NAME

perlintern - autogenerated documentation of purely **internal** Perl functions

DESCRIPTION

This file is the autogenerated documentation of functions in the Perl interpreter that are documented using Perl's internal documentation format but are not marked as part of the Perl API. In other words, **they are not for use in extensions**!

Compile-time scope hooks

BhkENTRY

Return an entry from the BHK structure. *which* is a preprocessor token indicating which entry to return. If the appropriate flag is not set this will return NULL. The type of the return value depends on which entry you ask for.

NOTE: this function is experimental and may change or be removed without notice.

```
void * BhkENTRY(BHK *hk, which)
```

BhkFLAGS

Return the BHK's flags.

NOTE: this function is experimental and may change or be removed without notice.

```
U32 BhkFLAGS(BHK *hk)
```

CALL_BLOCK_HOOKS

Call all the registered block hooks for type *which*. *which* is a preprocessing token; the type of *arg* depends on *which*.

NOTE: this function is experimental and may change or be removed without notice.

```
void CALL_BLOCK_HOOKS(which, arg)
```

CV reference counts and CvOUTSIDE

CvWEAKOUTSIDE

Each CV has a pointer, `CvOUTSIDE()`, to its lexically enclosing CV (if any). Because pointers to anonymous sub prototypes are stored in `&` pad slots, it is a possible to get a circular reference, with the parent pointing to the child and vice-versa. To avoid the ensuing memory leak, we do not increment the reference count of the CV pointed to by `CvOUTSIDE` in the *one specific instance* that the parent has a `&` pad slot pointing back to us. In this case, we set the `CvWEAKOUTSIDE` flag in the child. This allows us to determine under what circumstances we should decrement the refcount of the parent when freeing the child.

There is a further complication with non-closure anonymous subs (i.e. those that do not refer to any lexicals outside that sub). In this case, the anonymous prototype is shared rather than being cloned. This has the consequence that the parent may be freed while there are still active children, eg

```
BEGIN { $a = sub { eval '$x' } }
```

In this case, the BEGIN is freed immediately after execution since there are no active references to it: the anon sub prototype has `CvWEAKOUTSIDE` set since it's not a closure, and $a points to the same CV, so it doesn't contribute to BEGIN's refcount either. When $a is executed, the `eval '$x'` causes the chain of `CvOUTSIDE`s to be followed, and the freed BEGIN is accessed.

To avoid this, whenever a CV and its associated pad is freed, any `&` entries in the pad are explicitly removed from the pad, and if the refcount of the pointed-to anon sub is

still positive, then that child's CvOUTSIDE is set to point to its grandparent. This will only occur in the single specific case of a non-closure anon prototype having one or more active references (such as $a above).

One other thing to consider is that a CV may be merely undefined rather than freed, eg `undef &foo`. In this case, its refcount may not have reached zero, but we still delete its pad and its CvROOT etc. Since various children may still have their CvOUTSIDE pointing at this undefined CV, we keep its own CvOUTSIDE for the time being, so that the chain of lexical scopes is unbroken. For example, the following should print 123:

```
my $x = 123;
sub tmp { sub { eval '$x' } }
my $a = tmp();
undef &tmp;
print  $a->();
```

```
bool CvWEAKOUTSIDE(CV *cv)
```

Embedding Functions

cv_dump

dump the contents of a CV

```
void cv_dump(CV *cv, const char *title)
```

do_dump_pad

Dump the contents of a padlist

```
void do_dump_pad(I32 level, PerlIO *file,
                 PADLIST *padlist, int full)
```

intro_my

"Introduce" my variables to visible status.

```
U32 intro_my()
```

padlist_dup

Duplicates a pad.

```
AV * padlist_dup(AV *srcpad, CLONE_PARAMS *param)
```

pad_alloc_name

Allocates a place in the currently-compiling pad (via *"pad_alloc" in perlapi*) and then stores a name for that entry. *namesv* is adopted and becomes the name entry; it must already contain the name string and be sufficiently upgraded. *typestash* and *ourstash* and the padadd_STATE flag get added to *namesv*. None of the other processing of *"pad_add_name_pvn" in perlapi* is done. Returns the offset of the allocated pad slot.

```
PADOFFSET pad_alloc_name(SV *namesv, U32 flags,
                         HV *typestash, HV *ourstash)
```

pad_block_start

Update the pad compilation state variables on entry to a new block

```
void pad_block_start(int full)
```

pad_check_dup

Check for duplicate declarations: report any of:

```
* a my in the current scope with the same name;
* an our (anywhere in the pad) with the same name and the
  same stash as C<ourstash>
```

`is_our` indicates that the name to check is an 'our' declaration.

```
void pad_check_dup(SV *name, U32 flags,
                   const HV *ourstash)
```

pad_findlex

Find a named lexical anywhere in a chain of nested pads. Add fake entries in the inner pads if it's found in an outer one.

Returns the offset in the bottom pad of the lex or the fake lex. cv is the CV in which to start the search, and seq is the current cop_seq to match against. If warn is true, print appropriate warnings. The out_* vars return values, and so are pointers to where the returned values should be stored. out_capture, if non-null, requests that the innermost instance of the lexical is captured; out_name_sv is set to the innermost matched namesv or fake namesv; out_flags returns the flags normally associated with the IVX field of a fake namesv.

Note that pad_findlex() is recursive; it recurses up the chain of CVs, then comes back down, adding fake entries as it goes. It has to be this way because fake namesvs in anon protoypes have to store in xlow the index into the parent pad.

```
PADOFFSET pad_findlex(const char *namepv,
                      STRLEN namelen, U32 flags,
                      const CV* cv, U32 seq, int warn,
                      SV** out_capture,
                      SV** out_name_sv, int *out_flags)
```

pad_fixup_inner_anons

For any anon CVs in the pad, change CvOUTSIDE of that CV from old_cv to new_cv if necessary. Needed when a newly-compiled CV has to be moved to a pre-existing CV struct.

```
void pad_fixup_inner_anons(PADLIST *padlist,
                           CV *old_cv, CV *new_cv)
```

pad_free

Free the SV at offset po in the current pad.

```
void pad_free(PADOFFSET po)
```

pad_leavemy

Cleanup at end of scope during compilation: set the max seq number for lexicals in this scope and warn of any lexicals that never got introduced.

```
void pad_leavemy()
```

pad_push

Push a new pad frame onto the padlist, unless there's already a pad at this depth, in which case don't bother creating a new one. Then give the new pad an @_ in slot zero.

```
void pad_push(PADLIST *padlist, int depth)
```

pad_reset

Mark all the current temporaries for reuse

```
void pad_reset()
```

pad_swipe

Abandon the tmp in the current pad at offset po and replace with a new one.

```
void pad_swipe(PADOFFSET po, bool refadjust)
```

Functions in file op.c

core_prototype

This function assigns the prototype of the named core function to `sv`, or to a new mortal SV if `sv` is NULL. It returns the modified `sv`, or NULL if the core function has no prototype. `code` is a code as returned by `keyword()`. It must be negative and unequal to -KEY_CORE.

```
SV * core_prototype(SV *sv, const char *name,
                    const int code,
                    int * const opnum)
```

Functions in file pp_ctl.c

docatch

Check for the cases 0 or 3 of cur_env.je_ret, only used inside an eval context.

0 is used as continue inside eval,

3 is used for a die caught by an inner eval - continue inner loop

See cop.h: je_mustcatch, when set at any runlevel to TRUE, means eval ops must establish a local jmpenv to handle exception traps.

```
OP* docatch(OP *o)
```

GV Functions

gv_try_downgrade

If the typeglob `gv` can be expressed more succinctly, by having something other than a real GV in its place in the stash, replace it with the optimised form. Basic requirements for this are that `gv` is a real typeglob, is sufficiently ordinary, and is only referenced from its package. This function is meant to be used when a GV has been looked up in part to see what was there, causing upgrading, but based on what was found it turns out that the real GV isn't required after all.

If `gv` is a completely empty typeglob, it is deleted from the stash.

If `gv` is a typeglob containing only a sufficiently-ordinary constant sub, the typeglob is replaced with a scalar-reference placeholder that more compactly represents the same thing.

NOTE: this function is experimental and may change or be removed without notice.

```
void gv_try_downgrade(GV* gv)
```

Hash Manipulation Functions

hv_ename_add

Adds a name to a stash's internal list of effective names. See `hv_ename_delete`.

This is called when a stash is assigned to a new location in the symbol table.

```
void hv_ename_add(HV *hv, const char *name, U32 len,
```

```
                U32 flags)
```

hv_ename_delete

Removes a name from a stash's internal list of effective names. If this is the name returned by `HvENAME`, then another name in the list will take its place (`HvENAME` will use it).

This is called when a stash is deleted from the symbol table.

```
void hv_ename_delete(HV *hv, const char *name,
                     U32 len, U32 flags)
```

refcounted_he_chain_2hv

Generates and returns a `HV *` representing the content of a `refcounted_he` chain. *flags* is currently unused and must be zero.

```
HV * refcounted_he_chain_2hv(
     const struct refcounted_he *c, U32 flags
 )
```

refcounted_he_fetch_pv

Like *refcounted_he_fetch_pvn*, but takes a nul-terminated string instead of a string/length pair.

```
SV * refcounted_he_fetch_pv(
     const struct refcounted_he *chain,
     const char *key, U32 hash, U32 flags
 )
```

refcounted_he_fetch_pvn

Search along a `refcounted_he` chain for an entry with the key specified by *keypv* and *keylen*. If *flags* has the `REFCOUNTED_HE_KEY_UTF8` bit set, the key octets are interpreted as UTF-8, otherwise they are interpreted as Latin-1. *hash* is a precomputed hash of the key string, or zero if it has not been precomputed. Returns a mortal scalar representing the value associated with the key, or `&PL_sv_placeholder` if there is no value associated with the key.

```
SV * refcounted_he_fetch_pvn(
     const struct refcounted_he *chain,
     const char *keypv, STRLEN keylen, U32 hash,
     U32 flags
 )
```

refcounted_he_fetch_pvs

Like *refcounted_he_fetch_pvn*, but takes a literal string instead of a string/length pair, and no precomputed hash.

```
SV * refcounted_he_fetch_pvs(
     const struct refcounted_he *chain,
     const char *key, U32 flags
 )
```

refcounted_he_fetch_sv

Like *refcounted_he_fetch_pvn*, but takes a Perl scalar instead of a string/length pair.

```
SV * refcounted_he_fetch_sv(
     const struct refcounted_he *chain, SV *key,
```

```
                U32 hash, U32 flags
            )
```

refcounted_he_free

Decrements the reference count of a `refcounted_he` by one. If the reference count reaches zero the structure's memory is freed, which (recursively) causes a reduction of its parent `refcounted_he`'s reference count. It is safe to pass a null pointer to this function: no action occurs in this case.

```
void refcounted_he_free(struct refcounted_he *he)
```

refcounted_he_inc

Increment the reference count of a `refcounted_he`. The pointer to the `refcounted_he` is also returned. It is safe to pass a null pointer to this function: no action occurs and a null pointer is returned.

```
struct refcounted_he * refcounted_he_inc(
                           struct refcounted_he *he
                       )
```

refcounted_he_new_pv

Like *refcounted_he_new_pvn*, but takes a nul-terminated string instead of a string/length pair.

```
struct refcounted_he * refcounted_he_new_pv(
                           struct refcounted_he *parent,
                           const char *key, U32 hash,
                           SV *value, U32 flags
                       )
```

refcounted_he_new_pvn

Creates a new `refcounted_he`. This consists of a single key/value pair and a reference to an existing `refcounted_he` chain (which may be empty), and thus forms a longer chain. When using the longer chain, the new key/value pair takes precedence over any entry for the same key further along the chain.

The new key is specified by *keypv* and *keylen*. If *flags* has the `REFCOUNTED_HE_KEY_UTF8` bit set, the key octets are interpreted as UTF-8, otherwise they are interpreted as Latin-1. *hash* is a precomputed hash of the key string, or zero if it has not been precomputed.

value is the scalar value to store for this key. *value* is copied by this function, which thus does not take ownership of any reference to it, and later changes to the scalar will not be reflected in the value visible in the `refcounted_he`. Complex types of scalar will not be stored with referential integrity, but will be coerced to strings. *value* may be either null or `&PL_sv_placeholder` to indicate that no value is to be associated with the key; this, as with any non-null value, takes precedence over the existence of a value for the key further along the chain.

parent points to the rest of the `refcounted_he` chain to be attached to the new `refcounted_he`. This function takes ownership of one reference to *parent*, and returns one reference to the new `refcounted_he`.

```
struct refcounted_he * refcounted_he_new_pvn(
                           struct refcounted_he *parent,
                           const char *keypv,
                           STRLEN keylen, U32 hash,
                           SV *value, U32 flags
```

```
                                )
```

refcounted_he_new_pvs

Like *refcounted_he_new_pvn*, but takes a literal string instead of a string/length pair, and no precomputed hash.

```
 struct refcounted_he * refcounted_he_new_pvs(
                            struct refcounted_he *parent,
                            const char *key, SV *value,
                            U32 flags
                                )
```

refcounted_he_new_sv

Like *refcounted_he_new_pvn*, but takes a Perl scalar instead of a string/length pair.

```
 struct refcounted_he * refcounted_he_new_sv(
                            struct refcounted_he *parent,
                            SV *key, U32 hash, SV *value,
                            U32 flags
                                )
```

IO Functions

start_glob

Function called by `do_readline` to spawn a glob (or do the glob inside perl on VMS). This code used to be inline, but now perl uses `File::Glob` this glob starter is only used by miniperl during the build process. Moving it away shrinks pp_hot.c; shrinking pp_hot.c helps speed perl up.

NOTE: this function is experimental and may change or be removed without notice.

```
 PerlIO* start_glob(SV *tmpglob, IO *io)
```

Magical Functions

magic_clearhint

Triggered by a delete from %^H, records the key to `PL_compiling.cop_hints_hash`.

```
 int magic_clearhint(SV* sv, MAGIC* mg)
```

magic_clearhints

Triggered by clearing %^H, resets `PL_compiling.cop_hints_hash`.

```
 int magic_clearhints(SV* sv, MAGIC* mg)
```

magic_methcall

Invoke a magic method (like FETCH).

`sv` and `mg` are the tied thingy and the tie magic.

`meth` is the name of the method to call.

`argc` is the number of args (in addition to $self) to pass to the method.

The `flags` can be:

```
    G_DISCARD     invoke method with G_DISCARD flag and don't
                  return a value
    G_UNDEF_FILL  fill the stack with argc pointers to
                  PL_sv_undef
```

The arguments themselves are any values following the `flags` argument.

Returns the SV (if any) returned by the method, or NULL on failure.

```
SV* magic_methcall(SV *sv, const MAGIC *mg,
                   const char *meth, U32 flags,
                   U32 argc, ...)
```

magic_sethint

Triggered by a store to %^H, records the key/value pair to `PL_compiling.cop_hints_hash`. It is assumed that hints aren't storing anything that would need a deep copy. Maybe we should warn if we find a reference.

```
int magic_sethint(SV* sv, MAGIC* mg)
```

mg_localize

Copy some of the magic from an existing SV to new localized version of that SV. Container magic (eg %ENV, $1, tie) gets copied, value magic doesn't (eg taint, pos).

If setmagic is false then no set magic will be called on the new (empty) SV. This typically means that assignment will soon follow (e.g. 'local $x = $y'), and that will handle the magic.

```
void mg_localize(SV* sv, SV* nsv, bool setmagic)
```

MRO Functions

mro_get_linear_isa_dfs

Returns the Depth-First Search linearization of @ISA the given stash. The return value is a read-only AV*. `level` should be 0 (it is used internally in this function's recursion).

You are responsible for `SvREFCNT_inc()` on the return value if you plan to store it anywhere semi-permanently (otherwise it might be deleted out from under you the next time the cache is invalidated).

```
AV* mro_get_linear_isa_dfs(HV* stash, U32 level)
```

mro_isa_changed_in

Takes the necessary steps (cache invalidations, mostly) when the @ISA of the given package has changed. Invoked by the `setisa` magic, should not need to invoke directly.

```
void mro_isa_changed_in(HV* stash)
```

mro_package_moved

Call this function to signal to a stash that it has been assigned to another spot in the stash hierarchy. `stash` is the stash that has been assigned. `oldstash` is the stash it replaces, if any. `gv` is the glob that is actually being assigned to.

This can also be called with a null first argument to indicate that `oldstash` has been deleted.

This function invalidates isa caches on the old stash, on all subpackages nested inside it, and on the subclasses of all those, including non-existent packages that have corresponding entries in `stash`.

It also sets the effective names (`HvENAME`) on all the stashes as appropriate.

If the `gv` is present and is not in the symbol table, then this function simply returns. This checked will be skipped if `flags & 1`.

```
void mro_package_moved(HV * const stash,
```

```
                                HV * const oldstash,
                                const GV * const gv,
                                U32 flags)
```

Optree Manipulation Functions

finalize_optree

This function finalizes the optree. Should be called directly after the complete optree is built. It does some additional checking which can't be done in the normal ck_xxx functions and makes the tree thread-safe.

```
void finalize_optree(OP* o)
```

Pad Data Structures

CX_CURPAD_SAVE

Save the current pad in the given context block structure.

```
void CX_CURPAD_SAVE(struct context)
```

CX_CURPAD_SV

Access the SV at offset po in the saved current pad in the given context block structure (can be used as an lvalue).

```
SV * CX_CURPAD_SV(struct context, PADOFFSET po)
```

PAD_BASE_SV

Get the value from slot po in the base (DEPTH=1) pad of a padlist

```
SV * PAD_BASE_SV(PADLIST padlist, PADOFFSET po)
```

PAD_CLONE_VARS

Clone the state variables associated with running and compiling pads.

```
void PAD_CLONE_VARS(PerlInterpreter *proto_perl,
                    CLONE_PARAMS* param)
```

PAD_COMPNAME_FLAGS

Return the flags for the current compiling pad name at offset po. Assumes a valid slot entry.

```
U32 PAD_COMPNAME_FLAGS(PADOFFSET po)
```

PAD_COMPNAME_GEN

The generation number of the name at offset po in the current compiling pad (lvalue). Note that SvUVX is hijacked for this purpose.

```
STRLEN PAD_COMPNAME_GEN(PADOFFSET po)
```

PAD_COMPNAME_GEN_set

Sets the generation number of the name at offset po in the current ling pad (lvalue) to gen. Note that SvUV_set is hijacked for this purpose.

```
STRLEN PAD_COMPNAME_GEN_set(PADOFFSET po, int gen)
```

PAD_COMPNAME_OURSTASH

Return the stash associated with an our variable. Assumes the slot entry is a valid

our lexical.

```
HV * PAD_COMPNAME_OURSTASH(PADOFFSET po)
```

PAD_COMPNAME_PV

Return the name of the current compiling pad name at offset po. Assumes a valid slot entry.

```
char * PAD_COMPNAME_PV(PADOFFSET po)
```

PAD_COMPNAME_TYPE

Return the type (stash) of the current compiling pad name at offset po. Must be a valid name. Returns null if not typed.

```
HV * PAD_COMPNAME_TYPE(PADOFFSET po)
```

pad_peg

When PERL_MAD is enabled, this is a small no-op function that gets called at the start of each pad-related function. It can be breakpointed to track all pad operations. The parameter is a string indicating the type of pad operation being performed.

NOTE: this function is experimental and may change or be removed without notice.

```
void pad_peg(const char *s)
```

PAD_RESTORE_LOCAL

Restore the old pad saved into the local variable opad by PAD_SAVE_LOCAL()

```
void PAD_RESTORE_LOCAL(PAD *opad)
```

PAD_SAVE_LOCAL

Save the current pad to the local variable opad, then make the current pad equal to npad

```
void PAD_SAVE_LOCAL(PAD *opad, PAD *npad)
```

PAD_SAVE_SETNULLPAD

Save the current pad then set it to null.

```
void PAD_SAVE_SETNULLPAD()
```

PAD_SETSV

Set the slot at offset po in the current pad to sv

```
SV * PAD_SETSV(PADOFFSET po, SV* sv)
```

PAD_SET_CUR

Set the current pad to be pad n in the padlist, saving the previous current pad. NB currently this macro expands to a string too long for some compilers, so it's best to replace it with

```
    SAVECOMPPAD();
    PAD_SET_CUR_NOSAVE(padlist,n);
```

```
void PAD_SET_CUR(PADLIST padlist, I32 n)
```

PAD_SET_CUR_NOSAVE

like PAD_SET_CUR, but without the save

```
void PAD_SET_CUR_NOSAVE(PADLIST padlist, I32 n)
```

PAD_SV

Get the value at offset `po` in the current pad

```
void PAD_SV(PADOFFSET po)
```

PAD_SVl

Lightweight and lvalue version of `PAD_SV`. Get or set the value at offset `po` in the current pad. Unlike `PAD_SV`, does not print diagnostics with -DX. For internal use only.

```
SV * PAD_SVl(PADOFFSET po)
```

SAVECLEARSV

Clear the pointed to pad value on scope exit. (i.e. the runtime action of 'my')

```
void SAVECLEARSV(SV **svp)
```

SAVECOMPPAD

save PL_comppad and PL_curpad

```
void SAVECOMPPAD()
```

SAVEPADSV

Save a pad slot (used to restore after an iteration)

XXX DAPM it would make more sense to make the arg a PADOFFSET void SAVEPADSV(PADOFFSET po)

Per-Interpreter Variables

PL_DBsingle

When Perl is run in debugging mode, with the **-d** switch, this SV is a boolean which indicates whether subs are being single-stepped. Single-stepping is automatically turned on after every step. This is the C variable which corresponds to Perl's $DB::single variable. See `PL_DBsub`.

```
SV * PL_DBsingle
```

PL_DBsub

When Perl is run in debugging mode, with the **-d** switch, this GV contains the SV which holds the name of the sub being debugged. This is the C variable which corresponds to Perl's $DB::sub variable. See `PL_DBsingle`.

```
GV * PL_DBsub
```

PL_DBtrace

Trace variable used when Perl is run in debugging mode, with the **-d** switch. This is the C variable which corresponds to Perl's $DB::trace variable. See `PL_DBsingle`.

```
SV * PL_DBtrace
```

PL_dowarn

The C variable which corresponds to Perl's $^W warning variable.

```
bool PL_dowarn
```

PL_last_in_gv

The GV which was last used for a filehandle input operation. (<FH>)

```
GV* PL_last_in_gv
```

PL_ofsgv

The glob containing the output field separator - *, in Perl space.

```
GV* PL_ofsgv
```

PL_rs

The input record separator - $/ in Perl space.

```
SV* PL_rs
```

Stack Manipulation Macros

djSP

Declare Just SP. This is actually identical to dSP, and declares a local copy of perl's stack pointer, available via the SP macro. See SP. (Available for backward source code compatibility with the old (Perl 5.005) thread model.)

```
djSP;
```

LVRET

True if this op will be the return value of an lvalue subroutine

SV Manipulation Functions

sv_add_arena

Given a chunk of memory, link it to the head of the list of arenas, and split it into a list of free SVs.

```
void sv_add_arena(char *const ptr, const U32 size,
                  const U32 flags)
```

sv_clean_all

Decrement the refcnt of each remaining SV, possibly triggering a cleanup. This function may have to be called multiple times to free SVs which are in complex self-referential hierarchies.

```
I32 sv_clean_all()
```

sv_clean_objs

Attempt to destroy all objects not yet freed.

```
void sv_clean_objs()
```

sv_free_arenas

Deallocate the memory used by all arenas. Note that all the individual SV heads and bodies within the arenas must already have been freed.

```
void sv_free_arenas()
```

SV-Body Allocation

sv_2num

Return an SV with the numeric value of the source SV, doing any necessary reference

or overload conversion. You must use the `SvNUM(sv)` macro to access this function.

NOTE: this function is experimental and may change or be removed without notice.

```
SV* sv_2num(SV *const sv)
```

sv_ref

Returns a SV describing what the SV passed in is a reference to.

```
SV* sv_ref(SV *dst, const SV *const sv,
           const int ob)
```

Unicode Support

find_uninit_var

Find the name of the undefined variable (if any) that caused the operator to issue a "Use of uninitialized value" warning. If match is true, only return a name if its value matches uninit_sv. So roughly speaking, if a unary operator (such as OP_COS) generates a warning, then following the direct child of the op may yield an OP_PADSV or OP_GV that gives the name of the undefined variable. On the other hand, with OP_ADD there are two branches to follow, so we only print the variable name if we get an exact match.

The name is returned as a mortal SV.

Assumes that PL_op is the op that originally triggered the error, and that PL_comppad/PL_curpad points to the currently executing pad.

NOTE: this function is experimental and may change or be removed without notice.

```
SV* find_uninit_var(const OP *const obase,
                    const SV *const uninit_sv,
                    bool top)
```

report_uninit

Print appropriate "Use of uninitialized variable" warning.

```
void report_uninit(const SV *uninit_sv)
```

Undocumented functions

The following functions are currently undocumented. If you use one of them, you may wish to consider creating and submitting documentation for it.

_add_range_to_invlist

_core_swash_init

_invlist_array_init

_invlist_contents

_invlist_intersection

_invlist_intersection_maybe_complement_2nd

_invlist_invert

_invlist_invert_prop

_invlist_populate_swatch

_invlist_subtract

_invlist_union

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AUTHORS

The autodocumentation system was originally added to the Perl core by Benjamin Stuhl. Documentation is by whoever was kind enough to document their functions.

SEE ALSO

perlguts, *perlapi*