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1.1.1 Available under license

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```
////////////////////////////////////  
//
```

```

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// http://www.boost.org/LICENSE_1_0.txt)
//
// See http://www.boost.org/libs/intrusive for documentation.
//
////////////////////////////////////

```

```

#ifndef BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP

```

```

#include <boost/intrusive/detail/config_begin.hpp>
#include <cstddef>

```

```

namespace boost {
namespace intrusive {
namespace detail {

```

```

template <typename T, typename U>
struct is_same
{
    static const bool value = false;
};

```

```

template <typename T>
struct is_same<T, T>
{
    static const bool value = true;
};

```

```

template<typename T>
struct add_const
{ typedef const T type; };

```

```

template<typename T>
struct remove_const
{ typedef T type; };

```

```

template<typename T>
struct remove_const<const T>
{ typedef T type; };

```

```

template<typename T>
struct remove_cv
{ typedef T type; };

```

```
template<typename T>
struct remove_cv<const T>
{ typedef T type; };
```

```
template<typename T>
struct remove_cv<const volatile T>
{ typedef T type; };
```

```
template<typename T>
struct remove_cv<volatile T>
{ typedef T type; };
```

```
template<class T>
struct remove_reference
{
    typedef T type;
};
```

```
template<class T>
struct remove_reference<T&>
{
    typedef T type;
};
```

```
typedef char one;
struct two { one _[2];};
```

```
template< bool C_ >
struct bool_
{
    static const bool value = C_;
};
```

```
template< class Integer, Integer Value >
struct integer
{
    static const Integer value = Value;
};
```

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

```
typedef true_ true_type;
typedef false_ false_type;
```

```
typedef char yes_type;
```

```

struct no_type
{
    char padding[8];
};

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

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

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

template<class F, class Param>
struct apply
{
    typedef typename F::template apply<Param>::type type;
};

#if defined(_MSC_VER) && (_MSC_VER >= 1400)

template <class T, class U>
struct is_convertible
{
    static const bool value = __is_convertible_to(T, U);
};

#else

template <class T, class U>
class is_convertible
{
    typedef char true_t;
    class false_t { char dummy[2]; };
    //use any_conversion as first parameter since in MSVC
    //overaligned types can't go through ellipsis
    static false_t dispatch(...);
    static true_t dispatch(U);
    static typename remove_reference<T>::type &trigger();
public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};

#endif

```

```

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

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

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

template<
    bool C
    , typename F1
    , typename F2
>
struct eval_if_c
: if_c<C,F1,F2>::type
{};

template<
    typename C
    , typename T1
    , typename T2
>
struct eval_if
: if_<C,T1,T2>::type
{};

// identity is an extension: it is not part of the standard.

```

```

template <class T>
struct identity
{
    typedef T type;
};

#if defined(BOOST_MSVC) || defined(__BORLANDC_)
#define BOOST_INTRUSIVE_TT_DECL __cdecl
#else
#define BOOST_INTRUSIVE_TT_DECL
#endif

#if defined(_MSC_EXTENSIONS) && !defined(__BORLAND__) && !defined(_WIN64) &&
!defined(_M_ARM) && !defined(UNDER_CE)
#define BOOST_INTRUSIVE_TT_TEST_MSC_FUNC_SIGS
#endif

template <typename T>
struct is_unary_or_binary_function_impl
{ static const bool value = false; };

// see boost ticket #4094
// avoid duplicate definitions of is_unary_or_binary_function_impl
#ifndef BOOST_INTRUSIVE_TT_TEST_MSC_FUNC_SIGS

template <typename R>
struct is_unary_or_binary_function_impl<R (*)()>
{ static const bool value = true; };

template <typename R>
struct is_unary_or_binary_function_impl<R (*)(&...)>
{ static const bool value = true; };

#else // BOOST_INTRUSIVE_TT_TEST_MSC_FUNC_SIGS

template <typename R>
struct is_unary_or_binary_function_impl<R (__stdcall*)()>
{ static const bool value = true; };

#ifndef _MANAGED

template <typename R>
struct is_unary_or_binary_function_impl<R (__fastcall*)()>
{ static const bool value = true; };

#endif

#endif

template <typename R>

```

```

struct is_unary_or_binary_function_impl<R (__cdecl*)(>
{ static const bool value = true; };

template <typename R>
struct is_unary_or_binary_function_impl<R (__cdecl*)(...)>
{ static const bool value = true; };

#endif

// see boost ticket #4094
// avoid duplicate definitions of is_unary_or_binary_function_impl
#ifndef BOOST_INTRUSIVE_TT_TEST_MSC_FUNC_SIGS

template <typename R, class T0>
struct is_unary_or_binary_function_impl<R (*)(T0)>
{ static const bool value = true; };

template <typename R, class T0>
struct is_unary_or_binary_function_impl<R (*)(T0...)>
{ static const bool value = true; };

#else // BOOST_INTRUSIVE_TT_TEST_MSC_FUNC_SIGS

template <typename R, class T0>
struct is_unary_or_binary_function_impl<R (__stdcall*)(T0)>
{ static const bool value = true; };

#ifndef _MANAGED

template <typename R, class T0>
struct is_unary_or_binary_function_impl<R (__fastcall*)(T0)>
{ static const bool value = true; };

#endif

#endif

template <typename R, class T0>
struct is_unary_or_binary_function_impl<R (__cdecl*)(T0)>
{ static const bool value = true; };

template <typename R, class T0>
struct is_unary_or_binary_function_impl<R (__cdecl*)(T0...)>
{ static const bool value = true; };

#endif

// see boost ticket #4094
// avoid duplicate definitions of is_unary_or_binary_function_impl
#ifndef BOOST_INTRUSIVE_TT_TEST_MSC_FUNC_SIGS

```

```

template <typename R, class T0, class T1>
struct is_unary_or_binary_function_impl<R (*)(T0, T1)>
{ static const bool value = true; };

template <typename R, class T0, class T1>
struct is_unary_or_binary_function_impl<R (*)(T0, T1...)>
{ static const bool value = true; };

#else // BOOST_INTRUSIVE_TT_TEST_MSC_FUNC_SIGS

template <typename R, class T0, class T1>
struct is_unary_or_binary_function_impl<R (__stdcall*)(T0, T1)>
{ static const bool value = true; };

#ifdef _MANAGED

template <typename R, class T0, class T1>
struct is_unary_or_binary_function_impl<R (__fastcall*)(T0, T1)>
{ static const bool value = true; };

#endif

template <typename R, class T0, class T1>
struct is_unary_or_binary_function_impl<R (__cdecl*)(T0, T1)>
{ static const bool value = true; };

template <typename R, class T0, class T1>
struct is_unary_or_binary_function_impl<R (__cdecl*)(T0, T1...)>
{ static const bool value = true; };
#endif

template <typename T>
struct is_unary_or_binary_function_impl<T&>
{ static const bool value = false; };

template<typename T>
struct is_unary_or_binary_function
{ static const bool value = is_unary_or_binary_function_impl<T>::value; };

//boost::alignment_of yields to 10K lines of preprocessed code, so we
//need an alternative
template <typename T> struct alignment_of;

template <typename T>
struct alignment_of_hack
{
    char c;

```

```

    T t;
    alignment_of_hack();
};

template <unsigned A, unsigned S>
struct alignment_logic
{
    static const std::size_t value = A < S ? A : S;
};

template< typename T >
struct alignment_of
{
    static const std::size_t value = alignment_logic
        < sizeof(alignment_of_hack<T>) - sizeof(T)
        , sizeof(T)
        >::value;
};

template<class Class>
class is_empty_class
{
    template <typename T>
    struct empty_helper_t1 : public T
    {
        empty_helper_t1();
        int i[256];
    };

    struct empty_helper_t2
    { int i[256]; };

    public:
    static const bool value = sizeof(empty_helper_t1<Class>) == sizeof(empty_helper_t2);
};

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

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

```

```

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

} //namespace detail
} //namespace intrusive
} //namespace boost

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

#endif //BOOST_INTRUSIVE_DETAIL_MPL_HPP
/////////////////////////////////////////////////////////////////
//
// (C) Copyright Ion Gaztanaga 2005-2013.
//
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// (See accompanying file LICENSE_1_0.txt or copy at
// http://www.boost.org/LICENSE_1_0.txt)
//
// See http://www.boost.org/libs/container for documentation.
//
/////////////////////////////////////////////////////////////////

#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
#define BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

#ifdef _MSC_VER
#pragma once
#endif

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

#include <cstddef>

namespace boost {
namespace container {
namespace container_detail {

template <class T, T val>
struct integral_constant
{
    static const T value = val;
    typedef integral_constant<T,val> type;
};

```

```

template< bool C_ >
struct bool_ : integral_constant<bool, C_>
{
    static const bool value = C_;
    operator bool() const { return bool_::value; }
};

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

typedef true_ true_type;
typedef false_ false_type;

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

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

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

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

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

template <bool B, class T = void>
struct disable_if_c : public enable_if_c<!B, T> {};

#ifdef _MSC_VER && (_MSC_VER >= 1400)

template <class T, class U>
struct is_convertible
{
    static const bool value = __is_convertible_to(T, U);
};

#else

template <class T, class U>
class is_convertible

```

```

{
    typedef char true_t;
    class false_t { char dummy[2]; };
    //use any_conversion as first parameter since in MSVC
    //overaligned types can't go through ellipsis
    static false_t dispatch(...);
    static true_t dispatch(U);
    static T &trigger();
public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};

#endif

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

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

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

template <class Pair>
struct select1st
{
    typedef Pair          argument_type;

```

```

typedef typename Pair::first_type result_type;

template<class OtherPair>
const typename Pair::first_type& operator()(const OtherPair& x) const
{ return x.first; }

const typename Pair::first_type& operator()(const typename Pair::first_type& x) const
{ return x; }
};

// identity is an extension: it is not part of the standard.
template <class T>
struct identity
{
    typedef T argument_type;
    typedef T result_type;

    typedef T type;
    const T& operator()(const T& x) const
    { return x; }
};

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

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

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

template <typename T> struct unvoid { typedef T type; };
template <> struct unvoid<void> { struct type { }; };
template <> struct unvoid<const void> { struct type { }; };

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

```

```

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

#endif //ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
////////////////////////////////////
//
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//
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// (See accompanying file LICENSE_1_0.txt or copy at
// http://www.boost.org/LICENSE_1_0.txt)
//
// See http://www.boost.org/libs/interprocess for documentation.
//
////////////////////////////////////

#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
#define BOOST_INTERPROCESS_DETAIL_MPL_HPP

#if defined(_MSC_VER)
# pragma once
#endif

#include <cstddef>

namespace boost {
namespace interprocess {
namespace ipcdetail {

template <class T, T val>
struct integral_constant
{
    static const T value = val;
    typedef integral_constant<T,val> type;
};

template< bool C_ >
struct bool_ : integral_constant<bool, C_>
{
    static const bool value = C_;
};

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

typedef true_ true_type;
typedef false_ false_type;

typedef char yes_type;

```

```

struct no_type
{
    char padding[8];
};

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

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

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

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

template <class T, class U>
class is_convertible
{
    typedef char true_t;
    class false_t { char dummy[2]; };
    static true_t dispatch(U);
    static false_t dispatch(...);
    static T trigger();
public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};

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

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

```

```

};

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

template <class Pair>
struct select1st
// : public std::unary_function<Pair, typename Pair::first_type>
{
    template<class OtherPair>
    const typename Pair::first_type& operator()(const OtherPair& x) const
    { return x.first; }

    const typename Pair::first_type& operator()(const typename Pair::first_type& x) const
    { return x; }
};

// identity is an extension: it is not part of the standard.
template <class T>
struct identity
// : public std::unary_function<T,T>
{
    typedef T type;
    const T& operator()(const T& x) const
    { return x; }
};

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

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

template<>

```

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

```
    } //namespace ipcdetail {
    } //namespace interprocess {
    } //namespace boost {
```

```
#endif //ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
```

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PCRE JUST-IN-TIME COMPILATION SUPPORT

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It was downloaded from <http://www.mongodb.org>

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Version 3, 19 November 2007

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zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.8, April 28th, 2013

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