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```
#ifndef _LINUX_RBTREE_H
#define _LINUX_RBTREE_H

#include <linux/kernel.h>
#include <linux/stddef.h>

struct rb_node
{
    unsigned long rb_parent_color;
#define RB_RED 0
#define RB_BLACK 1
    struct rb_node *rb_right;
    struct rb_node *rb_left;
} __attribute__((aligned(sizeof(long))));
/* The alignment might seem pointless, but allegedly CRIS needs it */

struct rb_root
{
    struct rb_node *rb_node;
};

#define rb_parent(r) ((struct rb_node *)((r)->rb_parent_color & ~3))
#define rb_color(r) ((r)->rb_parent_color & 1)
#define rb_is_red(r) (rb_color(r))
#define rb_is_black(r) rb_color(r)
#define rb_set_red(r) do { (r)->rb_parent_color &= ~1; } while (0)
#define rb_set_black(r) do { (r)->rb_parent_color |= 1; } while (0)

static inline void rb_set_parent(struct rb_node *rb, struct rb_node *p)
{
    rb->rb_parent_color = (rb->rb_parent_color & 3) | (unsigned long)p;
}
static inline void rb_set_color(struct rb_node *rb, int color)
{
    rb->rb_parent_color = (rb->rb_parent_color & ~1) | color;
}

#define RB_ROOT (struct rb_root) { NULL, }
#define rb_entry(ptr, type, member) container_of(ptr, type, member)

#define RB_EMPTY_ROOT(root) ((root)->rb_node == NULL)
#define RB_EMPTY_NODE(node) (rb_parent(node) == node)
#define RB_CLEAR_NODE(node) (rb_set_parent(node, node))

static inline void rb_init_node(struct rb_node *rb)
{
    rb->rb_parent_color = 0;
    rb->rb_right = NULL;
    rb->rb_left = NULL;
    RB_CLEAR_NODE(rb);
}

/*
 * before removing the node, find the deepest node on the rebalance path
 * that will still be there after @node gets removed
 */
struct rb_node *rb_augment_erase_begin(struct rb_node *node)
{
    struct rb_node *deepest;

    if (!node->rb_right && !node->rb_left)
        deepest = rb_parent(node);
    else if (!node->rb_right)
        deepest = node->rb_left;
    else if (!node->rb_left)
        deepest = node->rb_right;
    else {
        deepest = rb_next(node);
        if (deepest->rb_right)
            deepest = deepest->rb_right;
        else if (rb_parent(deepest) != node)
            deepest = rb_parent(deepest);
    }

    return deepest;
}
EXPORT_SYMBOL(rb_augment_erase_begin);

/*
 * after removal, update the tree to account for the removed entry
 * and any rebalance damage.
 */
void rb_augment_erase_end(struct rb_node *node, rb_augment_f func, void *data)
{
    if (node)
        rb_augment_path(node, func, data);
}
EXPORT_SYMBOL(rb_augment_erase_end);

/*
 * This function returns the first node (in sort order) of the tree.
 */
struct rb_node *rb_first(const struct rb_root *root)
{
    struct rb_node *n;

    n = root->rb_node;
    if (!n)
        return NULL;
    while (n->rb_left)
        n = n->rb_left;
    return n;
}
EXPORT_SYMBOL(rb_first);
```

include/linux/rbtree.h146,0-174%lib/rbtree.c338,1-877%

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