f].default_value;
            if (data != NULL
                && (default_bd == NULL || default_bd->data != data))
                FREE (allocator, data);
        }
        else if (desc->fields[f].type == PROTOBUF_C_TYPE_MESSAGE)
        {
            ProtobufCMessage *sm;
            sm = STRUCT_MEMBER (ProtobufCMessage *, message, desc->fields[f].offset);
            if (sm && sm != desc->fields[f].default_value)
                protobuf_c_message_free_unpacked (sm, allocator);
        }
    }

    for (f = 0; f < message->n_unknown_fields; f++)
        FREE (allocator, message->unknown_fields[f].data);
    FREE (allocator, message->unknown_fields);

    FREE (allocator, message);
}

void
protobuf_c_message_init (const ProtobufCMessageDescriptor *descriptor,
                        void *message)
{
    descriptor->message_init((ProtobufCMessage*) (message));
}

/* === services === */
typedef void (*GenericHandler)(void *service,
                               const ProtobufCMessage *input,
                               ProtobufCClosure closure,
                               void *closure_data);

void
protobuf_c_service_invoke_internal(ProtobufCService *service,
                                  unsigned method_index,
                                  const ProtobufCMessage *input,
                                  ProtobufCClosure closure,
                                  void *closure_data)
{
    GenericHandler *handlers;
    GenericHandler handler;

    /* Verify that method_index is within range.
     * If this fails, you are likely invoking a newly added
     * method on an old service. (Although other memory corruption
     * bugs can cause this assertion too) */

```

```

PROTOBUF_C_ASSERT (method_index < service->descriptor->n_methods);

/* Get the array of virtual methods (which are enumerated by
the generated code) */
handlers = (GenericHandler *) (service + 1);

/* get our method and invoke it */
/* TODO: seems like handler==NULL is a situation that
needs handling */
handler = handlers[method_index];
(*handler) (service, input, closure, closure_data);
}

void
protobuf_c_service_generated_init (ProtobufCService *service,
const ProtobufCServiceDescriptor *descriptor,
ProtobufCServiceDestroy destroy)
{
ASSERT_IS_SERVICE_DESCRIPTOR(descriptor);
service->descriptor = descriptor;
service->destroy = destroy;
service->invoke = protobuf_c_service_invoke_internal;
memset (service + 1, 0, descriptor->n_methods * sizeof (GenericHandler));
}

void protobuf_c_service_destroy (ProtobufCService *service)
{
service->destroy (service);
}

/* --- querying the descriptors --- */
const ProtobufCEnumValue *
protobuf_c_enum_descriptor_get_value_by_name
(const ProtobufCEnumDescriptor *desc,
const char *name)
{
unsigned start = 0, count = desc->n_value_names;
while (count > 1)
{
unsigned mid = start + count / 2;
int rv = strcmp (desc->values_by_name[mid].name, name);
if (rv == 0)
return desc->values + desc->values_by_name[mid].index;
else if (rv < 0)
{
count = start + count - (mid + 1);
start = mid + 1;
}
else
count = mid - start;
}
if (count == 0)
return NULL;
if (strcmp (desc->values_by_name[start].name, name) == 0)
return desc->values + desc->values_by_name[start].index;
return NULL;
}

const ProtobufCEnumValue *
protobuf_c_enum_descriptor_get_value
(const ProtobufCEnumDescriptor *desc,
int value)
{
int rv = int_range_lookup (desc->n_value_ranges, desc->value_ranges, value);
if (rv < 0)
return NULL;
return desc->values + rv;
}

const ProtobufCFieldDescriptor *
protobuf_c_message_descriptor_get_field_by_name
(const ProtobufCMessageDescriptor *desc,
const char *name)
{
unsigned start = 0, count = desc->n_fields;
const ProtobufCFieldDescriptor *field;
while (count > 1)
{
unsigned mid = start + count / 2;
int rv;
field = desc->fields + desc->fields_sorted_by_name[mid];
rv = strcmp (field->name, name);
if (rv == 0)
return field;
else if (rv < 0)
{
count = start + count - (mid + 1);
start = mid + 1;
}
else
count = mid - start;
}
if (count == 0)
return NULL;
field = desc->fields + desc->fields_sorted_by_name[start];
if (strcmp (field->name, name) == 0)
return field;
return NULL;
}

```

```

const ProtobufCFieldDescriptor *
protobuf_c_message_descriptor_get_field
    (const ProtobufCMessageDescriptor *desc,
     unsigned                          value)
{
    int rv = int_range_lookup (desc->n_field_ranges,
                              desc->field_ranges,
                              value);

    if (rv < 0)
        return NULL;
    return desc->fields + rv;
}

const ProtobufCMethodDescriptor *
protobuf_c_service_descriptor_get_method_by_name
    (const ProtobufCServiceDescriptor *desc,
     const char                       *name)
{
    unsigned start = 0, count = desc->n_methods;
    while (count > 1)
        {
            unsigned mid = start + count / 2;
            unsigned mid_index = desc->method_indices_by_name[mid];
            const char *mid_name = desc->methods[mid_index].name;
            int rv = strcmp (mid_name, name);
            if (rv == 0)
                return desc->methods + desc->method_indices_by_name[mid];
            if (rv < 0)
                {
                    count = start + count - (mid + 1);
                    start = mid + 1;
                }
            else
                {
                    count = mid - start;
                }
        }
    if (count == 0)
        return NULL;
    if (strcmp (desc->methods[desc->method_indices_by_name[start]].name, name) == 0)
        return desc->methods + desc->method_indices_by_name[start];
    return NULL;
}

```

---



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---

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# along with this program; if not, write to the Free Software
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# Boston, MA 02111-1307, USA. */
#
# Copyright 2001, Russell Nelson <opkg.py@russnelson.com>
# Added reading in of packages.
# Added missing package information fields.
# Changed render_control() to __repr__().
#
# Current Issues:
# The API doesn't validate package information fields. It should be
# throwing exceptions in the right places.
# Executions of tar could silently fail.
# Executions of tar *do* fail, and loudly, because you have to specify a full filename,
# and tar complains if any files are missing, and the opkg spec doesn't require
# people to say "./control.tar.gz" or "./control" when they package files.
# It would be much better to require ./control or disallow ./control (either)
# rather than letting people pick. Some freedoms aren't worth their cost.

import tempfile
import os
import sys
import glob
import hashlib
import re
import subprocess
from stat import ST_SIZE
import arfile
import tarfile
import textwrap

class Version:
    """A class for holding parsed package version information."""
    def __init__(self, epoch, version):
        self.epoch = epoch
        self.version = version

    def _versioncompare(self, selfversion, refversion):
        if not selfversion: selfversion = ""
        if not refversion: refversion = ""
        while 1:
            ## first look for non-numeric version component
            selfm = re.match('([0-9]*)(.*)', selfversion)
            #print(('selfm', selfm.groups()))
            (selfalpha, selfversion) = selfm.groups()
            refm = re.match('([0-9]*)(.*)', refversion)
            #print(('refm', refm.groups()))
            (refalpha, refversion) = refm.groups()
            if (selfalpha > refalpha):
                return 1
            elif (selfalpha < refalpha):
                return -1
            ## now look for numeric version component
            (selfnum, selfversion) = re.match('([0-9]*)(.*)', selfversion).groups()
            (refnum, refversion) = re.match('([0-9]*)(.*)', refversion).groups()
            #print(('selfnum', selfnum, selfversion))
            #print(('refnum', refnum, refversion))
            if (selfnum != ''):
```

```

        selfnum = int(selfnum)
    else:
        selfnum = -1
    if (refnum != ''):
        refnum = int(refnum)
    else:
        refnum = -1
    if (selfnum > refnum):
        return 1
    elif (selfnum < refnum):
        return -1
    if selfversion == '' and refversion == '':
        return 0

def compare(self, ref):
    if (self.epoch > ref.epoch):
        return 1
    elif (self.epoch < ref.epoch):
        return -1
    else:
        self_ver_comps = re.match(r"(.+?)(-r.+)?$", self.version)
        ref_ver_comps = re.match(r"(.+?)(-r.+)?$", ref.version)
        #print((self_ver_comps.group(1), self_ver_comps.group(2)))
        #print((ref_ver_comps.group(1), ref_ver_comps.group(2)))
        r = self._versioncompare(self_ver_comps.group(1), ref_ver_comps.group(1))
        if r == 0:
            r = self._versioncompare(self_ver_comps.group(2), ref_ver_comps.group(2))
        #print("compare: %s vs %s = %d" % (self, ref, r))
        return r

def __str__(self):
    return str(self.epoch) + ":" + self.version

def parse_version(versionstr):
    epoch = 0
    # check for epoch
    m = re.match('[0-9]*:(.*)', versionstr)
    if m:
        (epochstr, versionstr) = m.groups()
        epoch = int(epochstr)
    return Version(epoch, versionstr)

class Package:
    """A class for creating objects to manipulate (e.g. create) opkg
    packages."""

    # fn: Package file path
    # relpath: If this argument is set, the file path is given relative to this
    # path when a string representation of the Package object is created. If
    # this argument is not set, the basename of the file path is given.
    def __init__(self, fn=None, relpath=None):
        self.package = None
        self.version = 'none'
        self.parsed_version = None
        self.architecture = None
        self.maintainer = None
        self.source = None
        self.description = None
        self.depends = None
        self.provides = None
        self.replaces = None
        self.conflicts = None
        self.recommends = None
        self.suggests = None
        self.section = None
        self.filename_header = None
        self.file_list = []
        # md5 and size is lazy attribute, computed on demand
        #self.md5 = None
        #self.size = None
        self.installed_size = None
        self.filename = None
        self.file_ext_opk = "ipk"
        self.homepage = None
        self.oe = None
        self.priority = None
        self.tags = None
        self.fn = fn
        self.license = None

    if fn:
        # see if it is deb format
        f = open(fn, "rb")

        if relpath:
            self.filename = os.path.relpath(fn, relpath)
        else:
            self.filename = os.path.basename(fn)

        ## sys.stderr.write(" extracting control.tar.gz from %s\n" % (fn,))

        ar = arfile.ArFile(f, fn)
        tarStream = ar.open("control.tar.gz")
        tarf = tarfile.open("control.tar.gz", "r", tarStream)

        try:
            control = tarf.extractfile("control")
        except KeyError:

```

```

        control = tarf.extractfile("./control")
    try:
        self.read_control(control)
    except TypeError as e:
        sys.stderr.write("Cannot read control file '%s' - %s\n" % (fn, e))
    control.close()

    self.scratch_dir = None
    self.file_dir = None
    self.meta_dir = None

def __getattr__(self, name):
    if name == "md5":
        self._computeFileMD5()
        return self.md5
    elif name == 'size':
        return self._get_file_size()
    else:
        raise AttributeError(name)

def _computeFileMD5(self):
    # compute the MD5.
    if not self.fn:
        self.md5 = 'Unknown'
    else:
        f = open(self.fn, "rb")
        sum = hashlib.md5()
        while True:
            data = f.read(1024)
            if not data: break
            sum.update(data)
        f.close()
        self.md5 = sum.hexdigest()

def _get_file_size(self):
    if not self.fn:
        self.size = 0;
    else:
        stat = os.stat(self.fn)
        self.size = stat[ST_SIZE]
    return int(self.size)

def read_control(self, control):
    import os

    line = control.readline()
    while 1:
        if not line: break
        line = line.rstrip()
        lineparts = re.match(r'([\w-]*?):\s*(.*)', str(line))
        if lineparts:
            name = lineparts.group(1).lower()
            value = lineparts.group(2)
            while 1:
                line = control.readline()
                if not line: break
                if line[0] != ' ': break
                value = value + '\n' + line
            if name == 'size':
                self.size = int(value)
            elif name == 'md5sum':
                self.md5 = value
            elif name in self.__dict__:
                self.__dict__[name] = value
            else:
                print("Lost field %s, %s" % (name,value))
                pass

            if line and line[0] == '\n':
                return # consumes one blank line at end of package description
        else:
            line = control.readline()
            pass
    return

def _setup_scratch_area(self):
    self.scratch_dir = "%s/%sopkg" % (tempfile.gettempdir(),
                                     tempfile.gettempprefix())
    self.file_dir = "%s/files" % (self.scratch_dir)
    self.meta_dir = "%s/meta" % (self.scratch_dir)

    os.mkdir(self.scratch_dir)
    os.mkdir(self.file_dir)
    os.mkdir(self.meta_dir)

def set_package(self, package):
    self.package = package

def get_package(self):
    return self.package

def set_version(self, version):
    self.version = version
    self.parsed_version = parse_version(version)

def get_version(self):
    return self.version

```

```

def set_architecture(self, architecture):
    self.architecture = architecture

def get_architecture(self):
    return self.architecture

def set_maintainer(self, maintainer):
    self.maintainer = maintainer

def get_maintainer(self):
    return self.maintainer

def set_source(self, source):
    self.source = source

def get_source(self):
    return self.source

def set_description(self, description):
    self.description = description

def get_description(self):
    return self.description

def set_depends(self, depends):
    self.depends = depends

def get_depends(self, depends):
    return self.depends

def set_provides(self, provides):
    self.provides = provides

def get_provides(self, provides):
    return self.provides

def set_replaces(self, replaces):
    self.replaces = replaces

def get_replaces(self, replaces):
    return self.replaces

def set_conflicts(self, conflicts):
    self.conflicts = conflicts

def get_conflicts(self, conflicts):
    return self.conflicts

def set_suggests(self, suggests):
    self.suggests = suggests

def get_suggests(self, suggests):
    return self.suggests

def set_section(self, section):
    self.section = section

def get_section(self, section):
    return self.section

def set_license(self, license):
    self.license = license

def get_license(self, license):
    return self.license

def get_file_list_dir(self, directory):
    def check_output(*popenargs, **kwargs):
        """Run command with arguments and return its output as a byte string.

        Backported from Python 2.7 as it's implemented as pure python on stdlib.

        >>> check_output(['/usr/bin/python', '--version'])
        Python 2.6.2
        """
        process = subprocess.Popen(stdout=subprocess.PIPE, *popenargs, **kwargs)
        output, unused_err = process.communicate()
        retcode = process.poll()
        if retcode:
            cmd = kwargs.get("args")
            if cmd is None:
                cmd = popenargs[0]
            error = subprocess.CalledProcessError(retcode, cmd)
            error.output = output
            raise error
        return output

    if not self.fn:
        try:
            cmd = "find %s -name %s | head -n 1" % (directory, self.filename)
            rc = check_output(cmd, shell=True)
            if rc != "":
                newfn = str(rc).split()[0]
                sys.stderr.write("Package '%s' with empty fn and filename is '%s' was found in '%s', updating fn\n" % (self.package, self
                self.fn = newfn
        except OSError as e:
            sys.stderr.write("Cannot find current fn for package '%s' filename '%s' in dir '%s'\n(%s)\n" % (self.package, self.filename, c
        except IOError as e:

```

```

        sys.stderr.write("Cannot find current fn for package '%s' filename '%s' in dir '%s'\n(%s)\n" % (self.package, self.filename, c
return self.get_file_list())

def get_file_list(self):
    if not self.fn:
        sys.stderr.write("Package '%s' has empty fn, returning empty filelist\n" % (self.package))
        return []
    f = open(self.fn, "rb")
    ar = arfile.ArFile(f, self.fn)
    tarStream = ar.open("data.tar.gz")
    tarf = tarfile.open("data.tar.gz", "r", tarStream)
    self.file_list = tarf.getnames()
    self.file_list = map(lambda a: ["/", ""][a.startswith("/")] + a, self.file_list)

    f.close()
    return self.file_list

def set_package_extension(self, ext="ipk"):
    self.file_ext_opk = ext

def get_package_extension(self):
    return self.file_ext_opk

def write_package(self, dirname):
    self._setup_scratch_area()
    file = open("%s/control" % self.meta_dir, 'w')
    file.write(str(self))
    file.close()

    cmd = "cd %s ; tar cvz --format=gnu -f %s/control.tar.gz control" % (self.meta_dir,
                                                                    self.scratch_dir)

    cmd_out, cmd_in, cmd_err = os.popen3(cmd)

    while cmd_err.readline() != "":
        pass

    cmd_out.close()
    cmd_in.close()
    cmd_err.close()

    bits = "control.tar.gz"

    if self.file_list:
        cmd = "cd %s ; tar cvz --format=gnu -f %s/data.tar.gz" % (self.file_dir,
                                                                self.scratch_dir)

        cmd_out, cmd_in, cmd_err = os.popen3(cmd)

        while cmd_err.readline() != "":
            pass

        cmd_out.close()
        cmd_in.close()
        cmd_err.close()

        bits = bits + " data.tar.gz"

    file = "%s_%s_%s.%s" % (self.package, self.version, self.architecture, self.get_package_extension())
    cmd = "cd %s ; tar cvz --format=gnu -f %s/%s %s" % (self.scratch_dir,
                                                       dirname,
                                                       file,
                                                       bits)

    cmd_out, cmd_in, cmd_err = os.popen3(cmd)

    while cmd_err.readline() != "":
        pass

    cmd_out.close()
    cmd_in.close()
    cmd_err.close()

def compare_version(self, ref):
    """Compare package versions of self and ref"""
    if not self.version:
        print('No version for package %s' % self.package)
    if not ref.version:
        print('No version for package %s' % ref.package)
    if not self.parsed_version:
        self.parsed_version = parse_version(self.version)
    if not ref.parsed_version:
        ref.parsed_version = parse_version(ref.version)
    return self.parsed_version.compare(ref.parsed_version)

def __str__(self):
    out = ""

    # XXX - Some checks need to be made, and some exceptions
    #        need to be thrown. -- a7r

    if self.package: out = out + "Package: %s\n" % (self.package)
    if self.version: out = out + "Version: %s\n" % (self.version)
    if self.depends: out = out + "Depends: %s\n" % (self.depends)
    if self.provides: out = out + "Provides: %s\n" % (self.provides)
    if self.replaces: out = out + "Replaces: %s\n" % (self.replaces)
    if self.conflicts: out = out + "Conflicts: %s\n" % (self.conflicts)

```

```

if self.suggests: out = out + "Suggests: %s\n" % (self.suggests)
if self.recommends: out = out + "Recommends: %s\n" % (self.recommends)
if self.section: out = out + "Section: %s\n" % (self.section)
if self.architecture: out = out + "Architecture: %s\n" % (self.architecture)
if self.maintainer: out = out + "Maintainer: %s\n" % (self.maintainer)
if self.md5: out = out + "MD5Sum: %s\n" % (self.md5)
if self.size: out = out + "Size: %d\n" % int(self.size)
if self.installed_size: out = out + "InstalledSize: %d\n" % int(self.installed_size)
if self.filename: out = out + "Filename: %s\n" % (self.filename)
if self.source: out = out + "Source: %s\n" % (self.source)
if self.description:
    printable_description = textwrap.dedent(self.description).strip()
    out = out + "Description: %s\n" % textwrap.fill(printable_description, width=74, initial_indent=' ', subsequent_indent=' ')
if self.oe: out = out + "OE: %s\n" % (self.oe)
if self.homepage: out = out + "HomePage: %s\n" % (self.homepage)
if self.license: out = out + "License: %s\n" % (self.license)
if self.priority: out = out + "Priority: %s\n" % (self.priority)
if self.tags: out = out + "Tags: %s\n" % (self.tags)
out = out + "\n"

return out

def __del__(self):
# XXX - Why is the `os` module being yanked out before Package objects
# are being destroyed? -- a7r
pass

class Packages:
    """A currently unimplemented wrapper around the opkg utility."""
    def __init__(self):
        self.packages = {}
        return

    def add_package(self, pkg):
        package = pkg.package
        arch = pkg.architecture
        name = ("%s:%s" % (package, arch))
        if (name not in self.packages):
            self.packages[name] = pkg

        if pkg.compare_version(self.packages[name]) >= 0:
            self.packages[name] = pkg
            return 0
        else:
            return 1

    def read_packages_file(self, fn):
        f = open(fn, "r")
        while True:
            pkg = Package()
            try:
                pkg.read_control(f)
            except TypeError as e:
                sys.stderr.write("Cannot read control file '%s' - %s\n" % (fn, e))
                continue
            if pkg.get_package():
                self.add_package(pkg)
            else:
                break
        f.close()
        return

    def write_packages_file(self, fn):
        f = open(fn, "w")
        names = list(self.packages.keys())
        names.sort()
        for name in names:
            f.write(self.packages[name].__repr__())
        return

    def keys(self):
        return list(self.packages.keys())

    def __getitem__(self, key):
        return self.packages[key]

if __name__ == "__main__":
    assert Version(0, "1.2.2-r1").compare(Version(0, "1.2.3-r0")) == -1
    assert Version(0, "1.2.2-r0").compare(Version(0, "1.2.2+cvcs20070308-r0")) == -1
    assert Version(0, "1.2.2+cvcs20070308").compare(Version(0, "1.2.2-r0")) == 1
    assert Version(0, "1.2.2-r0").compare(Version(0, "1.2.2-r0")) == 0
    assert Version(0, "1.2.2-r5").compare(Version(0, "1.2.2-r0")) == 1

    package = Package()

    package.set_package("FooBar")
    package.set_version("0.1-fam1")
    package.set_architecture("arm")
    package.set_maintainer("Testing <testing@testing.testing>")
    package.set_depends("libc")
    package.set_description("A test of the APIs. And very long descriptions so often used in oe-core\nfoo\n\nbar")

    print("<")
    sys.stdout.write(str(package))
    print(">")
    f = open("/tmp/control", "w")
    f.write(str(package))

```

```
f.close()

f = open("/tmp/control", "r")
package2 = Package()
package2.read_control(f)
print("<")
sys.stdout.write(str(package2))
print(">")

package.write_package("/tmp")
```

---

## Notice for package(s)

### *util-linux*

---

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## Notice for package(s)

### *protobuf*

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## Notice for package(s)

### *e2fsprogs* *glib-2.0* *procps*

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signature of Ty Coon, 1 April 1990

Ty Coon, President of Vice

That's all there is to it!

---

## Notice for package(s)

*iputils*

---

```
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 * SUCH DAMAGE.
 */
#endif lint
```

```

char copyright[] =
"@(#) Copyright (c) 1989 The Regents of the University of California.\n
All rights reserved.\n";
#endif /* not lint */

/*
 *          P I N G . C
 *
 * Using the InterNet Control Message Protocol (ICMP) "ECHO" facility,
 * measure round-trip-delays and packet loss across network paths.
 *
 * Author -
 *   Mike Muuss
 *   U. S. Army Ballistic Research Laboratory
 *   December, 1983
 *
 * Status -
 *   Public Domain.  Distribution Unlimited.
 * Bugs -
 *   More statistics could always be gathered.
 *   This program has to run SUID to ROOT to access the ICMP socket.
 */

#include "ping_common.h"

#include <netinet/ip.h>
#include <netinet/ip_icmp.h>
#ifndef WITHOUT_IFADDRS
#include <ifaddrs.h>
#endif

#ifndef ICMP_FILTER
#define ICMP_FILTER 1
struct icmp_filter {
    __u32  data;
};
#endif

#define MAXIPLen      60
#define MAXICMPLEN   76
#define NROUTES      9          /* number of record route slots */
#define TOS_MAX      255       /* 8-bit TOS field */
#define MAX_HOSTNAMELEN NI_MAXHOST

static int ts_type;
static int nroute = 0;
static __u32 route[10];

struct sockaddr_in whereto;    /* who to ping */
int optlen = 0;
int settos = 0;                /* Set TOS, Precedence or other QOS options */
int icmp_sock;                /* socket file descriptor */
u_char outpack[0x10000];
int maxpacket = sizeof(outpack);

static int broadcast_pings = 0;

static char *pr_addr(__u32);
static void pr_options(unsigned char * cp, int hlen);
static void pr_iph(struct iphdr *ip);
static void usage(void) __attribute__((noreturn));
static u_short in_cksum(const u_short *addr, int len, u_short salt);
static void pr_icmph(__u8 type, __u8 code, __u32 info, struct icmphdr *icp);
static int parsetos(char *str);

static struct {
    struct cmsghdr cm;
    struct in_pktinfo ipi;
} cmsg = { {sizeof(struct cmsghdr) + sizeof(struct in_pktinfo), SOL_IP, IP_PKTINFO},
           {0, }};
int cmsg_len;

struct sockaddr_in source;
char *device;
int pmtudisc = -1;

int
main(int argc, char **argv)
{
    struct hostent *hp;
    int ch, hold, packlen;
    int socket_errno;
    u_char *packet;
    char *target;
#ifdef USE_IDN
    char *hnamebuf = NULL;
#else
    char hnamebuf[MAX_HOSTNAMELEN];
#endif
    char rspace[3 + 4 * NROUTES + 1];    /* record route space */

    limit_capabilities();

```

```

#ifdef USE_IDN
    setlocale(LC_ALL, "");
#endif

enable_capability_raw();

icmp_sock = socket(AF_INET, SOCK_RAW, IPPROTO_ICMP);
socket_errno = errno;

disable_capability_raw();

source.sin_family = AF_INET;

preload = 1;
while ((ch = getopt(argc, argv, COMMON_OPTSTR "bRT:")) != EOF) {
    switch(ch) {
        case 'b':
            broadcast_pings = 1;
            break;
        case 'Q':
            settos = parsetos(optarg);
            if (settos &&
                (setsockopt(icmp_sock, IPPROTO_IP, IP_TOS,
                    (char *)&settos, sizeof(int)) < 0)) {
                perror("ping: error setting QoS sockopts");
                exit(2);
            }
            break;
        case 'R':
            if (options & F_TIMESTAMP) {
                fprintf(stderr, "Only one of -T or -R may be used\n");
                exit(2);
            }
            options |= F_RROUTE;
            break;
        case 'T':
            if (options & F_RROUTE) {
                fprintf(stderr, "Only one of -T or -R may be used\n");
                exit(2);
            }
            options |= F_TIMESTAMP;
            if (strcmp(optarg, "tsonly") == 0)
                ts_type = IPOPT_TS_TSONLY;
            else if (strcmp(optarg, "tsandaddr") == 0)
                ts_type = IPOPT_TS_TSANDADDR;
            else if (strcmp(optarg, "tsprespec") == 0)
                ts_type = IPOPT_TS_PRESPEC;
            else {
                fprintf(stderr, "Invalid timestamp type\n");
                exit(2);
            }
            break;
        case 'I':
            {
#ifdef IF 0
                char dummy;
                int i1, i2, i3, i4;

                if (sscanf(optarg, "%u.%u.%u.%u%c",
                    &i1, &i2, &i3, &i4, &dummy) == 4) {
                    __u8 *ptr;
                    ptr = (__u8*)&source.sin_addr;
                    ptr[0] = i1;
                    ptr[1] = i2;
                    ptr[2] = i3;
                    ptr[3] = i4;
                    options |= F_STRICTSOURCE;
                } else {
                    device = optarg;
                }
            }
#else
                if (inet_pton(AF_INET, optarg, &source.sin_addr) > 0)
                    options |= F_STRICTSOURCE;
                else
                    device = optarg;
#endif
            break;
        case 'M':
            if (strcmp(optarg, "do") == 0)
                pmtudisc = IP_PMTUDISC_DO;
            else if (strcmp(optarg, "dont") == 0)
                pmtudisc = IP_PMTUDISC_DONT;
            else if (strcmp(optarg, "want") == 0)
                pmtudisc = IP_PMTUDISC_WANT;
            else {
                fprintf(stderr, "ping: wrong value for -M: do, dont, want are valid ones.\n");
                exit(2);
            }
            break;
        case 'V':
            printf("ping utility, iputils-%s\n", SNAPSHOT);
            exit(0);
        COMMON_OPTIONS
            common_options(ch);
            break;
        default:
            usage();
    }
}

```

```

    }
}
argc -= optind;
argv += optind;

if (argc == 0)
    usage();
if (argc > 1) {
    if (options & F_RROUTE)
        usage();
    else if (options & F_TIMESTAMP) {
        if (ts_type != IPOPT_TS_PRESPEC)
            usage();
        if (argc > 5)
            usage();
    } else {
        if (argc > 10)
            usage();
        options |= F_SOURCEROUTE;
    }
}
while (argc > 0) {
    target = *argv;

    memset((char *)&whereeto, 0, sizeof(whereeto));
    whereeto.sin_family = AF_INET;
    if (inet_aton(target, &whereeto.sin_addr) == 1) {
        hostname = target;
        if (argc == 1)
            options |= F_NUMERIC;
    } else {
        char *idn;

#ifdef USE_IDN
        int rc;

        if (hnamebuf) {
            free(hnamebuf);
            hnamebuf = NULL;
        }

        rc = idna_to_ascii_lz(target, &idn, 0);
        if (rc != IDNA_SUCCESS) {
            fprintf(stderr, "ping: IDN encoding failed: %s\n", idna_strerror(rc));
            exit(2);
        }

#else
        idn = target;
#endif

        hp = gethostbyname2(idn, AF_INET);
        if (!hp) {
            fprintf(stderr, "ping: unknown host %s\n", target);
            exit(2);
        }

#ifdef USE_IDN
        free(idn);
#endif

        memcpy(&whereeto.sin_addr, hp->h_addr, 4);

#ifdef USE_IDN
        if (idna_to_unicode_lzlz(hp->h_name, &hnamebuf, 0) != IDNA_SUCCESS) {
            hnamebuf = strdup(hp->h_name);
            if (!hnamebuf) {
                perror("ping: strdup");
                exit(-1);
            }
        }
#else
        strncpy(hnamebuf, hp->h_name, sizeof(hnamebuf) - 1);
        hnamebuf[sizeof(hnamebuf) - 1] = 0;
#endif

        hostname = hnamebuf;
    }
    if (argc > 1)
        route[nroute++] = whereeto.sin_addr.s_addr;
    argc--;
    argv++;
}

if (source.sin_addr.s_addr == 0) {
    socklen_t alen;
    struct sockaddr_in dst = whereeto;
    int probe_fd = socket(AF_INET, SOCK_DGRAM, 0);

    if (probe_fd < 0) {
        perror("socket");
        exit(2);
    }
    if (device) {
        struct ifreq ifr;
        int rc;

        memset(&ifr, 0, sizeof(ifr));
        strncpy(ifr.ifr_name, device, IFNAMSIZ-1);

        enable_capability_raw();
        rc = setsockopt(probe_fd, SOL_SOCKET, SO_BINDTODEVICE, device, strlen(device)+1);
        disable_capability_raw();

        if (rc == -1) {

```

```

        if (IN_MULTICAST(ntohl(dst.sin_addr.s_addr))) {
            struct ip_mreqn imr;
            if (ioctl(probe_fd, SIOCGIFINDEX, &ifr) < 0) {
                fprintf(stderr, "ping: unknown iface %s\n", device);
                exit(2);
            }
            memset(&imr, 0, sizeof(imr));
            imr.imr_ifindex = ifr.ifr_ifindex;
            if (setsockopt(probe_fd, SOL_IP, IP_MULTICAST_IF, &imr, sizeof(imr)) == -1) {
                perror("ping: IP_MULTICAST_IF");
                exit(2);
            }
        } else {
            perror("ping: SO_BINDTODEVICE");
            exit(2);
        }
    }
}

if (settos &&
    setsockopt(probe_fd, IPPROTO_IP, IP_TOS, (char *)&settos, sizeof(int)) < 0)
    perror("Warning: error setting QOS sockopts");

dst.sin_port = htons(1025);
if (nroute)
    dst.sin_addr.s_addr = route[0];
if (connect(probe_fd, (struct sockaddr*)&dst, sizeof(dst)) == -1) {
    if (errno == EACCES) {
        if (broadcast_pings == 0) {
            fprintf(stderr, "Do you want to ping broadcast? Then -b\n");
            exit(2);
        }
        fprintf(stderr, "WARNING: pinging broadcast address\n");
        if (setsockopt(probe_fd, SOL_SOCKET, SO_BROADCAST,
            &broadcast_pings, sizeof(broadcast_pings)) < 0) {
            perror("can't set broadcasting");
            exit(2);
        }
        if (connect(probe_fd, (struct sockaddr*)&dst, sizeof(dst)) == -1) {
            perror("connect");
            exit(2);
        }
    } else {
        perror("connect");
        exit(2);
    }
}
alen = sizeof(source);
if (getsockname(probe_fd, (struct sockaddr*)&source, &alen) == -1) {
    perror("getsockname");
    exit(2);
}
source.sin_port = 0;

#ifdef WITHOUT_IFADDRS
if (device) {
    struct ifaddrs *ifa0, *ifa;
    int ret;

    ret = getifaddrs(&ifa0);
    if (ret) {
        fprintf(stderr, "getifaddrs() failed.\n");
        exit(2);
    }
    for (ifa = ifa0; ifa; ifa = ifa->ifa_next) {
        if (!ifa->ifa_addr || ifa->ifa_addr->sa_family != AF_INET)
            continue;
        if (!strcmp(ifa->ifa_name, device, sizeof(device) - 1) &&
            !memcmp(&((struct sockaddr_in *)ifa->ifa_addr)->sin_addr,
                &source.sin_addr, sizeof(source.sin_addr)))
            break;
    }
    freeifaddrs(ifa0);
    if (!ifa)
        fprintf(stderr, "ping: Warning: source address might be selected on device other than %s.\n", device);
}
#endif

close(probe_fd);
} while (0);

if (whereto.sin_addr.s_addr == 0)
    whereto.sin_addr.s_addr = source.sin_addr.s_addr;

if (icmp_sock < 0) {
    errno = socket_errno;
    perror("ping: icmp open socket");
    exit(2);
}

if (device) {
    struct ifreq ifr;

    memset(&ifr, 0, sizeof(ifr));
    strncpy(ifr.ifr_name, device, IFNAMSIZ-1);
    if (ioctl(icmp_sock, SIOCGIFINDEX, &ifr) < 0) {
        fprintf(stderr, "ping: unknown iface %s\n", device);
        exit(2);
    }
}

```

```

        cmsg.ipi.ipi_ifindex = ifr.ifr_ifindex;
        cmsg_len = sizeof(cmsg);
    }

    if (broadcast_pings || IN_MULTICAST(ntohl(wheretos.sin_addr.s_addr))) {
        if (uid) {
            if (interval < 1000) {
                fprintf(stderr, "ping: broadcast ping with too short interval.\n");
                exit(2);
            }
            if (pmtudisc >= 0 && pmtudisc != IP_PMTUDISC_DO) {
                fprintf(stderr, "ping: broadcast ping does not fragment.\n");
                exit(2);
            }
        }
        if (pmtudisc < 0)
            pmtudisc = IP_PMTUDISC_DO;
    }

    if (pmtudisc >= 0) {
        if (setsockopt(icmp_sock, SOL_IP, IP_MTU_DISCOVER, &pmtudisc, sizeof(pmtudisc)) == -1) {
            perror("ping: IP_MTU_DISCOVER");
            exit(2);
        }
    }

    if ((options & F_STRICTSOURCE) &&
        bind(icmp_sock, (struct sockaddr*)&source, sizeof(source)) == -1) {
        perror("bind");
        exit(2);
    }

    if (1) {
        struct icmp_filter filt;
        filt.data = ~(1<<ICMP_SOURCE_QUENCH|
                     1<<ICMP_DEST_UNREACH|
                     1<<ICMP_TIME_EXCEEDED|
                     1<<ICMP_PARAMETERPROB|
                     1<<ICMP_REDIRECT|
                     1<<ICMP_ECHOREPLY);
        if (setsockopt(icmp_sock, SOL_RAW, ICMP_FILTER, (char*)&filt, sizeof(filt)) == -1)
            perror("WARNING: setsockopt(ICMP_FILTER)");
    }

    hold = 1;
    if (setsockopt(icmp_sock, SOL_IP, IP_RECVERR, (char *)&hold, sizeof(hold)))
        fprintf(stderr, "WARNING: your kernel is veeery old. No problems.\n");

    /* record route option */
    if (options & F_RROUTE) {
        memset(rspace, 0, sizeof(rspace));
        rspace[0] = IPOPT_NOP;
        rspace[1+IPOPT_OPTVAL] = IPOPT_RR;
        rspace[1+IPOPT_OLEN] = sizeof(rspace)-1;
        rspace[1+IPOPT_OFFSET] = IPOPT_MINOFF;
        optlen = 40;
        if (setsockopt(icmp_sock, IPPROTO_IP, IP_OPTIONS, rspace, sizeof(rspace)) < 0) {
            perror("ping: record route");
            exit(2);
        }
    }

    if (options & F_TIMESTAMP) {
        memset(rspace, 0, sizeof(rspace));
        rspace[0] = IPOPT_TIMESTAMP;
        rspace[1] = (ts_type==IPOPT_TS_TSONLY ? 40 : 36);
        rspace[2] = 5;
        rspace[3] = ts_type;
        if (ts_type == IPOPT_TS_PRESPEC) {
            int i;
            rspace[1] = 4+nroute*8;
            for (i=0; i<nroute; i++)
                *(__u32*)&rspace[4+i*8] = route[i];
        }
        if (setsockopt(icmp_sock, IPPROTO_IP, IP_OPTIONS, rspace, rspace[1]) < 0) {
            rspace[3] = 2;
            if (setsockopt(icmp_sock, IPPROTO_IP, IP_OPTIONS, rspace, rspace[1]) < 0) {
                perror("ping: ts option");
                exit(2);
            }
        }
        optlen = 40;
    }

    if (options & F_SOURCEROUTE) {
        int i;
        memset(rspace, 0, sizeof(rspace));
        rspace[0] = IPOPT_NOOP;
        rspace[1+IPOPT_OPTVAL] = (options & F_SO_DONTROUTE) ? IPOPT_SSRR
            : IPOPT_LSRR;
        rspace[1+IPOPT_OLEN] = 3 + nroute*4;
        rspace[1+IPOPT_OFFSET] = IPOPT_MINOFF;
        for (i=0; i<nroute; i++)
            *(__u32*)&rspace[4+i*4] = route[i];

        if (setsockopt(icmp_sock, IPPROTO_IP, IP_OPTIONS, rspace, 4 + nroute*4) < 0) {
            perror("ping: record route");
            exit(2);
        }
        optlen = 40;
    }

```

```

}

/* Estimate memory eaten by single packet. It is rough estimate.
 * Actually, for small datalen's it depends on kernel side a lot. */
hold = datalen + 8;
hold += ((hold+511)/512)*(optlen + 20 + 16 + 64 + 160);
sock_setbufs(icmp_sock, hold);

if (broadcast_pings) {
    if (setsockopt(icmp_sock, SOL_SOCKET, SO_BROADCAST,
                  &broadcast_pings, sizeof(broadcast_pings)) < 0) {
        perror ("ping: can't set broadcasting");
        exit(2);
    }
}

if (options & F_NOLOOP) {
    int loop = 0;
    if (setsockopt(icmp_sock, IPPROTO_IP, IP_MULTICAST_LOOP,
                  &loop, 1) == -1) {
        perror ("ping: can't disable multicast loopback");
        exit(2);
    }
}

if (options & F_TTL) {
    int ittl = ttl;
    if (setsockopt(icmp_sock, IPPROTO_IP, IP_MULTICAST_TTL,
                  &ttl, 1) == -1) {
        perror ("ping: can't set multicast time-to-live");
        exit(2);
    }
    if (setsockopt(icmp_sock, IPPROTO_IP, IP_TTL,
                  &ittl, sizeof(ittl)) == -1) {
        perror ("ping: can't set unicast time-to-live");
        exit(2);
    }
}

if (datalen > 0xFFFF - 8 - optlen - 20) {
    if (uid || datalen > sizeof(outpack)-8) {
        fprintf(stderr, "Error: packet size %d is too large. Maximum is %d\n", datalen, 0xFFFF-8-20-optlen);
        exit(2);
    }
    /* Allow small oversize to root yet. It will cause EMSGSIZE. */
    fprintf(stderr, "WARNING: packet size %d is too large. Maximum is %d\n", datalen, 0xFFFF-8-20-optlen);
}

if (datalen >= sizeof(struct timeval)) /* can we time transfer */
    timing = 1;
packlen = datalen + MAXIPLen + MAXICMPLEN;
if (!(packet = (u_char *)malloc((u_int)packlen))) {
    fprintf(stderr, "ping: out of memory.\n");
    exit(2);
}

printf("PING %s (%s) ", hostname, inet_ntoa(whereto.sin_addr));
if (device || (options&F_STRICTSOURCE))
    printf("from %s %s: ", inet_ntoa(source.sin_addr), device ? : "");
printf("%d(%d) bytes of data.\n", datalen, datalen+8+optlen+20);

setup(icmp_sock);

main_loop(icmp_sock, packet, packlen);
}

int receive_error_msg()
{
    int res;
    char cbuf[512];
    struct iovec iov;
    struct msghdr msg;
    struct cmsghdr *cmsg;
    struct sock_extended_err *e;
    struct icmp_hdr icmp_h;
    struct sockaddr_in target;
    int net_errors = 0;
    int local_errors = 0;
    int saved_errno = errno;

    iov.iov_base = &icmp_h;
    iov.iov_len = sizeof(icmp_h);
    msg.msg_name = (void*)+
    msg.msg_namelen = sizeof(target);
    msg.msg_iov = &iov;
    msg.msg_iovlen = 1;
    msg.msg_flags = 0;
    msg.msg_control = cbuf;
    msg.msg_controllen = sizeof(cbuf);

    res = recvmsg(icmp_sock, &msg, MSG_ERRQUEUE|MSG_DONTWAIT);
    if (res < 0)
        goto out;

    e = NULL;
    for (cmsg = CMSG_FIRSTHDR(&msg); cmsg; cmsg = CMSG_NXTHDR(&msg, cmsg)) {
        if (cmsg->cmsg_level == SOL_IP) {

```

```

        if (cmsg->cmsg_type == IP_RECVERR)
            e = (struct sock_extended_err *)MSG_DATA(cmsg);
    }
}
if (e == NULL)
    abort();

if (e->ee_origin == SO_EE_ORIGIN_LOCAL) {
    local_errors++;
    if (options & F_QUIET)
        goto out;
    if (options & F_FLOOD)
        write_stdout("E", 1);
    else if (e->ee_errno != EMSGSIZE)
        fprintf(stderr, "ping: local error: %s\n", strerror(e->ee_errno));
    else
        fprintf(stderr, "ping: local error: Message too long, mtu=%u\n", e->ee_info);
    nerrors++;
} else if (e->ee_origin == SO_EE_ORIGIN_ICMP) {
    struct sockaddr_in *sin = (struct sockaddr_in*)(e+1);

    if (res < sizeof(icmph) ||
        target.sin_addr.s_addr != whereto.sin_addr.s_addr ||
        icmph.type != ICMP_ECHO ||
        icmph.un.echo.id != ident) {
        /* Not our error, not an error at all. Clear. */
        saved_errno = 0;
        goto out;
    }

    acknowledge(ntohs(icmph.un.echo.sequence));

    if (!working_recvrr) {
        struct icmp_filter filt;
        working_recvrr = 1;
        /* OK, it works. Add stronger filter. */
        filt.data = ~(1<<ICMP_SOURCE_QUENCH|
                     1<<ICMP_REDIRECT|
                     1<<ICMP_ECHOREPLY);
        if (setsockopt(icmph_sock, SOL_RAW, ICMP_FILTER, (char*)&filt, sizeof(filt)) == -1)
            perror("\rWARNING: setsockopt(ICMP_FILTER)");
    }

    net_errors++;
    nerrors++;
    if (options & F_QUIET)
        goto out;
    if (options & F_FLOOD) {
        write_stdout("\bE", 2);
    } else {
        print_timestamp();
        printf("From %s icmp_seq=%u ", pr_addr(sin->sin_addr.s_addr), ntohs(icmph.un.echo.sequence));
        pr_icmph(e->ee_type, e->ee_code, e->ee_info, NULL);
        fflush(stdout);
    }
}

}

out:
    errno = saved_errno;
    return net_errors ? : -local_errors;
}

/*
 * pinger --
 * Compose and transmit an ICMP ECHO REQUEST packet. The IP packet
 * will be added on by the kernel. The ID field is our UNIX process ID,
 * and the sequence number is an ascending integer. The first 8 bytes
 * of the data portion are used to hold a UNIX "timeval" struct in VAX
 * byte-order, to compute the round-trip time.
 */
int send_probe()
{
    struct icmphdr *icp;
    int cc;
    int i;

    icp = (struct icmphdr *)outpack;
    icp->type = ICMP_ECHO;
    icp->code = 0;
    icp->checksum = 0;
    icp->un.echo.sequence = htons(ntransmitted+1);
    icp->un.echo.id = ident; /* ID */

    rcvd_clear(ntransmitted+1);

    if (timing) {
        if (options&F_LATENCY) {
            struct timeval tmp_tv;
            gettimeofday(&tmp_tv, NULL);
            memcpy(icp+1, &tmp_tv, sizeof(tmp_tv));
        } else {
            memset(icp+1, 0, sizeof(struct timeval));
        }
    }

    cc = datalen + 8; /* skips ICMP portion */

    /* compute ICMP checksum here */

```

```

icp->checksum = in_cksum((u_short *)icp, cc, 0);

if (timing && !(options&F_LATENCY)) {
    struct timeval tmp_tv;
    gettimeofday(&tmp_tv, NULL);
    memcpy(icp+1, &tmp_tv, sizeof(tmp_tv));
    icp->checksum = in_cksum((u_short *)&tmp_tv, sizeof(tmp_tv), ~icp->checksum);
}

do {
    static struct iovec iov = {outpack, 0};
    static struct msghdr m = { &wheret0, sizeof(wheret0),
                               &iov, 1, &cmsg, 0, 0 };

    m.msg_controllen = cmsg_len;
    iov.iov_len = cc;

    i = sendmsg(icmp_sock, &m, confirm);
    confirm = 0;
} while (0);

return (cc == i ? 0 : i);
}

/*
 * parse_reply --
 *   Print out the packet, if it came from us. This logic is necessary
 *   because ALL readers of the ICMP socket get a copy of ALL ICMP packets
 *   which arrive ('tis only fair). This permits multiple copies of this
 *   program to be run without having intermingled output (or statistics!).
 */
void pr_echo_reply(__u8 *_icp, int len)
{
    struct icmphdr *icp = (struct icmphdr *)_icp;
    printf(" icmp_seq=%u", ntohs(icp->un.echo.sequence));
}

int
parse_reply(struct msghdr *msg, int cc, void *addr, struct timeval *tv)
{
    struct sockaddr_in *from = addr;
    __u8 *buf = msg->msg_iov->iov_base;
    struct icmphdr *icp;
    struct iphdr *ip;
    int hlen;
    int csfailed;

    /* Check the IP header */
    ip = (struct iphdr *)buf;
    hlen = ip->ihl*4;
    if (cc < hlen + 8 || ip->ihl < 5) {
        if (options & F_VERBOSE)
            fprintf(stderr, "ping: packet too short (%d bytes) from %s\n", cc,
                    pr_addr(from->sin_addr.s_addr));
        return 1;
    }

    /* Now the ICMP part */
    cc -= hlen;
    icp = (struct icmphdr *)(buf + hlen);
    csfailed = in_cksum((u_short *)icp, cc, 0);

    if (icp->type == ICMP_ECHOREPLY) {
        if (icp->un.echo.id != ident)
            return 1; /* 'Twas not our ECHO */
        if (gather_statistics((__u8*)icp, sizeof(*icp), cc,
                              ntohs(icp->un.echo.sequence),
                              ip->ttl, 0, tv, pr_addr(from->sin_addr.s_addr),
                              pr_echo_reply))
            return 0;
    } else {
        /* We fall here when a redirect or source quench arrived.
         * Also this branch processes icmp errors, when IP_RECVERR
         * is broken. */

        switch (icp->type) {
            case ICMP_ECHO:
                /* MUST NOT */
                return 1;
            case ICMP_SOURCE_QUENCH:
            case ICMP_REDIRECT:
            case ICMP_DEST_UNREACH:
            case ICMP_TIME_EXCEEDED:
            case ICMP_PARAMETERPROB:
                {
                    struct iphdr *iph = (struct iphdr *)&icp[1];
                    struct icmphdr *icpl = (struct icmphdr*)((unsigned char *)iph + iph->ihl*4);
                    int error_pkt;
                    if (cc < 8+sizeof(struct iphdr)+8 ||
                        cc < 8+iph->ihl*4+8)
                        return 1;
                    if (icpl->type != ICMP_ECHO ||
                        iph->daddr != wheret0.sin_addr.s_addr ||
                        icpl->un.echo.id != ident)
                        return 1;
                    error_pkt = (icp->type != ICMP_REDIRECT &&
                                icp->type != ICMP_SOURCE_QUENCH);
                    if (error_pkt) {
                        acknowledge(ntohs(icpl->un.echo.sequence));
                    }
                }
            }
    }
}

```

```

        if (working_recvrr) {
            return 0;
        } else {
            static int once;
            /* Sigh, IP_RECVERR for raw socket
             * was broken until 2.4.9. So, we ignore
             * the first error and warn on the second.
             */
            if (once++ == 1)
                fprintf(stderr, "\rWARNING: kernel is not very fresh, upgrade is recommended.\n");
            if (once == 1)
                return 0;
        }
    }
    nerrors+=error_pkt;
    if (options&F_QUIET)
        return !error_pkt;
    if (options & F_FLOOD) {
        if (error_pkt)
            write_stdout("\bE", 2);
        return !error_pkt;
    }
    print_timestamp();
    printf("From %s: icmp_seq=%u ",
           pr_addr(from->sin_addr.s_addr),
           ntohs(icpl->un.echo.sequence));
    if (csfailed)
        printf("(BAD CHECKSUM)");
    pr_icmph(icp->type, icp->code, ntohl(icp->un.gateway), icp);
    return !error_pkt;
}
default:
    /* MUST NOT */
    break;
}
if ((options & F_FLOOD) && !(options & (F_VERBOSE|F_QUIET))) {
    if (!csfailed)
        write_stdout("!E", 2);
    else
        write_stdout("!EC", 3);
    return 0;
}
if (!(options & F_VERBOSE) || uid)
    return 0;
if (options & F_PTIMEOFDAY) {
    struct timeval recv_time;
    gettimeofday(&recv_time, NULL);
    printf("%lu.%06lu ", (unsigned long)recv_time.tv_sec, (unsigned long)recv_time.tv_usec);
}
printf("From %s: ", pr_addr(from->sin_addr.s_addr));
if (csfailed) {
    printf("(BAD CHECKSUM)\n");
    return 0;
}
pr_icmph(icp->type, icp->code, ntohl(icp->un.gateway), icp);
return 0;
}

if (!(options & F_FLOOD)) {
    pr_options(buf + sizeof(struct iphdr), hlen);

    if (options & F_AUDIBLE)
        putchar('\a');
    putchar('\n');
    fflush(stdout);
} else {
    putchar('\a');
    fflush(stdout);
}
return 0;
}

#if BYTE_ORDER == LITTLE_ENDIAN
# define ODDBYTE(v)      (v)
#elif BYTE_ORDER == BIG_ENDIAN
# define ODDBYTE(v)      ((u_short)(v) << 8)
#else
# define ODDBYTE(v)      htons((u_short)(v) << 8)
#endif

u_short
in_cksum(const u_short *addr, register int len, u_short csum)
{
    register int nleft = len;
    const u_short *w = addr;
    register u_short answer;
    register int sum = csum;

    /*
     * Our algorithm is simple, using a 32 bit accumulator (sum),
     * we add sequential 16 bit words to it, and at the end, fold
     * back all the carry bits from the top 16 bits into the lower
     * 16 bits.
     */
    while (nleft > 1) {
        sum += *w++;
        nleft -= 2;
    }

```

```

}

/* mop up an odd byte, if necessary */
if (nleft == 1)
    sum += ODDBYTE(*(u_char *)w); /* le16toh() may be unavailable on old systems */

/*
 * add back carry outs from top 16 bits to low 16 bits
 */
sum = (sum >> 16) + (sum & 0xffff); /* add hi 16 to low 16 */
sum += (sum >> 16); /* add carry */
answer = ~sum; /* truncate to 16 bits */
return (answer);
}

/*
 * pr_icmph --
 * Print a descriptive string about an ICMP header.
 */
void pr_icmph(__u8 type, __u8 code, __u32 info, struct icmphdr *icp)
{
    switch(type) {
    case ICMP_ECHOREPLY:
        printf("Echo Reply\n");
        /* XXX ID + Seq + Data */
        break;
    case ICMP_DEST_UNREACH:
        switch(code) {
        case ICMP_NET_UNREACH:
            printf("Destination Net Unreachable\n");
            break;
        case ICMP_HOST_UNREACH:
            printf("Destination Host Unreachable\n");
            break;
        case ICMP_PROT_UNREACH:
            printf("Destination Protocol Unreachable\n");
            break;
        case ICMP_PORT_UNREACH:
            printf("Destination Port Unreachable\n");
            break;
        case ICMP_FRAG_NEEDED:
            printf("Frag needed and DF set (mtu = %u)\n", info);
            break;
        case ICMP_SR_FAILED:
            printf("Source Route Failed\n");
            break;
        case ICMP_NET_UNKNOWN:
            printf("Destination Net Unknown\n");
            break;
        case ICMP_HOST_UNKNOWN:
            printf("Destination Host Unknown\n");
            break;
        case ICMP_HOST_ISOLATED:
            printf("Source Host Isolated\n");
            break;
        case ICMP_NET_ANO:
            printf("Destination Net Prohibited\n");
            break;
        case ICMP_HOST_ANO:
            printf("Destination Host Prohibited\n");
            break;
        case ICMP_NET_UNR_TOS:
            printf("Destination Net Unreachable for Type of Service\n");
            break;
        case ICMP_HOST_UNR_TOS:
            printf("Destination Host Unreachable for Type of Service\n");
            break;
        case ICMP_PKT_FILTERED:
            printf("Packet filtered\n");
            break;
        case ICMP_PREC_VIOLATION:
            printf("Precedence Violation\n");
            break;
        case ICMP_PREC_CUTOFF:
            printf("Precedence Cutoff\n");
            break;
        default:
            printf("Dest Unreachable, Bad Code: %d\n", code);
            break;
        }
        if (icp && (options & F_VERBOSE))
            pr_iph((struct iphdr*)(icp + 1));
        break;
    case ICMP_SOURCE_QUENCH:
        printf("Source Quench\n");
        if (icp && (options & F_VERBOSE))
            pr_iph((struct iphdr*)(icp + 1));
        break;
    case ICMP_REDIRECT:
        switch(code) {
        case ICMP_REDIRECT_NET:
            printf("Redirect Network");
            break;
        case ICMP_REDIRECT_HOST:
            printf("Redirect Host");
            break;
        case ICMP_REDIRECT_NETTOS:
            printf("Redirect Type of Service and Network");

```

```

        break;
    case ICMP_REDIRECT_HOSTTOS:
        printf("Redirect Type of Service and Host");
        break;
    default:
        printf("Redirect, Bad Code: %d", code);
        break;
    }
    if (icp)
        printf("(New nexthop: %s)\n", pr_addr(icp->un.gateway));
    if (icp && (options & F_VERBOSE))
        pr_iph((struct iphdr*)(icp + 1));
    break;
case ICMP_ECHO:
    printf("Echo Request\n");
    /* XXX ID + Seq + Data */
    break;
case ICMP_TIME_EXCEEDED:
    switch(code) {
    case ICMP_EXC_TTL:
        printf("Time to live exceeded\n");
        break;
    case ICMP_EXC_FRAGTIME:
        printf("Frag reassembly time exceeded\n");
        break;
    default:
        printf("Time exceeded, Bad Code: %d\n", code);
        break;
    }
    if (icp && (options & F_VERBOSE))
        pr_iph((struct iphdr*)(icp + 1));
    break;
case ICMP_PARAMETERPROB:
    printf("Parameter problem: pointer = %u\n", icp ? (ntohl(icp->un.gateway)>>24) : info);
    if (icp && (options & F_VERBOSE))
        pr_iph((struct iphdr*)(icp + 1));
    break;
case ICMP_TIMESTAMP:
    printf("Timestamp\n");
    /* XXX ID + Seq + 3 timestamps */
    break;
case ICMP_TIMESTAMPREPLY:
    printf("Timestamp Reply\n");
    /* XXX ID + Seq + 3 timestamps */
    break;
case ICMP_INFO_REQUEST:
    printf("Information Request\n");
    /* XXX ID + Seq */
    break;
case ICMP_INFO_REPLY:
    printf("Information Reply\n");
    /* XXX ID + Seq */
    break;
#ifdef ICMP_MASKREQ
    case ICMP_MASKREQ:
        printf("Address Mask Request\n");
        break;
#endif
#ifdef ICMP_MASKREPLY
    case ICMP_MASKREPLY:
        printf("Address Mask Reply\n");
        break;
#endif
    default:
        printf("Bad ICMP type: %d\n", type);
    }
}

void pr_options(unsigned char * cp, int hlen)
{
    int i, j;
    int optlen, totlen;
    unsigned char * optptr;
    static int old_rrlen;
    static char old_rr[MAX_IPOPTLEN];

    totlen = hlen - sizeof(struct iphdr);
    optptr = cp;

    while (totlen > 0) {
        if (*optptr == IPOPT_EOL)
            break;
        if (*optptr == IPOPT_NOP) {
            totlen--;
            optptr++;
            printf("\nNOP");
            continue;
        }
        cp = optptr;
        optlen = optptr[1];
        if (optlen < 2 || optlen > totlen)
            break;

        switch (*cp) {
        case IPOPT_SSRR:
        case IPOPT_LSRR:
            printf("\n%cSRR: ", *cp == IPOPT_SSRR ? 'S' : 'L');
            j = ++cp;

```

```

i = *++cp;
i -= 4;
cp++;
if (j > IPOPT_MINOFF) {
    for (;;) {
        __u32 address;
        memcpy(&address, cp, 4);
        cp += 4;
        if (address == 0)
            printf("\t0.0.0.0");
        else
            printf("\t%s", pr_addr(address));
        j -= 4;
        putchar('\n');
        if (j <= IPOPT_MINOFF)
            break;
    }
    break;
case IPOPT_RR:
    j = *++cp;          /* get length */
    i = *++cp;          /* and pointer */
    if (i > j)
        i = j;
    i -= IPOPT_MINOFF;
    if (i <= 0)
        break;
    if (i == old_rrlen
        && !memcmp(cp, old_rr, i)
        && !(options & F_FLOOD)) {
        printf("\t(same route)");
        i = ((i + 3) / 4) * 4;
        cp += i;
        break;
    }
    old_rrlen = i;
    memcpy(old_rr, (char *)cp, i);
    printf("\nRR: ");
    cp++;
    for (;;) {
        __u32 address;
        memcpy(&address, cp, 4);
        cp += 4;
        if (address == 0)
            printf("\t0.0.0.0");
        else
            printf("\t%s", pr_addr(address));
        i -= 4;
        putchar('\n');
        if (i <= 0)
            break;
    }
    break;
case IPOPT_TS:
{
    int stdtime = 0, nonstdtime = 0;
    __u8 flags;
    j = *++cp;          /* get length */
    i = *++cp;          /* and pointer */
    if (i > j)
        i = j;
    i -= 5;
    if (i <= 0)
        break;
    flags = *++cp;
    printf("\nTS: ");
    cp++;
    for (;;) {
        long l;

        if ((flags&0xF) != IPOPT_TS_TSONLY) {
            __u32 address;
            memcpy(&address, cp, 4);
            cp += 4;
            if (address == 0)
                printf("\t0.0.0.0");
            else
                printf("\t%s", pr_addr(address));
            i -= 4;
            if (i <= 0)
                break;
        }
        l = *cp++;
        l = (l<<8) + *cp++;
        l = (l<<8) + *cp++;
        l = (l<<8) + *cp++;

        if (l & 0x80000000) {
            if (nonstdtime==0)
                printf("\t%d absolute not-standard", l&0x7fffffff);
            else
                printf("\t%d not-standard", (l&0x7fffffff) - nonstdtime);
            nonstdtime = l&0x7fffffff;
        } else {
            if (stdtime==0)
                printf("\t%d absolute", l);
            else
                printf("\t%d", l - stdtime);
        }
    }
}

```

```

                stdtime = 1;
            }
            i -= 4;
            putchar('\n');
            if (i <= 0)
                break;
        }
        if (flags>>4)
            printf("Unrecorded hops: %d\n", flags>>4);
        break;
    }
    default:
        printf("\nunknown option %x", *cp);
        break;
    }
    totlen -= optlen;
    optptr += optlen;
}

}

/*
 * pr_iph --
 * Print an IP header with options.
 */
void pr_iph(struct iphdr *ip)
{
    int hlen;
    u_char *cp;

    hlen = ip->ihl << 2;
    cp = (u_char *)ip + 20;        /* point to options */

    printf("Vr HL TOS Len  ID Flg off TTL Pro cks      Src      Dst Data\n");
    printf(" %1x %1x %02x %04x %04x",
        ip->version, ip->ihl, ip->tos, ip->tot_len, ip->id);
    printf(" %1x %04x", ((ip->frag_off) & 0xe000) >> 13,
        (ip->frag_off) & 0x1fff);
    printf(" %02x %02x %04x", ip->ttl, ip->protocol, ip->check);
    printf(" %s ", inet_ntoa(*(struct in_addr *)&ip->saddr));
    printf(" %s ", inet_ntoa(*(struct in_addr *)&ip->daddr));
    printf("\n");
    pr_options(cp, hlen);
}

/*
 * pr_addr --
 * Return an ascii host address as a dotted quad and optionally with
 * a hostname.
 */
char *
pr_addr(__u32 addr)
{
    struct hostent *hp;
    static char buf[4096];

    in_pr_addr = !setjmp(pr_addr_jmp);

    if (exiting || (options & F_NUMERIC) ||
        !(hp = gethostbyaddr((char *)&addr, 4, AF_INET)))
        sprintf(buf, "%s", inet_ntoa(*(struct in_addr *)&addr));
    else {
        char *s;
#ifdef USE_IDN
        if (idna_to_unicode_lzlz(hp->h_name, &s, 0) != IDNA_SUCCESS)
            s = NULL;
#else
        s = NULL;
#endif
        snprintf(buf, sizeof(buf), "%s (%s)", s ? s : hp->h_name,
            inet_ntoa(*(struct in_addr *)&addr));
#ifdef USE_IDN
        free(s);
#endif
    }

    in_pr_addr = 0;

    return(buf);
}

/* Set Type of Service (TOS) and other Quality of Service relating bits */
int parsetos(char *str)
{
    const char *cp;
    int tos;
    char *ep;

    /* handle both hex and decimal values */
    if (str[0] == '0' && (str[1] == 'x' || str[1] == 'X')) {
        cp = str + 2;
        tos = (int)strtol(cp, &ep, 16);
    } else
        tos = (int)strtol(str, &ep, 10);

    /* doesn't look like decimal or hex, eh? */
    if (*ep != '\0') {

```

```

        fprintf(stderr, "ping: \"%s\" bad value for TOS\n", str);
        exit(2);
    }

    if (tos > TOS_MAX) {
        fprintf(stderr, "ping: the decimal value of TOS bits must be 0-254 (or zero)\n");
        exit(2);
    }
    return(tos);
}

#include <linux/filter.h>

void install_filter(void)
{
    static int once;
    static struct sock_filter insns[] = {
        BPF_STMT(BPF_LDX|BPF_B|BPF_MSH, 0), /* Skip IP header. F.g BSD... Look into ping6. */
        BPF_STMT(BPF_LD|BPF_H|BPF_IND, 4), /* Load icmp echo ident */
        BPF_JUMP(BPF_JMP|BPF_JEQ|BPF_K, 0xAAAA, 0, 1), /* Ours? */
        BPF_STMT(BPF_RET|BPF_K, ~0U), /* Yes, it passes. */
        BPF_STMT(BPF_LD|BPF_B|BPF_IND, 0), /* Load icmp type */
        BPF_JUMP(BPF_JMP|BPF_JEQ|BPF_K, ICMP_ECHOREPLY, 1, 0), /* Echo? */
        BPF_STMT(BPF_RET|BPF_K, 0xFFFFFFFF), /* No. It passes. */
        BPF_STMT(BPF_RET|BPF_K, 0) /* Echo with wrong ident. Reject. */
    };
    static struct sock_fprog filter = {
        sizeof insns / sizeof(insns[0]),
        insns
    };

    if (once)
        return;
    once = 1;

    /* Patch bpflet for current identifier. */
    insns[2] = (struct sock_filter)BPF_JUMP(BPF_JMP|BPF_JEQ|BPF_K, htons(ident), 0, 1);

    if (setsockopt icmp_sock, SOL_SOCKET, SO_ATTACH_FILTER, &filter, sizeof(filter))
        perror("WARNING: failed to install socket filter\n");
}

#define USAGE_NEWLINE "\n"

void usage(void)
{
    fprintf(stderr,
        "Usage: ping"
        " [-"
        " "aAbBdDfhLnOqrRUvV"
        "]"
        " [-c count]"
        " [-i interval]"
        " [-I interface]"
        USAGE_NEWLINE
        " [-m mark]"
        " [-M pmtudisc_option]"
        " [-l preload]"
        " [-p pattern]"
        " [-Q tos]"
        USAGE_NEWLINE
        " [-s packetsize]"
        " [-S sndbuf]"
        " [-t ttl]"
        " [-T timestamp_option]"
        USAGE_NEWLINE
        " [-w deadline]"
        " [-W timeout]"
        " [hop1 ...] destination"
        "\n"
    );
    exit(2);
}

```

---

## Notice for package(s)

*bash*  
*coreutils*  
*dosfstools*  
*elfutils*  
*gawk*  
*gdbm*  
*gnutils*  
*grep*  
*gzip*  
*m4*  
*readline*  
*rsync*  
*sed*

---

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```
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```

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## Notice for package(s)

### *iputils*

---

```
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 * SUCH DAMAGE.
 */

#ifdef lint
char copyright[] =
"@(#) Copyright (c) 1983 Regents of the University of California.\n\
All rights reserved.\n";
#endif /* not lint */

#ifdef lint
/*static char sccsid[] = "from: @(#)tftpd.c 5.13 (Berkeley) 2/26/91";*/
/*static char rcsid[] = "$Id: tftpd.c,v 1.3 1993/08/01 18:28:53 mycroft Exp $";*/
#endif /* not lint */

/*
 * Trivial file transfer protocol server.
 *
 * This version includes many modifications by Jim Guyton <guyton@rand-unix>
 */

#include <sys/types.h>
#include <sys/ioctl.h>
#include <sys/stat.h>
#include <unistd.h>
#include <signal.h>
#include <fcntl.h>
```

```

#include <sys/socket.h>
#include <netinet/in.h>
#include <netdb.h>

#include <setjmp.h>
#include <syslog.h>
#include <stdio.h>
#include <errno.h>
#include <ctype.h>
#include <string.h>
#include <stdlib.h>

#include "tftp.h"

#ifdef MSG_CONFIRM
#define MSG_CONFIRM 0
#warning Please, upgrade kernel, otherwise this tftpd has no advantages.
#endif

#define TIMEOUT      5

int      peer;
int      rexmtval = TIMEOUT;
int      maxtimeout = 5*TIMEOUT;

#define PKTSIZE SEGSIZE+4
char      buf[PKTSIZE];
char      ackbuf[PKTSIZE];
union {
    struct  sockaddr      sa;
    struct  sockaddr_in  sin;
    struct  sockaddr_in6 sin6;
} from;
socklen_t  fromlen;

#define MAXARG 1
char      *dirs[MAXARG+1];

void tftp(struct tftphdr *tp, int size) __attribute__((noreturn));
void nak(int error);
int validate_access(char *filename, int mode);

struct formats;

void sendfile(struct formats *pf);
void recvfile(struct formats *pf);

int main(int ac, char **av)
{
    register struct tftphdr *tp;
    register int n = 0;
    int on = 1;

    /* Sanity. If parent forgot to setuid() on us. */
    if (geteuid() == 0) {
        setgid(65534);
        setuid(65534);
    }

    ac--; av++;
    while (ac-- > 0 && n < MAXARG)
        dirs[n++] = *av++;

    openlog("tftpd", LOG_PID, LOG_DAEMON);
    if (ioctl(0, FIONBIO, &on) < 0) {
        syslog(LOG_ERR, "ioctl(FIONBIO): %m\n");
        exit(1);
    }
    fromlen = sizeof (from);
    n = recvfrom(0, buf, sizeof (buf), 0,
        (struct sockaddr *)&from, &fromlen);
    if (n < 0) {
        if (errno != EAGAIN)
            syslog(LOG_ERR, "recvfrom: %m\n");
        exit(1);
    }
    /*
     * Now that we have read the message out of the UDP
     * socket, we fork and exit. Thus, inetd will go back
     * to listening to the tftp port, and the next request
     * to come in will start up a new instance of tftpd.
     *
     * We do this so that inetd can run tftpd in "wait" mode.
     * The problem with tftpd running in "nowait" mode is that
     * inetd may get one or more successful "selects" on the
     * tftp port before we do our receive, so more than one
     * instance of tftpd may be started up. Worse, if tftpd
     * break before doing the above "recvfrom", inetd would
     * spawn endless instances, clogging the system.
     */
    {
        int pid;
        int i;
        socklen_t j;

        for (i = 1; i < 20; i++) {
            pid = fork();

```

```

        if (pid < 0) {
            sleep(i);
            /*
             * flush out to most recently sent request.
             *
             * This may drop some request, but those
             * will be resent by the clients when
             * they timeout. The positive effect of
             * this flush is to (try to) prevent more
             * than one tftpd being started up to service
             * a single request from a single client.
             */
            j = sizeof from;
            i = recvfrom(0, buf, sizeof (buf), 0,
                (struct sockaddr *)&from, &j);
            if (i > 0) {
                n = i;
                fromlen = j;
            }
        } else {
            break;
        }
    }
    if (pid < 0) {
        syslog(LOG_ERR, "fork: %m\n");
        exit(1);
    } else if (pid != 0) {
        exit(0);
    }
}
alarm(0);
close(0);
close(1);
peer = socket(from.sa.sa_family, SOCK_DGRAM, 0);
if (peer < 0) {
    syslog(LOG_ERR, "socket: %m\n");
    exit(1);
}
if (connect(peer, (struct sockaddr *)&from, sizeof(from)) < 0) {
    syslog(LOG_ERR, "connect: %m\n");
    exit(1);
}
tp = (struct tftphdr *)buf;
tp->th_opcode = ntohs(tp->th_opcode);
if (tp->th_opcode == RRQ || tp->th_opcode == WRQ)
    tftp(tp, n);
exit(1);
}

struct formats {
    char    *f_mode;
    int     (*f_validate)(char *filename, int mode);
    void    (*f_send)(struct formats*);
    void    (*f_recv)(struct formats*);
    int     f_convert;
} formats[] = {
    { "netascii",    validate_access,    sendfile,    recvfile, 1 },
    { "octet",      validate_access,    sendfile,    recvfile, 0 },
#ifdef notdef
    { "mail",       validate_user,      sendmail,    recvmail, 1 },
#endif
    { 0 }
};

/*
 * Handle initial connection protocol.
 */
void tftp(struct tftphdr *tp, int size)
{
    register char *cp;
    int first = 1, ecode;
    register struct formats *pf;
    char *filename, *mode = NULL;

    filename = cp = tp->th_stuff;
again:
    while (cp < buf + size) {
        if (*cp == '\0')
            break;
        cp++;
    }
    if (*cp != '\0') {
        nak(EBADOP);
        exit(1);
    }
    if (first) {
        mode = ++cp;
        first = 0;
        goto again;
    }
    for (cp = mode; *cp; cp++)
        if (isupper(*cp))
            *cp = tolower(*cp);
    for (pf = formats; pf->f_mode; pf++)
        if (strcmp(pf->f_mode, mode) == 0)
            break;
    if (pf->f_mode == 0) {
        nak(EBADOP);

```

```

        exit(1);
    }
    ecode = (*pf->f_validate)(filename, tp->th_opcode);
    if (ecode) {
        nak(ecode);
        exit(1);
    }
    if (tp->th_opcode == WRQ)
        (*pf->f_rcv)(pf);
    else
        (*pf->f_snd)(pf);
    exit(0);
}

```

```
FILE *file;
```

```
/*
```

```

* Validate file access. Since we
* have no uid or gid, for now require
* file to exist and be publicly
* readable/writable.
* If we were invoked with arguments
* from inetd then the file must also be
* in one of the given directory prefixes.
* Note also, full path name must be
* given as we have no login directory.
*/

```

```
int validate_access(char *filename, int mode)
```

```

{
    struct stat stbuf;
    int fd;
    char *cp;
    char fnamebuf[1024+512];

    for (cp = filename; *cp; cp++) {
        if(*cp == '.' && (cp == filename || strcmp(cp-1, "/../", 4) == 0)) {
            syslog(LOG_ERR, "bad path %s", filename);
            return(EACCESS);
        }
    }

    if (*filename == '/')
        filename++;

    if (!*dirs) {
        syslog(LOG_ERR, "no dirs");
        return EACCESS;
    }
    snprintf(fnamebuf, sizeof(fnamebuf)-1, "%s/%s", *dirs, filename);
    filename = fnamebuf;

    if (stat(filename, &stbuf) < 0) {
        syslog(LOG_ERR, "stat %s : %m", filename);
        return (errno == ENOENT ? ENOTFOUND : EACCESS);
    }
    if (mode == RRQ) {
        if ((stbuf.st_mode&(S_IREAD >> 6)) == 0) {
            syslog(LOG_ERR, "not readable %s", filename);
            return (EACCESS);
        }
    }
    else {
        if ((stbuf.st_mode&(S_IWRITE >> 6)) == 0) {
            syslog(LOG_ERR, "not writable %s", filename);
            return (EACCESS);
        }
    }
    fd = open(filename, mode == RRQ ? 0 : 1);
    if (fd < 0) {
        syslog(LOG_ERR, "cannot open %s: %m", filename);
        return (errno + 100);
    }
    file = fdopen(fd, (mode == RRQ)? "r":"w");
    if (file == NULL) {
        return errno+100;
    }
    return (0);
}

```

```

int confirmed;
int timeout;
jmp_buf timeoutbuf;

```

```
void timer(int signo)
```

```

{
    confirmed = 0;
    timeout += rexmtval;
    if (timeout >= maxtimeout)
        exit(1);
    longjmp(timeoutbuf, 1);
}

```

```
/*
```

```

* Send the requested file.
*/

```

```
void sendfile(struct formats *pf)
```

```

{
    struct tftphdr *dp;

```

```

register struct tftphdr *ap;    /* ack packet */
volatile int block = 1;
int size, n;

confirmed = 0;
signal(SIGALRM, timer);
dp = r_init();
ap = (struct tftphdr *)ackbuf;
do {
    size = readit(file, &dp, pf->f_convert);
    if (size < 0) {
        nak(errno + 100);
        goto abort;
    }
    dp->th_opcode = htons((u_short)DATA);
    dp->th_block = htons((u_short)block);
    timeout = 0;
    (void) setjmp(timeoutbuf);

send_data:
    if (send(peer, dp, size + 4, confirmed) != size + 4) {
        syslog(LOG_ERR, "tftpd: write: %m\n");
        goto abort;
    }
    confirmed = 0;
    read_ahead(file, pf->f_convert);
    for ( ; ; ) {
        alarm(rexmtval);          /* read the ack */
        n = recv(peer, ackbuf, sizeof(ackbuf), 0);
        alarm(0);
        if (n < 0) {
            syslog(LOG_ERR, "tftpd: read: %m\n");
            goto abort;
        }
        ap->th_opcode = ntohs((u_short)ap->th_opcode);
        ap->th_block = ntohs((u_short)ap->th_block);

        if (ap->th_opcode == ERROR)
            goto abort;

        if (ap->th_opcode == ACK) {
            if (ap->th_block == block) {
                confirmed = MSG_CONFIRM;
                break;
            }
            /* Re-synchronize with the other side */
            synchnet(peer);
            if (ap->th_block == (block - 1)) {
                goto send_data;
            }
        }
    }
    block++;
} while (size == SEGSIZE);

abort:
    (void) fclose(file);
}

void justquit(int signo)
{
    exit(0);
}

/*
 * Receive a file.
 */
void recvfile(struct formats *pf)
{
    struct tftphdr *dp;
    register struct tftphdr *ap;    /* ack buffer */
    volatile int block = 0, n, size;

    confirmed = 0;
    signal(SIGALRM, timer);
    dp = w_init();
    ap = (struct tftphdr *)ackbuf;
    do {
        timeout = 0;
        ap->th_opcode = htons((u_short)ACK);
        ap->th_block = htons((u_short)block);
        block++;
        (void) setjmp(timeoutbuf);

send_ack:
        if (send(peer, ackbuf, 4, confirmed) != 4) {
            syslog(LOG_ERR, "tftpd: write: %m\n");
            goto abort;
        }
        confirmed = 0;
        write_behind(file, pf->f_convert);
        for ( ; ; ) {
            alarm(rexmtval);
            n = recv(peer, dp, PKTSIZE, 0);
            alarm(0);
            if (n < 0) {
                /* really? */
                syslog(LOG_ERR, "tftpd: read: %m\n");
                goto abort;
            }
        }
    }
}

```

```

    }
    dp->th_opcode = ntohs((u_short)dp->th_opcode);
    dp->th_block = ntohs((u_short)dp->th_block);
    if (dp->th_opcode == ERROR)
        goto abort;
    if (dp->th_opcode == DATA) {
        if (dp->th_block == block) {
            confirmed = MSG_CONFIRM;
            break; /* normal */
        }
        /* Re-synchronize with the other side */
        (void) synchnet(peer);
        if (dp->th_block == (block-1))
            goto send_ack; /* retransmit */
    }
}
/* size = write(file, dp->th_data, n - 4); */
size = writeit(file, &dp, n - 4, pf->f_convert);
if (size != (n-4)) { /* ahem */
    if (size < 0) nak(errno + 100);
    else nak(ENOSPACE);
    goto abort;
}
} while (size == SEGSIZE);
write_behind(file, pf->f_convert);
(void) fclose(file); /* close data file */

ap->th_opcode = htons((u_short)ACK); /* send the "final" ack */
ap->th_block = htons((u_short)(block));
(void) send(peer, ackbuf, 4, confirmed);

signal(SIGALRM, justquit); /* just quit on timeout */
alarm(rexmtval);
n = recv(peer, buf, sizeof(buf), 0); /* normally times out and quits */
alarm(0);
if (n >= 4 && /* if read some data */
    dp->th_opcode == DATA && /* and got a data block */
    block == dp->th_block) { /* then my last ack was lost */
    (void) send(peer, ackbuf, 4, 0); /* resend final ack */
}
}
abort:
return;
}

struct errmsg {
    int e_code;
    char *e_msg;
} errmsgs[] = {
    { EUNDEF, "Undefined error code" },
    { ENOTFOUND, "File not found" },
    { EACCESS, "Access violation" },
    { ENOSPACE, "Disk full or allocation exceeded" },
    { EBADOP, "Illegal TFTP operation" },
    { EBADID, "Unknown transfer ID" },
    { EEXISTS, "File already exists" },
    { ENOUSER, "No such user" },
    { -1, 0 }
};

/*
 * Send a nak packet (error message).
 * Error code passed in is one of the
 * standard TFTP codes, or a UNIX errno
 * offset by 100.
 */
void nak(int error)
{
    register struct tftphdr *tp;
    int length;
    register struct errmsg *pe;

    tp = (struct tftphdr *)buf;
    tp->th_opcode = htons((u_short)ERROR);
    tp->th_code = htons((u_short)error);
    for (pe = errmsgs; pe->e_code >= 0; pe++)
        if (pe->e_code == error)
            break;
    if (pe->e_code < 0) {
        pe->e_msg = strerror(error - 100);
        tp->th_code = EUNDEF; /* set 'undef' errorcode */
    }
    strcpy(tp->th_msg, pe->e_msg);
    length = strlen(pe->e_msg);
    tp->th_msg[length] = '\0';
    length += 5;
    if (send(peer, buf, length, 0) != length)
        syslog(LOG_ERR, "nak: %m\n");
}

```

---

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*flex*

---

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## Notice for package(s)

### *tipcutils*

---

```
/*
 * tipc-config.c: TIPC configuration management tool
 *
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 * POSSIBILITY OF SUCH DAMAGE.
 */

#include <stdio.h>
#include <stdlib.h>
#include <errno.h>
#include <getopt.h>
#include <unistd.h>
#include <poll.h>
#include <string.h>
#include <fcntl.h>
#include <sys/types.h>
#include <sys/stat.h>
```

```

#include <sys/socket.h>
#include <netinet/in.h>
#include <linux/tipc.h>
#include <linux/tipc_config.h>
#include <linux/genetlink.h>
#include <linux/version.h>
#include <ifaddrs.h>
#include <netdb.h>

#include "config.h"

/* typedefs */

typedef void (*VOIDFUNCPTR) ();

/* constants */
#define MEDIA_NAME_UDP "udp"
#define MAX_COMMANDS 8
#define MAX_TLVS_SPACE 33000 /* must be a multiple of 4 bytes */
#define ADDR_AREA 30
#define REPLY_LEN 256
#define ARGS_SIZE 128

/* local variables */

static int verbose = 0;
static int interactive = 0;
static __u32 dest = 0;
static __u32 tlv_area[MAX_TLVS_SPACE / sizeof(__u32)];
static __u32 tlv_list_area[MAX_TLVS_SPACE / sizeof(__u32)];

/* forward declarations */

static char usage[];

/* macros */

#define cprintf(fmt, arg...) do { if (verbose) printf(fmt, ##arg); } while (0)
#define fatal(fmt, arg...) do { printf(fmt, ##arg); exit(EXIT_FAILURE); } while (0)
#define confirm(fmt, arg...) do { \
    char c; \
    int ret; \
    if (interactive) { \
        printf(fmt, ##arg); \
        ret = scanf(" %c", &c); /* leading blank skips whitespace */ \
        if ((ret != 1) || ((c != '\n') && (c != 'Y') && (c != 'y'))) { \
            printf("Exiting...\n"); \
            exit(EXIT_SUCCESS); \
        } \
    } \
} while (0)

/* local variables */

static char *err_string[] = {
    "incorrect message format",
    "must be network administrator to perform operation",
    "must be zone master to perform operation",
    "remote management not enabled on destination node",
    "operation not supported",
    "invalid argument"
};

/*****
 *
 * Utility routines used in executing command options
 *
 */

static inline int delimit(int val, int min, int max)
{
    if (val > max)
        return max;
    if (val < min)
        return min;
    return val;
}

static __u32 own_node(void)
{
    struct sockaddr_tipc addr;
    socklen_t sz = sizeof(addr);
    int sd;

    sd = socket(AF_TIPC, SOCK_RDM, 0);
    if (sd < 0)
        fatal("TIPC module not installed\n");
    if (getsockname(sd, (struct sockaddr *)&addr, &sz) < 0)
        fatal("failed to get TIPC socket address\n");
    close(sd);
    return addr.addr.id.node;
}

static const char *addr2str(__u32 addr)
{
    static char addr_area[4][16]; /* allow up to 4 uses in one printf() */

```

```

static int addr_crs = 0;

addr_crs = (addr_crs + 1) & 3;
sprintf(&addr_area[addr_crs][0], "<%.%u.%u>",
        tipc_zone(addr), tipc_cluster(addr), tipc_node(addr));
return &addr_area[addr_crs][0];
}

static const char *for_dest(void)
{
    static char addr_area[ADDR_AREA];

    if (dest == own_node())
        return "";
    sprintf(addr_area, " for node %s", addr2str(dest));
    return addr_area;
}

static const char *for_domain(const char *string, __u32 domain)
{
    static char addr_area[ADDR_AREA];

    if (domain == 0)
        return "";
    sprintf(addr_area, "%s%s", string, addr2str(domain));
    return addr_area;
}

static void print_title(const char *main_title, const char *extra_title)
{
    printf(main_title, for_dest(), extra_title);
}

static void print_title_opt(const char *main_title, const char *extra_title)
{
    if ((dest == own_node()) && (extra_title[0] == '\0'))
        return;

    printf(main_title, for_dest(), extra_title);
}

char *get_arg(char **args)
{
    char *ret;
    char *comma;

    ret = *args;
    comma = strchr(ret, ',');
    if (comma) {
        *comma = '\0';
        *args = comma + 1;
    } else
        *args = NULL;
    return ret;
}

static __u32 str2addr(char *str)
{
    uint z, c, n;
    char dummy;

    if (sscanf(str, "%u.%u.%u%c", &z, &c, &n, &dummy) != 3)
        fatal("invalid network address, use syntax: Z.C.N\n");
    if ((z != delimit(z, 0, 255)) ||
        (c != delimit(c, 0, 4095)) ||
        (n != delimit(n, 0, 4095)))
        fatal("network address field value(s) too large\n");
    return tipc_addr(z, c, n);
}

/*****
 *
 * Routines used to exchange messages over Netlink sockets
 *
 */

#define NLA_SIZE(type) (NLA_HDRLEN + NLA_ALIGN(sizeof(type)))

#define nla_for_each_attr(pos, head, len, rem) \
    for (pos = head, rem = len; nla_ok(pos, rem); pos = nla_next(pos, &(rem)))

static inline void *nla_data(const struct nlattrib *nla)
{
    return (char *) nla + NLA_HDRLEN;
}

static inline int nla_ok(const struct nlattrib *nla, int remaining)
{
    return remaining >= sizeof(*nla) &&
        nla->nla_len >= sizeof(*nla) &&
        nla->nla_len <= remaining;
}

static inline struct nlattrib *nla_next(const struct nlattrib *nla, int *remaining) {
    int totlen = NLA_ALIGN(nla->nla_len);

    *remaining -= totlen;
}

```

```

    return (struct nlattr *) ((char *) nla + totlen);
}

static inline int nla_put_string(struct nlattr *nla, int type, const char *str)
{
    int attrlen = strlen(str) + 1;

    nla->nla_len = NLA_HDRLEN + attrlen;
    nla->nla_type = type;
    memcpy(nla_data(nla), str, attrlen);

    return NLA_HDRLEN + NLA_ALIGN(attrlen);
}

static inline __u16 nla_get_u16(struct nlattr *nla)
{
    return *((__u16 *) nla_data(nla));
}

static int write_uninterrupted(int sk, const char *buf, int len)
{
    int c;

    while ((c = write(sk, buf, len)) < len) {
        if (c == -1) {
            if (errno == EINTR)
                continue;
            return -1;
        }

        buf += c;
        len -= c;
    }

    return 0;
}

static int genetlink_call(__u16 family_id, __u8 cmd, void *header,
                          size_t header_len, void *request, size_t request_len,
                          void *reply, size_t reply_len)
{
    struct msg {
        struct nlmsgghdr n;
        struct genlmsgghdr g;
        char payload[0];
    };

    struct msg *request_msg;
    struct msg *reply_msg;
    int request_msg_size;
    int reply_msg_size;

    struct sockaddr_nl local;
    struct pollfd pfd;
    int sndbuf = 32*1024; /* 32k */
    int rcvbuf = 32*1024; /* 32k */
    int len;
    int sk;

    /*
     * Prepare request/reply messages
     */
    request_msg_size = NMSG_LENGTH(GENL_HDRLEN + header_len + request_len);
    request_msg = malloc(request_msg_size);
    request_msg->n.nlmsg_len = request_msg_size;
    request_msg->n.nlmsg_type = family_id;
    request_msg->n.nlmsg_flags = NLM_F_REQUEST;
    request_msg->n.nlmsg_seq = 0;
    request_msg->n.nlmsg_pid = getpid();
    request_msg->g.cmd = cmd;
    request_msg->g.version = 0;
    if (header_len)
        memcpy(&request_msg->payload[0], header, header_len);
    if (request_len)
        memcpy(&request_msg->payload[header_len], request, request_len);

    reply_msg_size = NMSG_LENGTH(GENL_HDRLEN + header_len + reply_len);
    reply_msg = malloc(reply_msg_size);

    /*
     * Create socket
     */
    memset(&local, 0, sizeof(local));
    local.nl_family = AF_NETLINK;

    if ((sk = socket(AF_NETLINK, SOCK_DGRAM, NETLINK_GENERIC)) == -1)
        fatal("error creating Netlink socket\n");

    if ((bind(sk, (struct sockaddr*)&local, sizeof(local)) == -1) ||
        (setsockopt(sk, SOL_SOCKET, SO_SNDBUF, &sndbuf, sizeof(sndbuf)) == -1) ||
        (setsockopt(sk, SOL_SOCKET, SO_RCVBUF, &rcvbuf, sizeof(rcvbuf)) == -1)) {
        fatal("error creating Netlink socket\n");
    }

    /*
     * Send request
     */
    if (write_uninterrupted(sk, (char*)request_msg, request_msg_size) < 0)

```

```

        fatal("error sending message via Netlink\n");

/*
 * Wait for reply
 */
pfd.fd = sk;
pfd.events = ~POLLOUT;
if ((poll(&pfd, 1, 3000) != 1) || !(pfd.revents & POLLIN))
    fatal("no reply detected from Netlink\n");

/*
 * Read reply
 */
len = recv(sk, (char*)reply_msg, reply_msg_size, 0);
if (len < 0)
    fatal("error receiving reply message via Netlink\n");

close(sk);

/*
 * Validate response
 */
if (!NLMSG_OK(&reply_msg->n, len))
    fatal("invalid reply message received via Netlink\n");

if (reply_msg->n.nlmsg_type == NLMSG_ERROR) {
    len = -1;
    goto out;
}

if ((request_msg->n.nlmsg_type != reply_msg->n.nlmsg_type) ||
    (request_msg->n.nlmsg_seq != reply_msg->n.nlmsg_seq))
    fatal("unexpected message received via Netlink\n");

/*
 * Copy reply header
 */
len -= NLMSG_LENGTH(GENL_HDRLEN);
if (len < header_len)
    fatal("too small reply message received via Netlink\n");
if (header_len > 0)
    memcpy(header, &reply_msg->payload[0], header_len);

/*
 * Copy reply payload
 */
len -= header_len;
if (len > reply_len)
    fatal("reply message too large to copy\n");
if (len > 0)
    memcpy(reply, &reply_msg->payload[header_len], len);

out:
    free(request_msg);
    free(reply_msg);

    return len;
}

static int get_genl_family_id(const char* name)
{
    struct nlattr_family_name {
        char value[GENL_NAMSIZ];
    };

    struct nlattr_family_id {
        __u16 value;
    };

/*
 * Create request/reply buffers
 *
 * Note that the reply buffer is larger than necessary in case future
 * versions of Netlink return additional protocol family attributes
 */
char request[NLA_SIZE(struct nlattr_family_name)];
int request_len = nla_put_string((struct nlattr *)request, CTRL_ATTR_FAMILY_NAME, name);

char reply[REPLY_LEN];

/*
 * Call control service
 */
int len = genetlink_call(GENL_ID_CTRL, CTRL_CMD_GETFAMILY,
                        0, 0,
                        request, request_len,
                        reply, sizeof(reply));

if (len == -1)
    return -1;

/*
 * Parse reply
 */
struct nlattr *head = (struct nlattr *) reply;
struct nlattr *nla;
int rem;

```

```

nla_for_each_attr(nla, head, len, rem) {
    if (nla->nla_type == CTRL_ATTR_FAMILY_ID)
        return nla_get_u16(nla);
}

if (rem > 0)
    fatal("%d bytes leftover after parsing Netlink attributes\n", rem);

return -1;
}

static int do_command_netlink(__u16 cmd, void *req_tlv, __u32 req_tlv_space,
                             void *rep_tlv, __u32 rep_tlv_space)
{
    struct tipc_genlmsg_hdr header;
    int family_id;
    int len;

    /*
     * Request header
     */
    header.dest = dest;
    header.cmd = cmd;

    /*
     * Get TIPC family id
     */
    if ((family_id = get_genl_family_id(TIPC_GENL_NAME)) == -1)
        fatal("no Netlink service registered for %s\n", TIPC_GENL_NAME);

    /*
     * Call control service
     */
    len = genetlink_call(family_id, TIPC_GENL_CMD,
                        &header, sizeof(header),
                        req_tlv, req_tlv_space,
                        rep_tlv, rep_tlv_space);

    return len;
}

/*****
 *
 * Routines used to exchange messages over TIPC sockets
 *
 */

static int do_command_tipc(__u16 cmd, void *req_tlv, __u32 req_tlv_space,
                          void *rep_tlv, __u32 rep_tlv_space)
{
    struct {
        struct tipc_cfg_msg_hdr hdr;
        char buf[MAX_TLVSPACE];
    } req, ans;
    int msg_space;
    int tsd;
    struct sockaddr_tipc tipc_dest;
    int imp = TIPC_CRITICAL_IMPORTANCE;
    struct pollfd pfd;
    int pollres;

    if ((tsd = socket(AF_TIPC, SOCK_RDM, 0)) < 0)
        fatal("TIPC module not installed\n");

    msg_space = TCM_SET(&req.hdr, cmd, TCM_F_REQUEST,
                      req_tlv, req_tlv_space);

    setsockopt(tsd, SOL_TIPC, TIPC_IMPORTANCE, &imp, sizeof(imp));

    tipc_dest.family = AF_TIPC;
    tipc_dest.addrtype = TIPC_ADDR_NAME;
    tipc_dest.addr.name.name.type = TIPC_CFG_SRV;
    tipc_dest.addr.name.name.instance = dest;
    tipc_dest.addr.name.domain = dest;

    if (sendto(tsd, &req, msg_space, 0,
              (struct sockaddr *)&tipc_dest, sizeof(tipc_dest)) < 0)
        fatal("unable to send command to node %s\n", addr2str(dest));

    /* Wait for response message */

    pfd.events = 0xffff & ~POLLOUT;
    pfd.fd = tsd;
    pollres = poll(&pfd, 1, 3000);
    if ((pollres < 0) || !(pfd.revents & POLLIN))
        fatal("no reply detected from TIPC\n");
    msg_space = recv(tsd, &ans, sizeof(ans), 0);
    if (msg_space < 0)
        fatal("error receiving reply message via TIPC\n");

    /* Validate response message */

    if ((msg_space < TCM_SPACE(0)) || (ntohl(ans.hdr.tcm_len) > msg_space))
        fatal("invalid reply message received via TIPC\n");
    if ((ntohs(ans.hdr.tcm_type) != cmd) ||
        (ntohs(ans.hdr.tcm_flags) != 0))
        fatal("unexpected message received via TIPC\n");
}

```

```

msg_space = ntohs(ans.hdr.tcm_len) - TCM_SPACE(0);
if (msg_space > rep_tlv_space)
    fatal("reply message too large to copy\n");
memcpy(rep_tlv, ans.buf, msg_space);
return msg_space;
}

/*****
 *
 * Routines used to process commands requested by user
 *
 */

static __u32 do_command(__u16 cmd, void *req_tlv, __u32 req_tlv_space,
                       void *rep_tlv, __u32 rep_tlv_space)
{
    int rep_len;

    if (dest == own_node())
        rep_len = do_command_netlink(cmd, req_tlv, req_tlv_space,
                                     rep_tlv, rep_tlv_space);
    else
        rep_len = do_command_tipc(cmd, req_tlv, req_tlv_space,
                                   rep_tlv, rep_tlv_space);

    if (TLV_CHECK(rep_tlv, rep_len, TIPC_TLV_ERROR_STRING)) {
        char *c = (char *)TLV_DATA(rep_tlv);
        char code = *c;
        char max_code = sizeof(err_string)/sizeof(err_string[0]);

        if (code & 0x80) {
            code &= 0x7F;
            printf("%s", (code < max_code) ? err_string[(int)code]
                  : "unknown error");
            c++;
        }
        fatal("%s\n", c);
    }

    return rep_len;
}

static __u32 do_get_unsigned(__u16 cmd)
{
    int tlv_space;
    __u32 value;

    tlv_space = do_command(cmd, NULL, 0, tlv_area, sizeof(tlv_area));

    if (!TLV_CHECK(tlv_area, tlv_space, TIPC_TLV_UNSIGNED))
        fatal("corrupted reply message\n");

    value = *(__u32 *)TLV_DATA(tlv_area);
    return ntohs(value);
}

static void do_set_unsigned(char *args, __u16 cmd, char *attr_name,
                           char *attr_warn)
{
    __u32 attr_val;
    __u32 attr_val_net;
    int tlv_space;
    char dummy;

    if (sscanf(args, "%u%c", &attr_val, &dummy) != 1)
        fatal("invalid numeric argument for %s\n", attr_name);

    confirm("set %s to %u%s?%s [Y/n]\n", attr_name, attr_val,
            for_dest(), attr_warn);

    attr_val_net = htonl(attr_val);
    tlv_space = TLV_SET(tlv_area, TIPC_TLV_UNSIGNED,
                       &attr_val_net, sizeof(attr_val_net));
    do_command(cmd, tlv_area, tlv_space, tlv_area, sizeof(tlv_area));

    cprintf("%s%s now set to %u\n", attr_name, for_dest(), attr_val);
}

static void set_node_addr(char *args)
{
    __u32 new_addr;
    __u32 new_addr_net;
    int tlv_space;

    if (!*args) {
        do_command(TIPC_CMD_NOOP, NULL, 0, tlv_area, sizeof(tlv_area));
        printf("node address: %s\n", addr2str(dest));
        return;
    }

    new_addr = str2addr(args);

    confirm("change node address%s to %s? "
            "(this will delete all links) [Y/n]\n",
            for_dest(), addr2str(new_addr));

    new_addr_net = htonl(new_addr);

```



```

print_title("Neighbors%s%s:\n", for_domain(" within domain ", domain));
if (!tlv_space) {
    printf("No nodes found\n");
    return;
}

TLV_LIST_INIT(&tlv_list, tlv_area, tlv_space);
while (!TLV_LIST_EMPTY(&tlv_list)) {
    if (!TLV_LIST_CHECK(&tlv_list, TIPC_TLV_NODE_INFO))
        fatal("corrupted reply message\n");
    node_info = (struct tipc_node_info *)TLV_LIST_DATA(&tlv_list);
    printf("%s: %s\n", addr2str(ntohl(node_info->addr)),
        ntohl(node_info->up) ? "up" : "down");
    TLV_LIST_STEP(&tlv_list);
}
}

/**
 * do_these_links - perform operation on specified set of links
 * @funcToRun: operation to be performed on link
 * @domain: network domain of interest (0.0.0 if not used)
 * @str: link name pattern of interest (NULL if not used)
 * @vname: name of the parameter being set (optional arg to 'funcToRun')
 * @cmd: command to execute (optional arg to 'funcToRun')
 * @val: new value to be set (optional arg to 'funcToRun')
 *
 * This routine first retrieves the names of all links in the specified
 * network domain, eliminates those that don't match the specified search
 * pattern, and then performs the requestion operation on each remaining link.
 */

static void do_these_links(VOIDFUNCPTR funcToRun, __u32 domain, const char *str,
    const char *vname, int cmd, int val)
{
    int tlv_space;
    int numLinks = 0;
    __u32 domain_net;
    struct tlv_list_desc tlv_list;
    struct tipc_link_info *local_link_info;

    domain_net = htonl(domain);
    tlv_space = TLV_SET(tlv_list_area, TIPC_TLV_NET_ADDR,
        &domain_net, sizeof(domain_net));
    tlv_space = do_command(TIPC_CMD_GET_LINKS, tlv_list_area, tlv_space,
        tlv_list_area, sizeof(tlv_list_area));

    TLV_LIST_INIT(&tlv_list, tlv_list_area, tlv_space);

    while (!TLV_LIST_EMPTY(&tlv_list)) {
        if (!TLV_LIST_CHECK(&tlv_list, TIPC_TLV_LINK_INFO))
            fatal("corrupted reply message\n");
        local_link_info = (struct tipc_link_info *)TLV_LIST_DATA(&tlv_list);
        if ((str == NULL) ||
            (strstr(local_link_info->str, str) != NULL)) {
            funcToRun(local_link_info->str, local_link_info->up,
                vname, cmd, val);
            numLinks++;
        }
        TLV_LIST_STEP(&tlv_list);
    }

    if (numLinks == 0) {
        if (str == NULL)
            printf("No links found\n");
        else
            printf("No links found matching pattern '%s'\n", str);
    }
}

static void get_link(char *linkName, __u32 up)
{
    printf("%s: %s\n", linkName, ntohl(up) ? "up" : "down");
}

static void get_linkset(char *args)
{
    char *strp = NULL; /* list all links by default */
    __u32 domain = 0;

    if (*args != 0) {
        if (args[0] == '?')
            strp = args + 1; /* list links matching pattern */
        else
            domain = str2addr(args); /* list links in domain */
    }

    print_title("Links%s%s:\n", for_domain(" within domain ", domain));

    do_these_links(get_link, domain, strp, "", 0, 0);
}

static void show_link_stats(char *linkName)
{
    int tlv_space;

    tlv_space = TLV_SET(tlv_area, TIPC_TLV_LINK_NAME,
        linkName, TIPC_MAX_LINK_NAME);
    tlv_space = do_command(TIPC_CMD_SHOW_LINK_STATS, tlv_area, tlv_space,

```

```

        tlv_area, sizeof(tlv_area));

if (!TLV_CHECK(tlv_area, tlv_space, TIPC_TLV_ULTRA_STRING))
    fatal("corrupted reply message\n");

printf("%s\n", (char *)TLV_DATA(tlv_area));
}

static void show_linkset_stats(char *args)
{
    print_title("Link statistics%s:\n", NULL);

    if (*args == 0) /* show for all links */
        do_these_links(show_link_stats, 0, NULL, NULL, 0, 0);
    else if (args[0] == '?') /* show for all links matching pattern */
        do_these_links(show_link_stats, 0, args+1, NULL, 0, 0);
    else /* show for specified link */
        show_link_stats(args);
}

static void reset_link_stats(char *linkName)
{
    int tlv_space;

    tlv_space = TLV_SET(tlv_area, TIPC_TLV_LINK_NAME,
                       linkName, TIPC_MAX_LINK_NAME);
    tlv_space = do_command(TIPC_CMD_RESET_LINK_STATS, tlv_area, tlv_space,
                          tlv_area, sizeof(tlv_area));

    cprintf("Link %s statistics reset\n", linkName);
}

static void reset_linkset_stats(char *args)
{
    if (args[0] == '?')
        do_these_links(reset_link_stats, 0, args+1, NULL, 0, 0);
    else
        reset_link_stats(args);
}

static void show_name_table(char *args)
{
    int tlv_space;
    __u32 depth;
    __u32 type;
    __u32 lowbound;
    __u32 upbound;
    char dummy;
    struct tipc_name_table_query query_info;

    /* process (optional) depth argument */
    if (!*args)
        depth = 0;
    else if (args[0] == 'a')
        depth = 4;
    else if (args[0] == 'p')
        depth = 3;
    else if (args[0] == 'n')
        depth = 2;
    else if (args[0] == 't')
        depth = 1;
    else
        depth = 0;

    if (depth > 0) {
        args += strcspn(args, ",");
        if (*args)
            args++; /* skip over comma */
    } else {
        depth = 4;
    }

    /* process (optional) type arguments */
    if (!*args) {
        depth |= TIPC_NTQ_ALLTYPES;
        type = lowbound = upbound = 0;
    } else if (sscanf(args, "%u,%u,%u%c", &type, &lowbound, &upbound,
                    &dummy) == 3) {
        /* do nothing more */
    } else if (sscanf(args, "%u,%u%c", &type, &lowbound, &dummy) == 2) {
        upbound = lowbound;
    } else if (sscanf(args, "%u%c", &type, &dummy) == 1) {
        lowbound = 0;
        upbound = ~0;
    } else
        fatal("%s", usage);

    /* issue query & process response */

    query_info.depth = htonl(depth);
    query_info.type = htonl(type);
    query_info.lowbound = htonl(lowbound);
    query_info.upbound = htonl(upbound);

    tlv_space = TLV_SET(tlv_area, TIPC_TLV_NAME_TBL_QUERY,
                       &query_info, sizeof(query_info));
}

```

```

    tlv_space = do_command(TIPC_CMD_SHOW_NAME_TABLE, tlv_area, tlv_space,
                          tlv_area, sizeof(tlv_area));

    if (!TLV_CHECK(tlv_area, tlv_space, TIPC_TLV_ULTRA_STRING))
        fatal("corrupted reply message\n");

    print_title_opt("Names%s:\n", "");
    printf("%s", (char *)TLV_DATA(tlv_area));
}

static void get_media(char *dummy)
{
    int tlv_space;
    struct tlv_list_desc tlv_list;

    tlv_space = do_command(TIPC_CMD_GET_MEDIA_NAMES, NULL, 0,
                          tlv_area, sizeof(tlv_area));

    print_title("Media%s:\n", NULL);
    if (!tlv_space) {
        printf("No registered media\n");
        return;
    }

    TLV_LIST_INIT(&tlv_list, tlv_area, tlv_space);
    while (!TLV_LIST_EMPTY(&tlv_list)) {
        if (!TLV_LIST_CHECK(&tlv_list, TIPC_TLV_MEDIA_NAME))
            fatal("corrupted reply message\n");
        printf("%s\n", (char *)TLV_LIST_DATA(&tlv_list));
        TLV_LIST_STEP(&tlv_list);
    }
}

/**
 * do_these_bearers - perform operation on specified set of bearers
 * @funcToRun: operation to be performed on bearer
 * @str: bearer name pattern (if NULL, do operation on all bearers)
 */

static void do_these_bearers(VOIDFUNCPTR funcToRun, const char *str)
{
    int numBearers = 0;
    int tlv_space;
    struct tlv_list_desc tlv_list;
    char *bname;

    tlv_space = do_command(TIPC_CMD_GET_BEARER_NAMES, NULL, 0,
                          tlv_list_area, sizeof(tlv_list_area));

    TLV_LIST_INIT(&tlv_list, tlv_list_area, tlv_space);

    while (!TLV_LIST_EMPTY(&tlv_list)) {
        if (!TLV_LIST_CHECK(&tlv_list, TIPC_TLV_BEARER_NAME))
            fatal("corrupted reply message\n");
        bname = (char *)TLV_LIST_DATA(&tlv_list);
        if ((str == NULL) || (strstr(bname, str) != NULL)) {
            funcToRun(bname);
            numBearers++;
        }
        TLV_LIST_STEP(&tlv_list);
    }

    if (numBearers == 0) {
        if (str == NULL)
            printf("No active bearers\n");
        else
            printf("No bearers found matching pattern '%s'\n", str);
    }
}

static void get_bearer(char *bname)
{
    printf("%s\n", bname);
}

static void get_bearerset(char *args)
{
    print_title("Bearers%s:\n", NULL);

    if (*args == 0)
        do_these_bearers(get_bearer, NULL); /* list all bearers */
    else if (args[0] == '?')
        do_these_bearers(get_bearer, args+1); /* list matching ones */
    else
        fatal("Invalid argument '%s' \n", args);
}

static void show_ports(char *dummy)
{
    int tlv_space;

    tlv_space = do_command(TIPC_CMD_SHOW_PORTS, NULL, 0,
                          tlv_area, sizeof(tlv_area));

    if (!TLV_CHECK(tlv_area, tlv_space, TIPC_TLV_ULTRA_STRING))
        fatal("corrupted reply message\n");
}

```

```

    print_title("Ports%s:\n", NULL);
    printf("%s", (char *)TLV_DATA(tlv_area));
}

static void set_log_size(char *args)
{
    int tlv_space;

    if (!*args) {
        tlv_space = do_command(TIPC_CMD_DUMP_LOG, NULL, 0,
                               tlv_area, sizeof(tlv_area));

        if (!TLV_CHECK(tlv_area, tlv_space, TIPC_TLV_ULTRA_STRING))
            fatal("corrupted reply message\n");

        printf("Log dump%s:\n%s", for_dest(), (char *)TLV_DATA(tlv_area));
    } else {
        do_set_unsigned(args, TIPC_CMD_SET_LOG_SIZE, "log size",
                        " (this will discard current log contents)");
    }
}

#if (LINUX_VERSION_CODE > KERNEL_VERSION(2,6,34))
static void show_stats(char *args)
{
    __u32 attr_val_net;
    int tlv_space;

    /*
     * In future, may allow user to control what info is returned;
     * for now, just hard code 0 as command argument to get default info
     */

    attr_val_net = htonl(0);
    tlv_space = TLV_SET(tlv_area, TIPC_TLV_UNSIGNED,
                        &attr_val_net, sizeof(attr_val_net));

    tlv_space = do_command(TIPC_CMD_SHOW_STATS, tlv_area, tlv_space,
                           tlv_area, sizeof(tlv_area));

    if (!TLV_CHECK(tlv_area, tlv_space, TIPC_TLV_ULTRA_STRING))
        fatal("corrupted reply message\n");

    print_title_opt("Status%s:\n", "");
    printf("%s", (char *)TLV_DATA(tlv_area));
}
#endif

static void set_link_value(char *linkName, __u32 dummy, const char *vname,
                           int cmd, int val)
{
    struct tipc_link_config req_tlv;
    int tlv_space;

    req_tlv.value = htonl(val);
    strcpy(req_tlv.name, linkName);
    req_tlv.name[TIPC_MAX_LINK_NAME - 1] = '\0';

    confirm("Change %s of link <%s>%s to %u? [Y/n]\n",
            vname, req_tlv.name, for_dest(), val);

    tlv_space = TLV_SET(tlv_area, TIPC_TLV_LINK_CONFIG,
                        &req_tlv, sizeof(req_tlv));
    tlv_space = do_command(cmd, tlv_area, tlv_space,
                           tlv_area, sizeof(tlv_area));

    cprintf("Link <%s>%s changed %s to %u\n",
            req_tlv.name, for_dest(), vname, val);
}

static void set_linkset_value(char *args, const char *vname, int cmd)
{
    int val;
    char dummy;
    char *s = strchr(args, '/');

    if (!s)
        fatal("Syntax: tipcConfig -l%c=<link-name>|<pattern>/<%s>\n",
              vname[0], vname);

    *s++ = 0;

    if (sscanf(s, "%u%c", &val, &dummy) != 1)
        fatal("non-numeric link %s specified\n", vname);

    if (args[0] == '?')
        do_these_links(set_link_value, 0, args+1, vname, cmd, val);
    else
        set_link_value(args, 0, vname, cmd, val);
}

static void set_linkset_tolerance(char *args)
{
    set_linkset_value(args, "tolerance", TIPC_CMD_SET_LINK_TOL);
}

static void set_linkset_priority(char *args)
{
    set_linkset_value(args, "priority", TIPC_CMD_SET_LINK_PRI);
}

```

```

}

static void set_linkset_window(char *args)
{
    set_linkset_value(args, "window", TIPC_CMD_SET_LINK_WINDOW);
}

static int get_local_address(char *arg)
{
    char *opt;
    struct ifaddrs *ifap, *ifa;
    int i;
    struct sockaddr_in *addr = NULL;
    char ifaddr[16];
    char tmp[TIPC_MAX_BEARER_NAME];
    char *savep = tmp;

    memcpy(tmp, arg, TIPC_MAX_BEARER_NAME);

    opt = strsep(&savep, ":");
    if (!opt || !savep)
        return -EINVAL;
    if (strcmp(opt, MEDIA_NAME_UDP) != 0)
        return 0;
    opt = strsep(&savep, ":");

    /*If an IP address was specified, use it directly*/
    if (inet_pton(AF_INET, opt, &addr))
        return 0;

    if (getifaddrs(&ifap)) {
        perror("getifaddrs");
        return -EINVAL;
    }
    /*Get the interface address*/
    for(ifa = ifap; ifa != NULL; ifa = ifa->ifa_next) {
        if ((ifa->ifa_addr->sa_family == AF_INET) &&
            (strcmp(ifa->ifa_name, opt) == 0)) {
            addr = ifa->ifa_addr;
            break;
        }
    }
    if (!addr) {
        freeifaddrs(ifap);
        return -ENODEV;
    }
    if (NULL==inet_ntop(AF_INET, &addr->sin_addr, ifaddr,
        sizeof(struct sockaddr_in))) {
        freeifaddrs(ifap);
        perror("ntop");
        return -EINVAL;
    }
    if(savep)
        sprintf(arg, "%s:%s:%s\0", MEDIA_NAME_UDP, ifaddr, savep);
    else
        sprintf(arg, "%s:%s\0", MEDIA_NAME_UDP, ifaddr);
    freeifaddrs(ifap);
    return 0;
}

static int resolve_bearer_endpoint(char *arg)
{
    char tmp[TIPC_MAX_BEARER_NAME];
    char raddr[16];
    char *delim;
    struct sockaddr_in si_remote;
    struct addrinfo hints = {0};
    struct addrinfo *remote_info;
    int i;

    memcpy(tmp, arg, TIPC_MAX_BEARER_NAME);
    /*Get the fourth token (remote address)*/
    delim = strtok(tmp, ":");
    for (i = 0; i < 3; i++)
        if (!(delim = strtok(NULL, ":")))
            return 0;
    if (inet_pton(AF_INET, delim, &si_remote.sin_addr))
        return 0;
    hints.ai_family = AF_INET;
    if (getaddrinfo(delim, NULL, &hints, &remote_info) != 0)
        return -EINVAL;
    /*Multiple addresses may be returned, but we just use the first one*/
    inet_ntop(AF_INET, &((struct sockaddr_in*)remote_info->ai_addr)->sin_addr,
        raddr, 255);
    delim = tmp;
    for (i = 0; i < 3; i++)
        delim = strchr(delim, ':')+1;
    i = delim - tmp;
    delim = strchr(delim, ':');
    snprintf(arg, i, tmp);
    if (delim)
        sprintf(arg + i - 1, ":%s", raddr, delim);
    else
        sprintf(arg + i - 1, "%s", raddr);
    return 0;
}

```

```

static void enable_bearer(char *args)
{
    struct tipc_bearer_config req_tlv;
    int tlv_space;
    char *a;
    char dummy;
    int err;

    while (args) {
        __u32 domain = dest & 0xfffff000; /* defaults to own cluster */
        uint pri = TIPC_MEDIA_LINK_PRI; /* defaults to media priority */
        char *domain_str, *pri_str;

        a = get_arg(&args);
        if ((domain_str = strchr(a, '/')) {
            *domain_str++ = 0;
            if ((pri_str = strchr(domain_str, '/')) {
                *pri_str++ = 0;
                if ((*pri_str != 0) &&
                    sscanf(pri_str, "%u%c", &pri, &dummy) != 1)
                    fatal("non-numeric bearer priority specified\n");
            }
            if (*domain_str != 0)
                domain = str2addr(domain_str);
        }

        confirm("Enable bearer <%s>%s with detection domain %s and "
            "priority %u? [Y/n]",
            a, for_dest(), addr2str(domain), pri);

        req_tlv.priority = htonl(pri);
#ifdef LINUX_VERSION_CODE < KERNEL_VERSION(2,6,38)
        req_tlv.detect_scope = htonl(domain);
#else
        req_tlv.disc_domain = htonl(domain);
#endif

        if (err = get_local_address(a) != 0)
            fatal("Invalid bearer parameters (%d)\n",err);
        if (err = resolve_bearer_endpoint(a) != 0) {
            fatal("Could not resolve remote bearer endpoint name (%d)\n",
                err);
        }
        strncpy(req_tlv.name, a, TIPC_MAX_BEARER_NAME - 1);
        req_tlv.name[TIPC_MAX_BEARER_NAME - 1] = '\0';

        tlv_space = TLV_SET(tlv_area, TIPC_TLV_BEARER_CONFIG,
            &req_tlv, sizeof(req_tlv));
        tlv_space = do_command(TIPC_CMD_ENABLE_BEARER, tlv_area, tlv_space,
            tlv_area, sizeof(tlv_area));

        cprintf("Bearer <%s> enabled%s\n", a, for_dest());
    }
}

static void disable_bearer(char *bname)
{
    char bearer_name[TIPC_MAX_BEARER_NAME];
    int tlv_space;
    int err;

    strncpy(bearer_name, bname, TIPC_MAX_BEARER_NAME - 1);
    bearer_name[TIPC_MAX_BEARER_NAME - 1] = '\0';

    confirm("Disable bearer <%s>%s ? [Y/n]", bearer_name, for_dest());

    if (err = get_local_address(bearer_name) != 0)
        fatal("Invalid bearer parameters (%d)\n",err);
    tlv_space = TLV_SET(tlv_area, TIPC_TLV_BEARER_NAME,
        bearer_name, sizeof(bearer_name));
    tlv_space = do_command(TIPC_CMD_DISABLE_BEARER, tlv_area, tlv_space,
        tlv_area, sizeof(tlv_area));

    cprintf("Bearer <%s> disabled%s\n", bearer_name, for_dest());
}

static void disable_bearerset(char *args)
{
    if (args[0] == '?')
        do_these_bearers(disable_bearer, args+1); /* name pattern */
    else {
        while (args) {
            disable_bearer(get_arg(&args)); /* list of names */
        }
    }
}

/*****
 *
 * Basic data structures and routines associated with command/option processing
 *
 * Terminology note: The arguments passed to tipc-config are usually referred
 * to as "commands", since most of them are actually requests that are passed
 * on to TIPC rather than directives that are executed by tipc-config itself.
 * However, since tipc-config utilizes Linux's command line library to parse
 * the commands as if they were options, the latter term is also acceptable.
 *
 */

```

```

#define OPT_BASE '@'

struct command {
    void (*fcn) (char *args);
    char args[ARGS_SIZE];
};

/*
 * Help string generated by tipc-config application;
 * command entries are listed alphabetically
 */

static char usage[] =
    "Usage: \n"
    "    tipc-config command [command ...]\n"
    "\n"
    " valid commands:\n"
    " -addr [=<addr>]           Get/set node address\n"
    " -b  [=<bearerpat>]       Get bearers\n"
    " -bd  =<bearerpat>        Disable bearer\n"
    " -be  =<bearer>[/<domain>[/<priority>]] Enable bearer\n"
    " -dest =<addr>            Command destination node\n"
    " -help                    This usage list\n"
    " -i                      Interactive set operations\n"
    " -l  [=<domain>|<linkpat>] Get links to domain\n"
    " -log [=<size>]           Dump/resize log\n"
    " -lp  [=<linkpat>|<bearer>|<media>/<value>] Set link priority\n"
    " -ls  [=<linkpat>]       Get link statistics\n"
    " -lsr =<linkpat>         Reset link statistics\n"
    " -lt  [=<linkpat>|<bearer>|<media>/<value>] Set link tolerance\n"
    " -lw  [=<linkpat>|<bearer>|<media>/<value>] Set link window\n"
    " -m                      Get media\n"
    " -max_ports  [=<value>]   Get/set max number of ports\n"
    " -max_publ   [=<value>]   Get/set max publications\n"
    " -max_subscr [=<value>]   Get/set max subscriptions\n"
    " -mng  [=enable|disable] Get/set remote management\n"
    " -n    [=<domain>]       Get nodes in domain\n"
    " -netid[=<value>]       Get/set network id\n"
    " -nt   [= [<depth>],<type>[,<low>[,<up>]]] Get name table\n"
    "         where <depth> = types|names|ports|all\n"
    " -p                      Get port info\n"
    " -s                      Get TIPC status info\n"
    " -v                      Verbose output\n"
    " -V                      Get tipc-config version info\n"
    ; /* end of concatenated string literal */

```

```

/*
 * Option structure field usage in tipc-config application:
 * 1) option name
 * 2) argument count
 *    0 if argument is not allowed
 *    1 if argument is required
 *    2 if argument is optional
 * 3) always set to 0
 * 4) value to return
 *
 * Note 1: Option name field must match the info in "usage" (above).
 * Note 2: Entries need not be stored alphabetically, but "value to return"
 *         field must reflect ordering used in "cmd_array" (below).
 */

```

```

static struct option options[] = {
    {"help",      0, 0, '0'},
    {"v",         0, 0, '1'},
    {"i",         0, 0, '2'},
    {"dest",     1, 0, '3'},
    {"v",         0, 0, '4'},
    {"addr",     2, 0, OPT_BASE + 0},
    {"netid",    2, 0, OPT_BASE + 1},
    {"mng",      2, 0, OPT_BASE + 2},
    {"nt",       2, 0, OPT_BASE + 3},
    {"p",        0, 0, OPT_BASE + 4},
    {"m",        0, 0, OPT_BASE + 5},
    {"b",        2, 0, OPT_BASE + 6},
    {"be",       1, 0, OPT_BASE + 7},
    {"bd",       1, 0, OPT_BASE + 8},
    {"n",        2, 0, OPT_BASE + 9},
    {"l",        2, 0, OPT_BASE + 10},
    {"ls",       2, 0, OPT_BASE + 11},
    {"lsr",      1, 0, OPT_BASE + 12},
    {"lp",       1, 0, OPT_BASE + 13},
    {"lw",       1, 0, OPT_BASE + 14},
    {"lt",       1, 0, OPT_BASE + 15},
    {"max_ports", 2, 0, OPT_BASE + 16},
    {"max_subscr", 2, 0, OPT_BASE + 17},
    {"max_publ", 2, 0, OPT_BASE + 18},
    {"log",      2, 0, OPT_BASE + 19},
    {"s",        0, 0, OPT_BASE + 20},
    {0, 0, 0, 0}
};

```

```

void (*cmd_array[])(char *args) = {
    set_node_addr,
    set_netid,
    set_remote_mng,
    show_name_table,
    show_ports,
};

```

```

    get_media,
    get_bearer,
    enable_bearer,
    disable_bearer,
    get_nodes,
    get_linkset,
    show_linkset_stats,
    reset_linkset_stats,
    set_linkset_priority,
    set_linkset_window,
    set_linkset_tolerance,
    set_max_ports,
    set_max_subscr,
    set_max_publ,
    set_log_size,
#if (LINUX_VERSION_CODE > KERNEL_VERSION(2,6,34))
    show_stats,
#endif
    NULL
};

/*
 * Mainline parses option list and processes each command. Most commands are
 * not actually executed until parsing is complete in case they are impacted
 * by commands that appear later in the list.
 */

int main(int argc, char *argv[], char *dummy[])
{
    struct command commands[MAX_COMMANDS];
    int cno, cno2;
    int c;

    if (argc == 1)
        fatal("%s", usage);

    dest = own_node();

    cno = 0;
    while ((c = getopt_long_only(argc, argv, "", options, NULL)) != EOF) {
        if (c >= OPT_BASE) {
            if (cno >= MAX_COMMANDS)
                fatal("too many commands specified\n");

            commands[cno].fcn = cmd_array[c - OPT_BASE];
            if (optarg)
                strcpy(commands[cno].args, optarg);
            else
                commands[cno].args[0] = '\0';
            cno++;
        } else {
            switch (c) {
                case '0':
                    fatal("%s", usage);
                    break;
                case '1':
                    verbose = 1;
                    break;
                case '2':
                    interactive = 1;
                    break;
                case '3':
                    dest = str2addr(optarg);
                    break;
                case '4':
                    printf("TIPC configuration tool version "
                           VERSION "\n");
                    break;
                default:
                    /* getopt_long_only() generates the error msg */
                    exit(EXIT_FAILURE);
                    break;
            }
        }
    }

    if (optind < argc) {
        /* detects arguments that don't start with a '-' sign */
        fatal("unexpected command argument '%s'\n", argv[optind]);
    }

    for (cno2 = 0; cno2 < cno; cno2++) {
        if (!commands[cno2].fcn)
            fatal("command table error\n");
        commands[cno2].fcn(commands[cno2].args);
    }

    return 0;
}

```

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---

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*attr*  
*bc*  
*glibc-external*  
*gnutils*  
*kmod*  
*libcheck*  
*libmnl*  
*libtool*  
*libusb1*  
*quota*  
*sysfsutils*  
*udev*  
*util-linux*

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---

```
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 */
/*
 * Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.
 */
/*
 * rpcinfo: ping a particular rpc program
 *           or dump the the registered programs on the remote machine.
 */
/*
 * We are for now defining PORTMAP here. It doesnt even compile
 * unless it is defined.
 */
#ifdef PORTMAP
#define PORTMAP
#endif
/*
 * If PORTMAP is defined, rpcinfo will talk to both portmapper and
 * rpcbind programs; else it talks only to rpcbind. In the latter case
 * all the portmapper specific options such as -u, -t, -p become void.
 */
#include <sys/types.h>
#include <sys/socket.h>
#include <sys/un.h>
#include <rpc/rpc.h>
```

```

#include <stdio.h>
#include <rpc/rpcb_prot.h>
#include <rpc/rpcent.h>
#include <rpc/nettype.h>
#include <rpc/rpc_com.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <err.h>
#include <ctype.h>

#ifdef PORTMAP                /* Support for version 2 portmapper */
#include <netinet/in.h>
#include <netdb.h>
#include <arpa/inet.h>
#include <rpc/pmap_prot.h>
#include <rpc/pmap_clnt.h>
#endif

#define max(a,b) ((a) > (b) ? (a) : (b))

#define MIN_VERS              ((u_long)0)
#define MAX_VERS              ((u_long)4294967295UL)
#define UNKNOWN               "unknown"

/*
 * Functions to be performed.
 */
#define NONE                   0           /* no function */
#define PMAPDUMP               1           /* dump portmapper registrations */
#define TCPPING                2           /* ping TCP service */
#define UDPPING                3           /* ping UDP service */
#define BROADCAST              4           /* ping broadcast service */
#define DELETES                 5           /* delete registration for the service */
#define ADDRPING               6           /* pings at the given address */
#define PROGPING               7           /* pings a program on a given host */
#define RPCBDUMP                8           /* dump rpcbind registrations */
#define RPCBDUMP_SHORT          9           /* dump rpcbind registrations - short version */
#define RPCBADDRLIST           10          /* dump addr list about one prog */
#define RPCBGETSTAT            11          /* Get statistics */

struct netidlist
{
    char *netid;
    struct netidlist *next;
};

struct verslist
{
    int vers;
    struct verslist *next;
};

struct rpcbdump_short
{
    u_long prog;
    struct verslist *vlist;
    struct netidlist *nlist;
    struct rpcbdump_short *next;
    char *owner;
};

#ifdef PORTMAP
static void ip_ping (u_short, char *, int, char **);
static void pmapdump (int, char **);
static CLIENT *ip_getclnt(const char *hostname, rpcprog_t prognum, rpcvers_t versnum, const char *proto);
#endif

static bool_t reply_proc (void *, struct netbuf *, struct netconfig *);
static void brdcast (int, char **);
static void addrping (char *, char *, int, char **);
static void progping (char *, int, char **);
static CLIENT *clnt_addr_create (char *, struct netconfig *, u_long, u_long);
static CLIENT *clnt_rpcbind_create (char *, int, struct netbuf **);
static CLIENT *getclnthandle (char *, struct netconfig *, u_long,
                              struct netbuf **);
static int pstatus (CLIENT *, u_long, u_long);
static void rpcbdump (int, char *, int, char **);
static void rpcbgetstat (int, char **);
static void rpcbaddrlist (char *, int, char **);
static void deletereg (char *, int, char **);
static void print_rmtcallstat (int, rpcb_stat *);
static void print_getaddrstat (int, rpcb_stat *);
static void usage (void);
static u_long getprognum (char *);
static u_long getvers (char *);
static char *spaces (int);
static bool_t add_version (struct rpcbdump_short *, u_long);
static bool_t add_netid (struct rpcbdump_short *, char *);

int main (int argc, char **argv);

int
main (int argc, char **argv)
{
    register int c;
    int errflg;

```

```

int function;
char *netid = NULL;
char *address = NULL;
#ifdef PORTMAP
char *strptr;
u_short portnum = 0;
#endif

function = NONE;
errflg = 0;
#ifdef PORTMAP
while ((c = getopt (argc, argv, "a:bdlmn:pstT:u")) != -1)
#else
while ((c = getopt (argc, argv, "a:bdlmn:sT:")) != -1)
#endif
{
    switch (c)
    {
#ifdef PORTMAP
    case 'p':
        if (function != NONE)
            errflg = 1;
        else
            function = PMAPDUMP;
        break;

    case 't':
        if (function != NONE)
            errflg = 1;
        else
            function = TCPPIPING;
        break;

    case 'u':
        if (function != NONE)
            errflg = 1;
        else
            function = UDPPING;
        break;

    case 'n':
        portnum = (u_short) strtol (optarg, &strptr, 10);
        if (strptr == optarg || *strptr != '\0')
        {
            fprintf (stderr, "rpcinfo: %s is illegal port number\n",
                    optarg);
            exit (1);
        }
        break;
#endif

    case 'a':
        address = optarg;
        if (function != NONE)
            errflg = 1;
        else
            function = ADDRPIPING;
        break;

    case 'b':
        if (function != NONE)
            errflg = 1;
        else
            function = BROADCAST;
        break;

    case 'd':
        if (function != NONE)
            errflg = 1;
        else
            function = DELETES;
        break;

    case 'l':
        if (function != NONE)
            errflg = 1;
        else
            function = RPCBADDRLIST;
        break;

    case 'm':
        if (function != NONE)
            errflg = 1;
        else
            function = RPCBGETSTAT;
        break;

    case 's':
        if (function != NONE)
            errflg = 1;
        else
            function = RPCBDUMP_SHORT;
        break;

    case 'T':
        netid = optarg;
        break;

    case '?':

```

```

        errflg = 1;
        break;
    }
}

if (errflg || ((function == ADDRPING) && !netid))
{
    usage ();
    return 1;
}

if (function == NONE)
{
    if (argc - optind > 1)
        function = PROGPING;
    else
        function = RPCBDUMP;
}

switch (function)
{
#ifdef PORTMAP
    case PMAPDUMP:
        if (portnum != 0)
        {
            usage ();
            return 1;
        }
        pmapdump (argc - optind, argv + optind);
        break;

    case UDPPING:
        ip_ping (portnum, "udp", argc - optind, argv + optind);
        break;

    case TCPPING:
        ip_ping (portnum, "tcp", argc - optind, argv + optind);
        break;
#endif
    case BROADCAST:
        brdcst (argc - optind, argv + optind);
        break;
    case DELETES:
        deletereg (netid, argc - optind, argv + optind);
        break;
    case ADDRPING:
        addrping (address, netid, argc - optind, argv + optind);
        break;
    case PROGPING:
        progping (netid, argc - optind, argv + optind);
        break;
    case RPCBDUMP:
    case RPCBDUMP_SHORT:
        rpcbdump (function, netid, argc - optind, argv + optind);
        break;
    case RPCBGETSTAT:
        rpcbgetstat (argc - optind, argv + optind);
        break;
    case RPCBADDRLIST:
        rpcbaddrlist (netid, argc - optind, argv + optind);
        break;
}
return (0);
}

static CLIENT *
local_rpcb (rpcprog_t prog, rpcvers_t vers)
{
    #if 0
    void *localhandle;
    struct netconfig *nconf;
    CLIENT *clnt;

    localhandle = setnetconfig();
    while ((nconf = getnetconfig(localhandle)) != NULL) {
        if (nconf->nc_protofmly != NULL &&
            strcmp(nconf->nc_protofmly, NC_LOOPBACK) == 0)
            break;
    }
    if (nconf == NULL) {
        warnx("getnetconfig: %s", nc_spererror());
        return (NULL);
    }

    clnt = clnt_tp_create (/* "localhost"*/ NULL, prog, vers, nconf);
    endnetconfig(localhandle);
    return clnt;
    #else
    struct netbuf nbuf;
    struct sockaddr_un sun;
    int sock;

    memset (&sun, 0, sizeof sun);
    sock = socket (AF_LOCAL, SOCK_STREAM, 0);
    if (sock < 0)
        return NULL;

    sun.sun_family = AF_LOCAL;

```

```

strcpy (sun.sun_path, _PATH_RPCBINDSOCK);
nbuf.len = SUN_LEN (&sun);
nbuf.maxlen = sizeof (struct sockaddr_un);
nbuf.buf = &sun;

return clnt_vc_create (sock, &nbuf, prog, vers, 0, 0);
#endif
}

#ifdef PORTMAP
static enum clnt_stat
ip_ping_one(client, vers)
    CLIENT *client;
    u_int32_t vers;
{
    struct timeval to = { .tv_sec = 10, .tv_usec = 0 };

    (void) CLNT_CONTROL (client, CLSET_VERS, &vers);
    return CLNT_CALL (client, NULLPROC, (xdrproc_t) xdr_void,
        (char *) NULL, (xdrproc_t) xdr_void, (char *) NULL,
        to);
}

/*
 * If portnum is 0, then go and get the address from portmapper, which happens
 * transparently through clnt*_create(); If version number is not given, it
 * tries to find out the version number by making a call to version 0 and if
 * that fails, it obtains the high order and the low order version number. If
 * version 0 calls succeeds, it tries for MAXVERS call and repeats the same.
 */
static void
ip_ping (portnum, proto, argc, argv)
    u_short portnum;
    char *proto;
    int argc;
    char **argv;
{
    CLIENT *client;
    enum clnt_stat rpc_stat;
    const char *hostname;
    u_long prognum, vers, minvers, maxvers;
    struct rpc_err rpcerr;
    int failure = 0;

    if (argc < 2 || argc > 3)
    {
        usage ();
        exit (1);
    }

    hostname = argv[0];
    prognum = getprognum (argv[1]);
    if (argc == 2)
    {
        /* Version number not known */
        /*
         * A call to version 0 should fail with a program/version
         * mismatch, and give us the range of versions supported.
         */
        vers = MIN_VERS;
    }
    else
    {
        vers = getvers (argv[2]);
    }

    client = ip_getclient(hostname, prognum, vers, proto);

    rpc_stat = ip_ping_one(client, vers);
    if (argc != 2)
    {
        /* Version number was known */
        if (pstatus (client, prognum, vers) < 0)
            exit (1);
        (void) CLNT_DESTROY (client);
        return;
    }

    /* Version number not known */
    if (rpc_stat == RPC_PROGVERSMISMATCH)
    {
        clnt_geterr (client, &rpcerr);
        minvers = rpcerr.re_vers.low;
        maxvers = rpcerr.re_vers.high;
    }
    else if (rpc_stat == RPC_SUCCESS)
    {
        /*
         * Oh dear, it DOES support version 0.
         * Let's try version MAX_VERS.
         */
        rpc_stat = ip_ping_one(client, MAX_VERS);
        if (rpc_stat == RPC_PROGVERSMISMATCH)
        {
            clnt_geterr (client, &rpcerr);
            minvers = rpcerr.re_vers.low;
            maxvers = rpcerr.re_vers.high;
        }
        else if (rpc_stat == RPC_SUCCESS)

```

```

    {
        /*
         * It also supports version MAX_VERS.
         * Looks like we have a wise guy.
         * OK, we give them information on all
         * 4 billion versions they support...
         */
        minvers = 0;
        maxvers = MAX_VERS;
    }
    else
    {
        (void) pstatus (client, prognum, MAX_VERS);
        exit (1);
    }
}
else
{
    (void) pstatus (client, prognum, (u_long) 0);
    exit (1);
}
for (vers = minvers; vers <= maxvers; vers++)
{
    rpc_stat = ip_ping_one(client, vers);
    if (pstatus (client, prognum, vers) < 0)
        failure = 1;
}
if (failure)
    exit (1);
(void) CLNT_DESTROY (client);
return;
}

/*
 * Dump all the portmapper registrations
 */
static void
pmapdump (argc, argv)
    int argc;
    char **argv;
{
    struct pmaplist *head = NULL;
    struct timeval minutetimeout;
    register CLIENT *client;
    struct rpcent *rpc;
    enum clnt_stat clnt_st;
    struct rpc_err err;
    char *host = NULL;

    if (argc > 1)
    {
        usage ();
        exit (1);
    }
    if (argc == 1)
    {
        host = argv[0];

        /* This is a little bit more complicated than it should be.
         * ip_getclient will do an rpcb_getaddr call to identify the
         * port of the portmapper - but it works, and it's easier than
         * creating a copy of ip_getclient that avoids the getaddr call.
         */
        client = ip_getclient(host, PMAPPROG, PMAPVERS, "tcp");
    }
    else
        client = local_rpcb (PMAPPROG, PMAPVERS);

    if (client == NULL)
    {
        if (rpc_createerr.cf_stat == RPC_TLIERROR)
        {
            /*
             * "Misc. TLI error" is not too helpful. Most likely
             * the connection to the remote server timed out, so
             * this error is at least less perplexing.
             */
            rpc_createerr.cf_stat = RPC_PMAPFAILURE;
            rpc_createerr.cf_error.re_status = RPC_FAILED;
        }
        clnt_pcreateerror ("rpcinfo: can't contact portmapper");
        exit (1);
    }

    minutetimeout.tv_sec = 60;
    minutetimeout.tv_usec = 0;

    clnt_st = CLNT_CALL (client, PMAPPROC_DUMP, (xdrproc_t) xdr_void,
                        NULL, (xdrproc_t) xdr_pmaplist_ptr, (char *) &head,
                        minutetimeout);
    if (clnt_st != RPC_SUCCESS)
    {
        if ((clnt_st == RPC_PROGVERSMISMATCH) || (clnt_st == RPC_PROGUNAVAIL))
        {
            CLNT_GETERR (client, &err);
            if (err.re_vers.low > PMAPVERS)
                fprintf (stderr,
                    "%s does not support portmapper. Try rpcinfo %s instead\n",

```

```

        host, host);
    exit (1);
}
clnt_perror (client, "rpcinfo: can't contact portmapper");
exit (1);
}
if (head == NULL)
{
    printf ("No remote programs registered.\n");
}
else
{
    printf ("  program vers proto  port  service\n");
    for (; head != NULL; head = head->pml_next)
    {
        printf ("%10ld%5ld", head->pml_map.pm_prog, head->pml_map.pm_vers);
        if (head->pml_map.pm_prot == IPPROTO_UDP)
            printf ("%6s", "udp");
        else if (head->pml_map.pm_prot == IPPROTO_TCP)
            printf ("%6s", "tcp");
        else
            printf ("%6ld", head->pml_map.pm_prot);
        printf ("%7ld", head->pml_map.pm_port);
        rpc = getrpcbyname (head->pml_map.pm_prog);
        if (rpc)
            printf ("  %s\n", rpc->r_name);
        else
            printf ("\n");
    }
}
}

/*
 * Try to obtain the address of a given host/program/version, using the
 * specified protocol (one of udp or tcp).
 * This loops over all netconfig entries (according to the order given by
 * netpath and the config file), and tries to resolve the hostname, and obtain
 * the address using rpcb_getaddr.
 */
CLIENT *
ip_getclient(hostname, prognum, versnum, proto)
const char *hostname;
rpcprog_t prognum;
rpcvers_t versnum;
const char *proto;
{
    void *handle;
    enum clnt_stat saved_stat = RPC_SUCCESS;
    struct netconfig *nconf, *result = NULL;
    struct netbuf bind_address;
    struct sockaddr_storage __sa;
    CLIENT *client;

    memset(&bind_address, 0, sizeof(bind_address));
    bind_address.maxlen = sizeof(__sa);
    bind_address.buf = &__sa;

    handle = setnetconfig();
    while ((nconf = getnetconfig(handle)) != NULL)
    {
        if (!strcmp(nconf->nc_proto, proto)) {
            if (rpcb_getaddr(prognum, versnum, nconf, &bind_address, hostname))
            {
                result = getnetconfig(nconf->nc_netid);
                endnetconfig(handle);
                break;
            }

            if (rpc_createerr.cf_stat != RPC_UNKNOWNHOST)
            {
                clnt_pcreateerror (hostname);
                exit (1);
            }

            saved_stat = rpc_createerr.cf_stat;
        }
    }

    if (result == NULL)
    {
        if (saved_stat != RPC_SUCCESS)
        {
            rpc_createerr.cf_stat = saved_stat;
            clnt_pcreateerror (hostname);
        }
        else
            fprintf (stderr, "Cannot find suitable transport for protocol %s\n", proto);

        exit (1);
    }

    client = clnt_tli_create(RPC_ANYFD, result, &bind_address, prognum, versnum, 0, 0);
    if (client == NULL)
    {
        clnt_pcreateerror(hostname);
        exit (1);
    }
}

```

```

    freenetconfigent(result);
    return client;
}
#endif /* PORTMAP */

static int
sa_len(struct sockaddr *sa)
{
    socklen_t salen;

    switch (sa->sa_family)
    {
        case AF_LOCAL:
            salen = sizeof (struct sockaddr_un);
            break;
        case AF_INET:
            salen = sizeof (struct sockaddr_in);
            break;
        case AF_INET6:
            salen = sizeof (struct sockaddr_in6);
            break;
        default:
            salen = 0;
            break;
    }
    return salen;
}

/*
 * reply_proc collects replies from the broadcast.
 * to get a unique list of responses the output of rpcinfo should
 * be piped through sort(1) and then uniq(1).
 */

/*ARGSUSED*/ static bool_t
reply_proc (res, who, nconf)
    void *res;                /* Nothing comes back */
    struct netbuf *who;        /* Who sent us the reply */
    struct netconfig *nconf;   /* On which transport the reply came */
{
    char *uaddr;
    char hostbuf[NI_MAXHOST];
    char *hostname;
    struct sockaddr *sa = (struct sockaddr *) who->buf;

    if (getnameinfo (sa, sa_len (sa), hostbuf, NI_MAXHOST, NULL, 0, 0)
        {
            hostname = UNKNOWN;
        }
    else
        {
            hostname = hostbuf;
        }
    if (!(uaddr = taddr2uaddr (nconf, who)))
        {
            uaddr = UNKNOWN;
        }
    printf ("%s\t%s\n", uaddr, hostname);
    if (strcmp (uaddr, UNKNOWN))
        free ((char *) uaddr);
    return (FALSE);
}

static void
brdcst (argc, argv)
    int argc;
    char **argv;
{
    enum clnt_stat rpc_stat;
    u_long prognum, vers;

    if (argc != 2)
        {
            usage ();
            exit (1);
        }
    prognum = getprognum (argv[0]);
    vers = getvers (argv[1]);
    rpc_stat = rpc_broadcast (prognum, vers, NULLPROC,
                             (xdrproc_t) xdr_void, (char *) NULL,
                             (xdrproc_t) xdr_void, (char *) NULL,
                             (resultproc_t) reply_proc, NULL);
    if ((rpc_stat != RPC_SUCCESS) && (rpc_stat != RPC_TIMEDOUT))
        {
            fprintf (stderr, "rpcinfo: broadcast failed: %s\n",
                    clnt_sperrno (rpc_stat));
            exit (1);
        }
    exit (0);
}

static bool_t
add_version (rs, vers)
    struct rpcbdump_short *rs;
    u_long vers;
{
    struct verslist *vl;

```

```

for (vl = rs->vlist; vl; vl = vl->next)
    if (vl->vers == vers)
        break;
if (vl)
    return (TRUE);
vl = (struct verslist *) malloc (sizeof (struct verslist));
if (vl == NULL)
    return (FALSE);
vl->vers = vers;
vl->next = rs->vlist;
rs->vlist = vl;
return (TRUE);
}

static bool_t
add_netid (rs, netid)
    struct rpcbdump_short *rs;
    char *netid;
{
    struct netidlist *nl;

    for (nl = rs->nlist; nl; nl = nl->next)
        if (strcmp (nl->netid, netid) == 0)
            break;
    if (nl)
        return (TRUE);
    nl = (struct netidlist *) malloc (sizeof (struct netidlist));
    if (nl == NULL)
        return (FALSE);
    nl->netid = netid;
    nl->next = rs->nlist;
    rs->nlist = nl;
    return (TRUE);
}

static void
rpcbdump (dumptype, netid, argc, argv)
    int dumptype;
    char *netid;
    int argc;
    char **argv;
{
    rpcblist_ptr head = NULL;
    struct timeval minutetimeout;
    register CLIENT *client;
    struct rpcent *rpc;
    char *host;
    struct netidlist *nl;
    struct verslist *vl;
    struct rpcbdump_short *rs, *rs_tail = NULL;
    char buf[256];
    enum clnt_stat clnt_st;
    struct rpc_err err;
    struct rpcbdump_short *rs_head = NULL;

    if (argc > 1)
    {
        usage ();
        exit (1);
    }
    if (argc == 1)
    {
        host = argv[0];
        if (netid == NULL)
        {
            client = clnt_rpcbind_create (host, RPCBVERS, NULL);
        }
        else
        {
            struct netconfig *nconf;

            nconf = getnetconfig (netid);
            if (nconf == NULL)
            {
                nc_perror ("rpcinfo: invalid transport");
                exit (1);
            }
            client = getclnthandle (host, nconf, RPCBVERS, NULL);
            if (nconf)
                (void) freenetconfig (nconf);
        }
    }
    else
        client = local_rpcb (PMAPPROG, RPCBVERS);

    if (client == (CLIENT *) NULL)
    {
        clnt_pcreateerror ("rpcinfo: can't contact rpcbind");
        exit (1);
    }
    minutetimeout.tv_sec = 60;
    minutetimeout.tv_usec = 0;
    clnt_st = CLNT_CALL (client, RPCBPROC_DUMP, (xdrproc_t) xdr_void,
                        NULL, (xdrproc_t) xdr_rpcblist_ptr, (char *) &head,
                        minutetimeout);
    if (clnt_st != RPC_SUCCESS)
    {
        if ((clnt_st == RPC_PROGVERSISMATCH) || (clnt_st == RPC_PROGUNAVAIL))

```

```

{
    int vers;

    CLNT_GETERR (client, &err);
    if (err.re_vers.low == RPCBVERS4)
    {
        vers = RPCBVERS4;
        clnt_control (client, CLSET_VERS, (char *) &vers);
        clnt_st = CLNT_CALL (client, RPCBPROC_DUMP,
                            (xdrproc_t) xdr_void, NULL,
                            (xdrproc_t) xdr_rpcblist_ptr,
                            (char *) &head, minutetimeout);
        if (clnt_st != RPC_SUCCESS)
            goto failed;
    }
    else
    {
        if (err.re_vers.high == PMAPVERS)
        {
            int high, low;
            struct pmaplist *pmaphead = NULL;
            rpcblist_ptr list, prev = NULL;

            vers = PMAPVERS;
            clnt_control (client, CLSET_VERS, (char *) &vers);
            clnt_st = CLNT_CALL (client, PMAPPROC_DUMP,
                                (xdrproc_t) xdr_void, NULL,
                                (xdrproc_t) xdr_pmaplist_ptr,
                                (char *) &pmaphead, minutetimeout);
            if (clnt_st != RPC_SUCCESS)
                goto failed;
            /*
             * convert to rpcblist_ptr format
             */
            for (head = NULL; pmaphead != NULL;
                 pmaphead = pmaphead->pml_next)
            {
                list = (rpcblist *) malloc (sizeof (rpcblist));
                if (list == NULL)
                    goto error;
                if (head == NULL)
                    head = list;
                else
                    prev->rpcb_next = (rpcblist_ptr) list;

                list->rpcb_next = NULL;
                list->rpcb_map.r_prog = pmaphead->pml_map.pm_prog;
                list->rpcb_map.r_vers = pmaphead->pml_map.pm_vers;
                if (pmaphead->pml_map.pm_prot == IPPROTO_UDP)
                    list->rpcb_map.r_netid = "udp";
                else if (pmaphead->pml_map.pm_prot == IPPROTO_TCP)
                    list->rpcb_map.r_netid = "tcp";
                else
                {
#define MAXLONG_AS_STRING    "2147483648"
                    list->rpcb_map.r_netid =
                        malloc (strlen (MAXLONG_AS_STRING) + 1);
                    if (list->rpcb_map.r_netid == NULL)
                        goto error;
                    sprintf (list->rpcb_map.r_netid, "%6ld",
                             pmaphead->pml_map.pm_prot);
                }
                list->rpcb_map.r_owner = UNKNOWN;
                low = pmaphead->pml_map.pm_port & 0xff;
                high = (pmaphead->pml_map.pm_port >> 8) & 0xff;
                list->rpcb_map.r_addr = strdup ("0.0.0.0.XXX.XXX");
                sprintf (&list->rpcb_map.r_addr[8], "%d.%d", high, low);
                prev = list;
            }
        }
    }
}
else
{
    /* any other error */
    failed:
    clnt_perror (client, "rpcinfo: can't contact rpcbind: ");
    exit (1);
}
if (head == NULL)
{
    printf ("No remote programs registered.\n");
}
else if (dumptype == RPCBDUMP)
{
    printf
    ("  program version netid    address                service  owner\n");
    for (; head != NULL; head = head->rpcb_next)
    {
        printf ("%10u%5u    ",
                head->rpcb_map.r_prog, head->rpcb_map.r_vers);
        printf ("%9s ", head->rpcb_map.r_netid);
        printf ("%22s", head->rpcb_map.r_addr);
        rpc = getrpcbyname (head->rpcb_map.r_prog);
        if (rpc)
            printf (" %10s", rpc->r_name);
        else
            printf (" %10s", "-");
    }
}

```

```

        printf (" %s\n", head->rpcb_map.r_owner);
    }
}
else if (dumptype == RPCBDUMP_SHORT)
{
    for (; head != NULL; head = head->rpcb_next)
    {
        for (rs = rs_head; rs; rs = rs->next)
            if (head->rpcb_map.r_prog == rs->prog)
                break;
        if (rs == NULL)
        {
            rs = (struct rpcbdump_short *)
                malloc (sizeof (struct rpcbdump_short));
            if (rs == NULL)
                goto error;
            rs->next = NULL;
            if (rs_head == NULL)
            {
                rs_head = rs;
                rs_tail = rs;
            }
            else
            {
                rs_tail->next = rs;
                rs_tail = rs;
            }
            rs->prog = head->rpcb_map.r_prog;
            rs->owner = head->rpcb_map.r_owner;
            rs->nlist = NULL;
            rs->vlist = NULL;
        }
        if (add_version (rs, head->rpcb_map.r_vers) == FALSE)
            goto error;
        if (add_netid (rs, head->rpcb_map.r_netid) == FALSE)
            goto error;
    }
    printf
    ("    program version(s) netid(s)          service    owner\n");
    for (rs = rs_head; rs; rs = rs->next)
    {
        char *p = buf;

        printf ("%10ld ", rs->prog);
        for (vl = rs->vlist; vl; vl = vl->next)
        {
            sprintf (p, "%d", vl->vers);
            p = p + strlen (p);
            if (vl->next)
                sprintf (p++, ",");
        }
        printf ("% -10s", buf);
        buf[0] = '\0';
        for (nl = rs->nlist; nl; nl = nl->next)
        {
            strcat (buf, nl->netid);
            if (nl->next)
                strcat (buf, ",");
        }
        printf ("% -32s", buf);
        rpc = getrpcbynumber (rs->prog);
        if (rpc)
            printf (" % -11s", rpc->r_name);
        else
            printf (" % -11s", "-");
        printf (" %s\n", rs->owner);
    }
}
clnt_destroy (client);
return;
error:fprintf (stderr, "rpcinfo: no memory\n");
return;
}

static char nullstring[] = "\000";

static void
rpcbaddrlist (netid, argc, argv)
    char *netid;
    int argc;
    char **argv;
{
    rpcb_entry_list_ptr head = NULL;
    struct timeval minutetimeout;
    register CLIENT *client;
    struct rpcent *rpc;
    char *host;
    RPCB parms;
    struct netbuf *targaddr;

    if (argc != 3)
    {
        usage ();
        exit (1);
    }
    host = argv[0];
    if (netid == NULL)
    {

```

```

    client = clnt_rpcbind_create (host, RPCBVERS4, &targaddr);
}
else
{
    struct netconfig *nconf;

    nconf = getnetconfig (netid);
    if (nconf == NULL)
    {
        nc_perror ("rpcinfo: invalid transport");
        exit (1);
    }
    client = getclnthandle (host, nconf, RPCBVERS4, &targaddr);
    if (nconf)
        (void) freenetconfig (nconf);
}
if (client == (CLIENT *) NULL)
{
    clnt_pcreateerror ("rpcinfo: can't contact rpcbind");
    exit (1);
}
minutetimeout.tv_sec = 60;
minutetimeout.tv_usec = 0;

parms.r_prog = getprognum (argv[1]);
parms.r_vers = getvers (argv[2]);
parms.r_netid = client->cl_netid;
if (targaddr == NULL)
{
    parms.r_addr = nullstring;      /* for XDRing */
}
else
{
    /*
     * We also send the remote system the address we
     * used to contact it in case it can help it
     * connect back with us
     */
    struct netconfig *nconf;

    nconf = getnetconfig (client->cl_netid);
    if (nconf != NULL)
    {
        parms.r_addr = taddr2uaddr (nconf, targaddr);
        if (parms.r_addr == NULL)
            parms.r_addr = nullstring;
        freenetconfig (nconf);
    }
    else
    {
        parms.r_addr = nullstring;  /* for XDRing */
    }
    free (targaddr->buf);
    free (targaddr);
}
parms.r_owner = nullstring;

if (CLNT_CALL (client, RPCBPROC_GETADDRLIST, (xdrproc_t) xdr_rpcb,
              (char *) &parms, (xdrproc_t) xdr_rpcb_entry_list_ptr,
              (char *) &head, minutetimeout) != RPC_SUCCESS)
{
    clnt_perror (client, "rpcinfo: can't contact rpcbind: ");
    exit (1);
}
if (head == NULL)
{
    printf ("No remote programs registered.\n");
}
else
{
    printf
    ("  program vers tp_family/name/class  address\t\t service\n");
    for (; head != NULL; head = head->rpcb_entry_next)
    {
        rpcb_entry *re;
        char buf[128];

        re = &head->rpcb_entry_map;
        printf ("%10u%3u   ", parms.r_prog, parms.r_vers);
        sprintf (buf, "%s/%s/%s ",
                re->r_nc_protobufmly, re->r_nc_proto,
                re->r_nc_semantics == NC_TPI_CLTS ? "clts" :
                re->r_nc_semantics == NC_TPI_COTS ? "cots" : "cots_ord");
        printf ("%24s", buf);
        printf ("%24s", re->r_maddr);
        rpc = getrpcbynumber (parms.r_prog);
        if (rpc)
            printf (" %13s", rpc->r_name);
        else
            printf (" %13s", "-");
        printf ("\n");
    }
}
clnt_destroy (client);
return;
}
/*

```

```

* monitor rpcbind
*/
static void
rpcbgetstat (argc, argv)
    int argc;
    char **argv;
{
    rpcb_stat_byvers inf;
    struct timeval minutetimeout;
    register CLIENT *client;
    char *host;
    int i, j;
    rpcbs_addrlist *pa;
    rpcbs_rmtcalllist *pr;
    int cnt, flen;
#define MAXFIELD      64
    char fieldbuf[MAXFIELD];
#define MAXLINE      256
    char linebuf[MAXLINE];
    char *cp, *lp;
    char *pmaphdr[] = {
        "NULL", "SET", "UNSET", "GETPORT",
        "DUMP", "CALLIT"
    };
    char *rpcb3hdr[] = {
        "NULL", "SET", "UNSET", "GETADDR", "DUMP", "CALLIT", "TIME",
        "U2T", "T2U"
    };
    char *rpcb4hdr[] = {
        "NULL", "SET", "UNSET", "GETADDR", "DUMP", "CALLIT", "TIME",
        "U2T", "T2U", "VERADDR", "INDRECT", "GETLIST", "GETSTAT"
    };
};

#define TABSTOP 8

if (argc >= 1)
    {
    host = argv[0];
    client = clnt_rpcbind_create (host, RPCBVERS4, NULL);
    }
else
    client = local_rpcb (PMAPPROC, RPCBVERS4);
if (client == (CLIENT *) NULL)
    {
    clnt_pcreateerror ("rpcinfo: can't contact rpcbind");
    exit (1);
    }
minutetimeout.tv_sec = 60;
minutetimeout.tv_usec = 0;
memset ((char *) &inf, 0, sizeof (rpcb_stat_byvers));
if (CLNT_CALL (client, RPCBPROC_GETSTAT, (xdrproc_t) xdr_void, NULL,
    (xdrproc_t) xdr_rpcb_stat_byvers, (char *) &inf,
    minutetimeout) != RPC_SUCCESS)
    {
    clnt_perror (client, "rpcinfo: can't contact rpcbind: ");
    exit (1);
    }
printf ("PORTMAP (version 2) statistics\n");
lp = linebuf;
for (i = 0; i <= rpcb_highproc_2; i++)
    {
    fieldbuf[0] = '\0';
    switch (i)
        {
        case PMAPPROC_SET:
            sprintf (fieldbuf, "%d/", inf[RPCBVERS_2_STAT].setinfo);
            break;
        case PMAPPROC_UNSET:
            sprintf (fieldbuf, "%d/", inf[RPCBVERS_2_STAT].unsetinfo);
            break;
        case PMAPPROC_GETPORT:
            cnt = 0;
            for (pa = inf[RPCBVERS_2_STAT].addrinfo; pa; pa = pa->next)
                cnt += pa->success;
            sprintf (fieldbuf, "%d/", cnt);
            break;
        case PMAPPROC_CALLIT:
            cnt = 0;
            for (pr = inf[RPCBVERS_2_STAT].rmtinfo; pr; pr = pr->next)
                cnt += pr->success;
            sprintf (fieldbuf, "%d/", cnt);
            break;
        default:
            break;
            /* For the remaining ones */
        }
    cp = &fieldbuf[0] + strlen (fieldbuf);
    sprintf (cp, "%d", inf[RPCBVERS_2_STAT].info[i]);
    flen = strlen (fieldbuf);
    printf ("%s%s", pmaphdr[i],
        spaces ((TABSTOP * (1 + flen / TABSTOP))
            - strlen (pmaphdr[i])));
    sprintf (lp, "%s%s", fieldbuf,
        spaces (cnt = ((TABSTOP * (1 + flen / TABSTOP)) - flen)));
    lp += (flen + cnt);
    }
printf ("\n%s\n\n", linebuf);

if (inf[RPCBVERS_2_STAT].info[PMAPPROC_CALLIT])

```

```

{
    printf ("PMAP_RMTCALL call statistics\n");
    print_rmtcallstat (RPCBVERS_2_STAT, &inf[RPCBVERS_2_STAT]);
    printf ("\n");
}

if (inf[RPCBVERS_2_STAT].info[PMAPPROC_GETPORT])
{
    printf ("PMAP_GETPORT call statistics\n");
    print_getaddrstat (RPCBVERS_2_STAT, &inf[RPCBVERS_2_STAT]);
    printf ("\n");
}

printf ("RPCBIND (version 3) statistics\n");
lp = linebuf;
for (i = 0; i <= rpcb_highproc_3; i++)
{
    fieldbuf[0] = '\0';
    switch (i)
    {
        case RPCBPROC_SET:
            sprintf (fieldbuf, "%d/", inf[RPCBVERS_3_STAT].setinfo);
            break;
        case RPCBPROC_UNSET:
            sprintf (fieldbuf, "%d/", inf[RPCBVERS_3_STAT].unsetinfo);
            break;
        case RPCBPROC_GETADDR:
            cnt = 0;
            for (pa = inf[RPCBVERS_3_STAT].addrinfo; pa; pa = pa->next)
                cnt += pa->success;
            sprintf (fieldbuf, "%d/", cnt);
            break;
        case RPCBPROC_CALLIT:
            cnt = 0;
            for (pr = inf[RPCBVERS_3_STAT].rmtinfo; pr; pr = pr->next)
                cnt += pr->success;
            sprintf (fieldbuf, "%d/", cnt);
            break;
        default:
            break; /* For the remaining ones */
    }
    cp = &fieldbuf[0] + strlen (fieldbuf);
    sprintf (cp, "%d", inf[RPCBVERS_3_STAT].info[i]);
    flen = strlen (fieldbuf);
    printf ("%s%s", rpcb3hdr[i],
            spaces ((TABSTOP * (1 + flen / TABSTOP))
                    - strlen (rpcb3hdr[i])));
    sprintf (lp, "%s%s", fieldbuf,
            spaces (cnt = ((TABSTOP * (1 + flen / TABSTOP)) - flen)));
    lp += (flen + cnt);
}
printf ("\n%s\n\n", linebuf);

if (inf[RPCBVERS_3_STAT].info[RPCBPROC_CALLIT])
{
    printf ("RPCB_RMTCALL (version 3) call statistics\n");
    print_rmtcallstat (RPCBVERS_3_STAT, &inf[RPCBVERS_3_STAT]);
    printf ("\n");
}

if (inf[RPCBVERS_3_STAT].info[RPCBPROC_GETADDR])
{
    printf ("RPCB_GETADDR (version 3) call statistics\n");
    print_getaddrstat (RPCBVERS_3_STAT, &inf[RPCBVERS_3_STAT]);
    printf ("\n");
}

printf ("RPCBIND (version 4) statistics\n");

for (j = 0; j <= 9; j += 9) /* Just two iterations for printing */
{
    lp = linebuf;
    for (i = j; i <= max (8, rpcb_highproc_4 - 9 + j); i++)
    {
        fieldbuf[0] = '\0';
        switch (i)
        {
            case RPCBPROC_SET:
                sprintf (fieldbuf, "%d/", inf[RPCBVERS_4_STAT].setinfo);
                break;
            case RPCBPROC_UNSET:
                sprintf (fieldbuf, "%d/", inf[RPCBVERS_4_STAT].unsetinfo);
                break;
            case RPCBPROC_GETADDR:
                cnt = 0;
                for (pa = inf[RPCBVERS_4_STAT].addrinfo; pa; pa = pa->next)
                    cnt += pa->success;
                sprintf (fieldbuf, "%d/", cnt);
                break;
            case RPCBPROC_CALLIT:
                cnt = 0;
                for (pr = inf[RPCBVERS_4_STAT].rmtinfo; pr; pr = pr->next)
                    cnt += pr->success;
                sprintf (fieldbuf, "%d/", cnt);
                break;
            default:
                break; /* For the remaining ones */
        }
    }
}

```

```

    cp = &fieldbuf[0] + strlen (fieldbuf);
    /*
     * XXX: We also add RPCBPROC_GETADDRLIST queries to
     * RPCB_GETADDR because rpcbind includes the
     * RPCB_GETADDRLIST successes in RPCB_GETADDR.
     */
    if (i != RPCBPROC_GETADDR)
        sprintf (cp, "%d", inf[RPCBVERS_4_STAT].info[i]);
    else
        sprintf (cp, "%d", inf[RPCBVERS_4_STAT].info[i] +
                inf[RPCBVERS_4_STAT].info[RPCBPROC_GETADDRLIST]);
    flen = strlen (fieldbuf);
    printf ("%s%s", rpcb4hdr[i],
            spaces ((TABSTOP * (1 + flen / TABSTOP))
                    - strlen (rpcb4hdr[i])));
    sprintf (lp, "%s%s", fieldbuf,
            spaces (cnt = ((TABSTOP * (1 + flen / TABSTOP)) - flen)));
    lp += (flen + cnt);
}
printf ("\n%s\n", linebuf);
}

if (inf[RPCBVERS_4_STAT].info[RPCBPROC_CALLIT] ||
    inf[RPCBVERS_4_STAT].info[RPCBPROC_INDIRECT])
{
    printf ("\n");
    printf ("RPCB_RMTCALL (version 4) call statistics\n");
    print_rmtcallstat (RPCBVERS_4_STAT, &inf[RPCBVERS_4_STAT]);
}

if (inf[RPCBVERS_4_STAT].info[RPCBPROC_GETADDR])
{
    printf ("\n");
    printf ("RPCB_GETADDR (version 4) call statistics\n");
    print_getaddrstat (RPCBVERS_4_STAT, &inf[RPCBVERS_4_STAT]);
}
clnt_destroy (client);
}

/*
 * Delete registration for this (prog, vers, netid)
 */
static void
deletereg (netid, argc, argv)
    char *netid;
    int argc;
    char **argv;
{
    struct netconfig *nconf = NULL;

    if (argc != 2)
    {
        usage ();
        exit (1);
    }
    if (netid)
    {
        nconf = getnetconfignt (netid);
        if (nconf == NULL)
        {
            fprintf (stderr, "rpcinfo: netid %s not supported\n", netid);
            exit (1);
        }
    }
    if ((rpcb_unset (getprognum (argv[0]), getvers (argv[1]), nconf)) == 0)
    {
        fprintf (stderr,
                "rpcinfo: Could not delete registration for prog %s version %s\n",
                argv[0], argv[1]);
        exit (1);
    }
}

/*
 * Create and return a handle for the given nconf.
 * Exit if cannot create handle.
 */
static CLIENT *
clnt_addr_create (address, nconf, prog, vers)
    char *address;
    struct netconfig *nconf;
    u_long prog;
    u_long vers;
{
    CLIENT *client;
    static struct netbuf *nbuf;
    static int fd = RPC_ANYFD;

    if (fd == RPC_ANYFD)
    {
        if ((fd = __rpc_nconf2fd (nconf)) == -1)
        {
            rpc_createerr.cf_stat = RPC_TLIERROR;
            clnt_pcreateerror ("rpcinfo");
            exit (1);
        }
        /* Convert the uaddr to taddr */
        nbuf = uaddr2taddr (nconf, address);
    }
}

```

```

    if (nbuf == NULL)
    {
        errx (1, "rpcinfo: no address for client handle");
        exit (1);
    }
}
client = clnt_tli_create (fd, nconf, nbuf, prog, vers, 0, 0);
if (client == (CLIENT *) NULL)
{
    clnt_pcreateerror ("rpcinfo");
    exit (1);
}
return (client);
}

/*
 * If the version number is given, ping that (prog, vers); else try to find
 * the version numbers supported for that prog and ping all the versions.
 * Remote rpcbind is not contacted for this service. The requests are
 * sent directly to the services themselves.
 */
static void
addrping (address, netid, argc, argv)
    char *address;
    char *netid;
    int argc;
    char **argv;
{
    CLIENT *client;
    struct timeval to;
    enum clnt_stat rpc_stat;
    u_int32_t prognum, versnum, minvers, maxvers;
    struct rpc_err rpcerr;
    int failure = 0;
    struct netconfig *nconf;
    int fd;

    if (argc < 1 || argc > 2 || (netid == NULL))
    {
        usage ();
        exit (1);
    }
    nconf = getnetconfig (netid);
    if (nconf == (struct netconfig *) NULL)
    {
        fprintf (stderr, "rpcinfo: Could not find %s\n", netid);
        exit (1);
    }
    to.tv_sec = 10;
    to.tv_usec = 0;
    prognum = getprognum (argv[0]);
    if (argc == 1)
    {
        /* Version number not known */
        /*
         * A call to version 0 should fail with a program/version
         * mismatch, and give us the range of versions supported.
         */
        versnum = MIN_VERS;
    }
    else
    {
        versnum = getvers (argv[1]);
    }
    client = clnt_addr_create (address, nconf, prognum, versnum);
    rpc_stat = CLNT_CALL (client, NULLPROC, (xdrproc_t) xdr_void,
        (char *) NULL, (xdrproc_t) xdr_void,
        (char *) NULL, to);

    if (argc == 2)
    {
        /* Version number was known */
        if (pstatus (client, prognum, versnum) < 0)
            failure = 1;
        (void) CLNT_DESTROY (client);
        if (failure)
            exit (1);
        return;
    }
    /* Version number not known */
    (void) CLNT_CONTROL (client, CLSET_FD_NCLOSE, (char *) NULL);
    (void) CLNT_CONTROL (client, CLGET_FD, (char *) &fd);
    if (rpc_stat == RPC_PROGVERSISMATCH)
    {
        clnt_geterr (client, &rpcerr);
        minvers = rpcerr.re_vers.low;
        maxvers = rpcerr.re_vers.high;
    }
    else if (rpc_stat == RPC_SUCCESS)
    {
        /*
         * Oh dear, it DOES support version 0.
         * Let's try version MAX_VERS.
         */
        (void) CLNT_DESTROY (client);
        client = clnt_addr_create (address, nconf, prognum, MAX_VERS);
        rpc_stat = CLNT_CALL (client, NULLPROC, (xdrproc_t) xdr_void,
            (char *) NULL, (xdrproc_t) xdr_void,
            (char *) NULL, to);
        if (rpc_stat == RPC_PROGVERSISMATCH)

```

```

    {
        clnt_geterr (client, &rpcerr);
        minvers = rpcerr.re_vers.low;
        maxvers = rpcerr.re_vers.high;
    }
    else if (rpc_stat == RPC_SUCCESS)
    {
        /*
         * It also supports version MAX_VERS.
         * Looks like we have a wise guy.
         * OK, we give them information on all
         * 4 billion versions they support...
         */
        minvers = 0;
        maxvers = MAX_VERS;
    }
    else
    {
        (void) pstatus (client, prognum, MAX_VERS);
        exit (1);
    }
}
else
{
    (void) pstatus (client, prognum, (u_long) 0);
    exit (1);
}
(void) CLNT_DESTROY (client);
for (versnum = minvers; versnum <= maxvers; versnum++)
{
    client = clnt_addr_create (address, nconf, prognum, versnum);
    rpc_stat = CLNT_CALL (client, NULLPROC, (xdrproc_t) xdr_void,
        (char *) NULL, (xdrproc_t) xdr_void,
        (char *) NULL, to);
    if (pstatus (client, prognum, versnum) < 0)
        failure = 1;
    (void) CLNT_DESTROY (client);
}
(void) close (fd);
if (failure)
    exit (1);
return;
}

/*
 * If the version number is given, ping that (prog, vers); else try to find
 * the version numbers supported for that prog and ping all the versions.
 * Remote rpcbind is *contacted* for this service. The requests are
 * then sent directly to the services themselves.
 */
static void
progping (netid, argc, argv)
    char *netid;
    int argc;
    char **argv;
{
    CLIENT *client;
    struct timeval to;
    enum clnt_stat rpc_stat;
    u_int32_t prognum, versnum, minvers, maxvers;
    struct rpc_err rpcerr;
    int failure = 0;
    struct netconfig *nconf;

    if (argc < 2 || argc > 3 || (netid == NULL))
    {
        usage ();
        exit (1);
    }
    prognum = getprognum (argv[1]);
    if (argc == 2)
    {
        /* Version number not known */
        /*
         * A call to version 0 should fail with a program/version
         * mismatch, and give us the range of versions supported.
         */
        versnum = MIN_VERS;
    }
    else
    {
        versnum = getvers (argv[2]);
    }
    if (netid)
    {
        nconf = getnetconfignt (netid);
        if (nconf == (struct netconfig *) NULL)
        {
            fprintf (stderr, "rpcinfo: Could not find %s\n", netid);
            exit (1);
        }
        client = clnt_tp_create (argv[0], prognum, versnum, nconf);
    }
    else
    {
        client = clnt_create (argv[0], prognum, versnum, "NETPATH");
    }
    if (client == (CLIENT *) NULL)
    {

```

```

    clnt_pcreateerror ("rpcinfo");
    exit (1);
}
to.tv_sec = 10;
to.tv_usec = 0;
rpc_stat = CLNT_CALL (client, NULLPROC, (xdrproc_t) xdr_void,
                    (char *) NULL, (xdrproc_t) xdr_void,
                    (char *) NULL, to);
if (argc == 3)
{
    /* Version number was known */
    if (pstatus (client, prognum, versnum) < 0)
        failure = 1;
    (void) CLNT_DESTROY (client);
    if (failure)
        exit (1);
    return;
}
/* Version number not known */
if (rpc_stat == RPC_PROGVERSISMATCH)
{
    clnt_geterr (client, &rpcerr);
    minvers = rpcerr.re_vers.low;
    maxvers = rpcerr.re_vers.high;
}
else if (rpc_stat == RPC_SUCCESS)
{
    /*
     * Oh dear, it DOES support version 0.
     * Let's try version MAX_VERS.
     */
    versnum = MAX_VERS;
    (void) CLNT_CONTROL (client, CLSET_VERS, (char *) &versnum);
    rpc_stat = CLNT_CALL (client, NULLPROC,
                        (xdrproc_t) xdr_void, (char *) NULL,
                        (xdrproc_t) xdr_void, (char *) NULL, to);
    if (rpc_stat == RPC_PROGVERSISMATCH)
    {
        clnt_geterr (client, &rpcerr);
        minvers = rpcerr.re_vers.low;
        maxvers = rpcerr.re_vers.high;
    }
    else if (rpc_stat == RPC_SUCCESS)
    {
        /*
         * It also supports version MAX_VERS.
         * Looks like we have a wise guy.
         * OK, we give them information on all
         * 4 billion versions they support...
         */
        minvers = 0;
        maxvers = MAX_VERS;
    }
    else
    {
        (void) pstatus (client, prognum, MAX_VERS);
        exit (1);
    }
}
else
{
    (void) pstatus (client, prognum, (u_long) 0);
    exit (1);
}
for (versnum = minvers; versnum <= maxvers; versnum++)
{
    (void) CLNT_CONTROL (client, CLSET_VERS, (char *) &versnum);
    rpc_stat = CLNT_CALL (client, NULLPROC, (xdrproc_t) xdr_void,
                        (char *) NULL, (xdrproc_t) xdr_void,
                        (char *) NULL, to);
    if (pstatus (client, prognum, versnum) < 0)
        failure = 1;
}
(void) CLNT_DESTROY (client);
if (failure)
    exit (1);
return;
}

static void
usage ()
{
    fprintf (stderr, "Usage: rpcinfo [-m | -s] [host]\n");
#ifdef PORTMAP
    fprintf (stderr, "        rpcinfo -p [host]\n");
#endif
    fprintf (stderr, "        rpcinfo -T netid host prognum [versnum]\n");
    fprintf (stderr, "        rpcinfo -l host prognum versnum\n");
#ifdef PORTMAP
    fprintf (stderr, "        rpcinfo [-n portnum] -u | -t host prognum [versnum]\n");
#endif
    fprintf (stderr, "        rpcinfo -a serv_address -T netid prognum [version]\n");
    fprintf (stderr, "        rpcinfo -b prognum versnum\n");
    fprintf (stderr, "        rpcinfo -d [-T netid] prognum versnum\n");
}

```

```

static u_long
getprognum (arg)
    char *arg;
{
    char *strptry;
    register struct rpcent *rpc;
    register u_long prognum;
    char *tprtr = arg;

    while (*tprtr && isdigit (*tprtr++));
    if (*tprtr || isalpha (*(tprtr - 1)))
    {
        rpc = getrpcbyname (arg);
        if (rpc == NULL)
        {
            fprintf (stderr, "rpcinfo: %s is unknown service\n", arg);
            exit (1);
        }
        prognum = rpc->r_number;
    }
    else
    {
        prognum = strtol (arg, &strptry, 10);
        if (strptry == arg || *strptry != '\0')
        {
            fprintf (stderr, "rpcinfo: %s is illegal program number\n", arg);
            exit (1);
        }
    }
    return (prognum);
}

static u_long
getvers (arg)
    char *arg;
{
    char *strptry;
    register u_long vers;

    vers = (int) strtol (arg, &strptry, 10);
    if (strptry == arg || *strptry != '\0')
    {
        fprintf (stderr, "rpcinfo: %s is illegal version number\n", arg);
        exit (1);
    }
    return (vers);
}

/*
 * This routine should take a pointer to an "rpc_err" structure, rather than
 * a pointer to a CLIENT structure, but "clnt_perror" takes a pointer to
 * a CLIENT structure rather than a pointer to an "rpc_err" structure.
 * As such, we have to keep the CLIENT structure around in order to print
 * a good error message.
 */
static int
pstatus (client, prog, vers)
    register CLIENT *client;
    u_long prog;
    u_long vers;
{
    struct rpc_err rpcerr;

    clnt_geterr (client, &rpcerr);
    if (rpcerr.re_status != RPC_SUCCESS)
    {
        clnt_perror (client, "rpcinfo");
        printf ("program %lu version %lu is not available\n", prog, vers);
        return (-1);
    }
    else
    {
        printf ("program %lu version %lu ready and waiting\n", prog, vers);
        return (0);
    }
}

static CLIENT *
clnt_rpcbind_create (host, rpcbversnum, targaddr)
    char *host;
    int rpcbversnum;
    struct netbuf **targaddr;
{
    static char *tlist[3] = {
        "circuit_n", "circuit_v", "datagram_v"
    };
    int i;
    struct netconfig *nconf;
    CLIENT *clnt = NULL;
    void *handle;

    rpc_createerr.cf_stat = RPC_SUCCESS;
    for (i = 0; i < 3; i++)
    {
        if ((handle = __rpc_setconf (tlist[i])) == NULL)
            continue;
        while (clnt == (CLIENT *) NULL)
        {

```

```

        if ((nconf = __rpc_getconf (handle)) == NULL)
        {
            if (rpc_createerr.cf_stat == RPC_SUCCESS)
                rpc_createerr.cf_stat = RPC_UNKNOWNPROTO;
            break;
        }
        clnt = getclnthandle (host, nconf, rpcbversnum, targaddr);
    }
    if (clnt)
        break;
    __rpc_endconf (handle);
}
return (clnt);
}

static CLIENT *
getclnthandle (host, nconf, rpcbversnum, targaddr)
char *host;
struct netconfig *nconf;
u_long rpcbversnum;
struct netbuf **targaddr;
{
    struct netbuf addr;
    struct addrinfo hints, *res;
    CLIENT *client = NULL;

    /* Get the address of the rpcbind */
    memset (&hints, 0, sizeof hints);
    if ((getaddrinfo (host, "rpcbind", &hints, &res) != 0) &&
        (getaddrinfo (host, "portmapper",&hints, &res) != 0))
    {
        rpc_createerr.cf_stat = RPC_N2AXLATEFAILURE;
        return (NULL);
    }
    addr.len = addr.maxlen = res->ai_addrlen;
    addr.buf = res->ai_addr;
    client = clnt_tli_create (RPC_ANYFD, nconf, &addr, RPCBPROG,
                            rpcbversnum, 0, 0);
    if (client)
    {
        if (targaddr != NULL)
        {
            {
                *targaddr = (struct netbuf *) malloc (sizeof (struct netbuf));
                if (*targaddr != NULL)
                {
                    (*targaddr)->maxlen = addr.maxlen;
                    (*targaddr)->len = addr.len;
                    (*targaddr)->buf = (char *) malloc (addr.len);
                    if ((*targaddr)->buf != NULL)
                    {
                        memcpy ((*targaddr)->buf, addr.buf, addr.len);
                    }
                }
            }
        }
    }
    else
    {
        if (rpc_createerr.cf_stat == RPC_TLIERROR)
        {
            /*
             * Assume that the other system is dead; this is a
             * better error to display to the user.
             */
            rpc_createerr.cf_stat = RPC_RPCBFAILURE;
            rpc_createerr.cf_error.re_status = RPC_FAILED;
        }
        freeaddrinfo (res);
        return (client);
    }
}

static void
print_rmtcallstat (rtype, infp)
int rtype;
rpcb_stat *infp;
{
    register rpcbs_rmtcalllist_ptr pr;
    struct rpcent *rpc;

    if (rtype == RPCBVERS_4_STAT)
        printf ("prog\t\tvers\tproc\ttnetid\tindirect success failure\n");
    else
        printf ("prog\t\tvers\tproc\ttnetid\tsuccess\tfailure\n");
    for (pr = infp->rmtinfo; pr; pr = pr->next)
    {
        rpc = getrpcbynumber (pr->prog);
        if (rpc)
            printf ("%-16s", rpc->r_name);
        else
            printf ("%-16d", pr->prog);
        printf ("%d\t%d\t%s\t", pr->vers, pr->proc, pr->netid);
        if (rtype == RPCBVERS_4_STAT)
            printf ("%d\t", pr->indirect);
        printf ("%d\t%d\n", pr->success, pr->failure);
    }
}

static void

```

```

print_getaddrstat (rtype, infp)
    int rtype;
    rpcb_stat *infp;
{
    rpcbs_addrlist_ptr al;
    register struct rpercent *rpc;

    printf ("prog\t\tvers\ttnetid\t success\tfailure\n");
    for (al = infp->addrinfo; al; al = al->next)
        {
            rpc = getrpcbnumber (al->prog);
            if (rpc)
                printf ("%16s", rpc->r_name);
            else
                printf ("%16d", al->prog);
            printf ("%d\t%s\t\t %12d\t%d\n",
                al->vers, al->netid, al->success, al->failure);
        }
}

static char *
spaces (howmany)
    int howmany;
{
    static char space_array[] = /* 64 spaces */
        "                                                                 ";

    if (howmany <= 0 || howmany > sizeof (space_array))
        {
            return ("");
        }
    return (&space_array[sizeof (space_array) - howmany - 1]);
}

```

---

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Julian Seward, jseward@bzip.org  
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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## Notice for package(s)

*libcheck*

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*modutils-initscripts*

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---

## Notice for package(s)

*iproute2*

---

```
/*
 * ip.c      "ip" utility frontend.
 *
```

```

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*
* Authors:   Alexey Kuznetsov, <kuznet@ms2.inr.ac.ru>
*/

```

```

#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <syslog.h>
#include <fcntl.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <string.h>
#include <errno.h>

```

```

#include "SNAPSHOT.h"
#include "utils.h"
#include "ip_common.h"
#include "namespace.h"
#include "color.h"

```

```

int preferred_family = AF_UNSPEC;
int human_readable = 0;
int use_iec = 0;
int show_stats = 0;
int show_details = 0;
int resolve_hosts = 0;
int online = 0;
int timestamp = 0;
char * _SL_ = NULL;
int force = 0;
int max_flush_loops = 10;
int batch_mode = 0;
bool do_all = false;

```

```

struct rtnl_handle rth = { .fd = -1 };

```

```

static void usage(void) __attribute__((noreturn));

```

```

static void usage(void)
{
    fprintf(stderr,
"Usage: ip [ OPTIONS ] OBJECT { COMMAND | help }\n"
"ip [ -force ] -batch filename\n"
"where OBJECT := { link | addr | addrlabel | route | rule | neigh | ntable |\n"
"               tunnel | tuntap | maddr | mroute | mrule | monitor | xfrm |\n"
"               netns | l2tp | fou | tcp_metrics | token | netconf }\n"
"OPTIONS := { -V[ersion] | -s[tatistics] | -d[etails] | -r[esolve] |\n"
"            -h[uman-readable] | -iec |\n"
"            -f[amily] { inet | inet6 | ipx | dnet | mpls | bridge | link } |\n"
"            -4 | -6 | -I | -D | -B | -O |\n"
"            -l[oops] { maximum-addr-flush-attempts } |\n"
"            -o[online] | -t[imestamp] | -ts[hort] | -b[atch] [filename] |\n"
"            -rc[vbuf] [size] | -n[etns] name | -a[ll] | -c[olor] }\n");
    exit(-1);
}

```

```

static int do_help(int argc, char **argv)
{
    usage();
    return 0;
}

```

```

static const struct cmd {
    const char *cmd;
    int (*func)(int argc, char **argv);
} cmds[] = {
    { "address", do_ipaddr },
    { "addrlabel", do_ipaddrlabel },
    { "maddress", do_multiaddr },
    { "route", do_iproute },
    { "rule", do_iprule },
    { "neighbor", do_ipneigh },
    { "neighbour", do_ipneigh },
    { "ntable", do_ipntable },
    { "ntbl", do_ipntable },
    { "link", do_iplink },
    { "l2tp", do_ip12tp },
    { "fou", do_ipfou },
    { "tunnel", do_ipntunnel },
    { "tunl", do_ipntunnel },
    { "tuntap", do_ipntuntap },
    { "tap", do_ipntuntap },
    { "token", do_ipntoken },
    { "tcpmetrics", do_tcp_metrics },
    { "tcp_metrics", do_tcp_metrics },
    { "monitor", do_ipmonitor },
    { "xfrm", do_xfrm },
    { "mroute", do_multiroute },
    { "mrule", do_multirule },
    { "netns", do_netns },
    { "netconf", do_ipnetconf },
    { "help", do_help },
    { 0 }
};

```

```

static int do_cmd(const char *argv0, int argc, char **argv)
{
    const struct cmd *c;

    for (c = cmds; c->cmd; ++c) {
        if (matches(argv0, c->cmd) == 0) {
            return -(c->func(argc-1, argv+1));
        }
    }

    fprintf(stderr, "Object \"%s\" is unknown, try \"ip help\".\n", argv0);
    return EXIT_FAILURE;
}

static int batch(const char *name)
{
    char *line = NULL;
    size_t len = 0;
    int ret = EXIT_SUCCESS;

    batch_mode = 1;

    if (name && strcmp(name, "-") != 0) {
        if (freopen(name, "r", stdin) == NULL) {
            fprintf(stderr, "Cannot open file \"%s\" for reading: %s\n",
                    name, strerror(errno));
            return EXIT_FAILURE;
        }
    }

    if (rtnl_open(&rth, 0) < 0) {
        fprintf(stderr, "Cannot open rtnetlink\n");
        return EXIT_FAILURE;
    }

    cmdlineno = 0;
    while (getcmdline(&line, &len, stdin) != -1) {
        char *largv[100];
        int largc;

        largc = makeargs(line, largv, 100);
        if (largc == 0)
            continue; /* blank line */

        if (do_cmd(largv[0], largc, largv) {
            fprintf(stderr, "Command failed %s:%d\n", name, cmdlineno);
            ret = EXIT_FAILURE;
            if (!force)
                break;
        }
    }
    if (line)
        free(line);

    rtnl_close(&rth);
    return ret;
}

int main(int argc, char **argv)
{
    char *basename;
    char *batch_file = NULL;

    basename = strrchr(argv[0], '/');
    if (basename == NULL)
        basename = argv[0];
    else
        basename++;

    while (argc > 1) {
        char *opt = argv[1];
        if (strcmp(opt, "--") == 0) {
            argc--; argv++;
            break;
        }
        if (opt[0] != '-')
            break;
        if (opt[1] == '-')
            opt++;
        if (matches(opt, "-loops") == 0) {
            argc--;
            argv++;
            if (argc <= 1)
                usage();
            max_flush_loops = atoi(argv[1]);
        } else if (matches(opt, "-family") == 0) {
            argc--;
            argv++;
            if (argc <= 1)
                usage();
            if (strcmp(argv[1], "help") == 0)
                usage();
            else
                preferred_family = read_family(argv[1]);
            if (preferred_family == AF_UNSPEC)
                invarg("invalid protocol family", argv[1]);
        }
    }
}

```

```

    } else if (strcmp(opt, "-4") == 0) {
        preferred_family = AF_INET;
    } else if (strcmp(opt, "-6") == 0) {
        preferred_family = AF_INET6;
    } else if (strcmp(opt, "-0") == 0) {
        preferred_family = AF_PACKET;
    } else if (strcmp(opt, "-I") == 0) {
        preferred_family = AF_IPX;
    } else if (strcmp(opt, "-D") == 0) {
        preferred_family = AF_DECnet;
    } else if (strcmp(opt, "-M") == 0) {
        preferred_family = AF_MPLS;
    } else if (strcmp(opt, "-B") == 0) {
        preferred_family = AF_BRIDGE;
    } else if (matches(opt, "-human") == 0 ||
               matches(opt, "-human-readable") == 0) {
        ++human_readable;
    } else if (matches(opt, "-iec") == 0) {
        ++use_iec;
    } else if (matches(opt, "--stats") == 0 ||
               matches(opt, "--statistics") == 0) {
        ++show_stats;
    } else if (matches(opt, "--details") == 0) {
        ++show_details;
    } else if (matches(opt, "--resolve") == 0) {
        ++resolve_hosts;
    } else if (matches(opt, "--oneline") == 0) {
        ++oneline;
    } else if (matches(opt, "--timestamp") == 0) {
        ++timestamp;
    } else if (matches(opt, "--tshort") == 0) {
        ++timestamp;
        ++timestamp_short;
    }

#if 0
    } else if (matches(opt, "--numeric") == 0) {
        rtnl_names_numeric++;
#endif

    } else if (matches(opt, "--Version") == 0) {
        printf("ip utility, iproute2-ss%s\n", SNAPSHOT);
        exit(0);
    } else if (matches(opt, "--force") == 0) {
        ++force;
    } else if (matches(opt, "--batch") == 0) {
        argc--;
        argv++;
        if (argc <= 1)
            usage();
        batch_file = argv[1];
    } else if (matches(opt, "--rcvbuf") == 0) {
        unsigned int size;

        argc--;
        argv++;
        if (argc <= 1)
            usage();
        if (get_unsigned(&size, argv[1], 0)) {
            fprintf(stderr, "Invalid rcvbuf size '%s'\n",
                    argv[1]);
            exit(-1);
        }
        rcvbuf = size;
    } else if (matches(opt, "--color") == 0) {
        enable_color();
    } else if (matches(opt, "--help") == 0) {
        usage();
    } else if (matches(opt, "--netns") == 0) {
        NEXT_ARG();
        if (netns_switch(argv[1]))
            exit(-1);
    } else if (matches(opt, "--all") == 0) {
        do_all = true;
    } else {
        fprintf(stderr, "Option \"%s\" is unknown, try \"ip -help\".\n", opt);
        exit(-1);
    }
    argc--; argv++;
}

_SL_ = oneline ? "\\\" : "\\n\" ;

if (batch_file)
    return batch(batch_file);

if (rtnl_open(&rth, 0) < 0)
    exit(1);

if (strlen(basename) > 2)
    return do_cmd(basename+2, argc, argv);

if (argc > 1)
    return do_cmd(argv[1], argc-1, argv+1);

rtnl_close(&rth);
usage();
}

```

---

## Notice for package(s)

### *lsbnitscripts*

---

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*base-passwd*  
*iproute2*

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```

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*zlib*

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```
Jean-loup Gailly      Mark Adler
jloup@gzip.org        madler@alummi.caltech.edu
```

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## Notice for package(s)

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## Notice for package(s)

*e2fsprogs*

---

```
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 * e2p.h --- header file for the e2p library
 *
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```

```

* %End-Header%
*/

#include <sys/types.h>          /* Needed by dirent.h on netbsd */
#include <stdio.h>
#include <dirent.h>

#include <ext2fs/ext2_fs.h>

#define E2P_FEATURE_COMPAT      0
#define E2P_FEATURE_INCOMPAT    1
#define E2P_FEATURE_RO_INCOMPAT 2
#define E2P_FEATURE_TYPE_MASK   0x03

#define E2P_FEATURE_NEGATE_FLAG 0x80

#define E2P_FS_FEATURE          0
#define E2P_JOURNAL_FEATURE     1

/* `options' for print_flags() */

#define PFOPT_LONG 1 /* Must be 1 for compatibility with `int long_format'. */

int fgetflags (const char * name, unsigned long * flags);
int fgetversion (const char * name, unsigned long * version);
int fsetflags (const char * name, unsigned long flags);
int fsetversion (const char * name, unsigned long version);
int getflags (int fd, unsigned long * flags);
int getversion (int fd, unsigned long * version);
int iterate_on_dir (const char * dir_name,
                   int (*func) (const char *, struct dirent *, void *),
                   void * private);
void list_super(struct ext2_super_block * s);
void list_super2(struct ext2_super_block * s, FILE *f);
void print_fs_errors (FILE * f, unsigned short errors);
void print_flags (FILE * f, unsigned long flags, unsigned options);
void print_fs_state (FILE * f, unsigned short state);
int setflags (int fd, unsigned long flags);
int setversion (int fd, unsigned long version);

const char *e2p_feature2string(int compat, unsigned int mask);
const char *e2p_jrnl_feature2string(int compat, unsigned int mask);
int e2p_string2feature(char *string, int *compat, unsigned int *mask);
int e2p_jrnl_string2feature(char *string, int *compat_type, unsigned int *mask);
int e2p_edit_feature(const char *str, __u32 *compat_array, __u32 *ok_array);
int e2p_edit_feature2(const char *str, __u32 *compat_array, __u32 *ok_array,
                     __u32 *clear_ok_array, int *type_err,
                     unsigned int *mask_err);

int e2p_is_null_uuid(void *uu);
void e2p_uuid_to_str(void *uu, char *out);
const char *e2p_uuid2str(void *uu);

const char *e2p_hash2string(int num);
int e2p_string2hash(char *string);

const char *e2p_mntopt2string(unsigned int mask);
int e2p_string2mntopt(char *string, unsigned int *mask);
int e2p_edit_mntopts(const char *str, __u32 *mntopts, __u32 ok);

unsigned long parse_num_blocks(const char *arg, int log_block_size);
unsigned long long parse_num_blocks2(const char *arg, int log_block_size);

char *e2p_os2string(int os_type);
int e2p_string2os(char *str);

unsigned int e2p_percent(int percent, unsigned int base);

```

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## Notice for package(s)

### Apache HTTP Server

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```

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### Apache-HTTP Server

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