NAME

Config - access Perl configuration information

SYNOPSIS

```
    use Config;
    if ($Config{usethreads}) {
 print "has thread support\n"
    }

    use Config qw(myconfig config_sh config_vars config_re);

    print myconfig();

    print config_sh();

    print config_re();

    config_vars(qw(osname archname));
```

DESCRIPTION

The Config module contains all the information that was available to the `Configure` program at Perl build time (over 900 values).

Shell variables from the *config.sh* file (written by Configure) are stored in the readonly-variable `%Config`, indexed by their names.

Values stored in config.sh as 'undef' are returned as undefined values. The perl `exists` function can be used to check if a named variable exists.

For a description of the variables, please have a look at the Glossary file, as written in the Porting folder, or use the url: http://perl5.git.perl.org/perl.git/blob/HEAD:/Porting/Glossary

myconfig()

Returns a textual summary of the major perl configuration values. See also `-V` in *"Command Switches" in perlrun*.

config_sh()

Returns the entire perl configuration information in the form of the original config.sh shell variable assignment script.

config_re($regex)

Like config_sh() but returns, as a list, only the config entries who's names match the $regex.

config_vars(@names)

Prints to STDOUT the values of the named configuration variable. Each is printed on a separate line in the form:

```
  name='value';
```

Names which are unknown are output as `name='UNKNOWN';`. See also `-V:name` in *"Command Switches" in perlrun*.

bincompat_options()

Returns a list of C pre-processor options used when compiling this *perl* binary, which affect its binary compatibility with extensions. `bincompat_options()` and

`non_bincompat_options()` are shown together in the output of `perl -V` as *Compile-time options*.

non_bincompat_options()

Returns a list of C pre-processor options used when compiling this *perl* binary, which do not affect binary compatibility with extensions.

compile_date()

Returns the compile date (as a string), equivalent to what is shown by `perl -V`

local_patches()

Returns a list of the names of locally applied patches, equivalent to what is shown by `perl -V`.

header_files()

Returns a list of the header files that should be used as dependencies for XS code, for this version of Perl on this platform.

EXAMPLE

Here's a more sophisticated example of using %Config:

```
    use Config;
    use strict;


    my %sig_num;
    my @sig_name;
    unless($Config{sig_name} && $Config{sig_num}) {
die "No sigs?";
    } else {
my @names = split ' ', $Config{sig_name};
@sig_num{@names} = split ' ', $Config{sig_num};
foreach (@names) {
    $sig_name[$sig_num{$_}] ||= $_;
}
    }


    print "signal #17 = $sig_name[17]\n";
    if ($sig_num{ALRM}) {
print "SIGALRM is $sig_num{ALRM}\n";
    }
```

WARNING

Because this information is not stored within the perl executable itself it is possible (but unlikely) that the information does not relate to the actual perl binary which is being used to access it.

The Config module is installed into the architecture and version specific library directory ($Config{installarchlib}) and it checks the perl version number when loaded.

The values stored in config.sh may be either single-quoted or double-quoted. Double-quoted strings are handy for those cases where you need to include escape sequences in the strings. To avoid runtime variable interpolation, any $ and @ characters are replaced by \$ and \@, respectively. This isn't foolproof, of course, so don't embed \$ or \@ in double-quoted strings unless you're willing to deal with the consequences. (The slashes will end up escaped and the $ or @ will trigger variable interpolation)

GLOSSARY

Most `Config` variables are determined by the `Configure` script on platforms supported by it (which is most UNIX platforms). Some platforms have custom-made `Config` variables, and may thus not have some of the variables described below, or may have extraneous variables specific to that particular port. See the port specific documentation in such cases.

_

_a

From *Unix.U*:

This variable defines the extension used for ordinary library files. For unix, it is *.a*. The *.* is included. Other possible values include *.lib*.

_exe

From *Unix.U*:

This variable defines the extension used for executable files. `DJGPP`, Cygwin and *OS/2* use *.exe*. Stratus `VOS` uses *.pm*. On operating systems which do not require a specific extension for executable files, this variable is empty.

_o

From *Unix.U*:

This variable defines the extension used for object files. For unix, it is *.o*. The *.* is included. Other possible values include *.obj*.

a

afs

From *afs.U*:

This variable is set to `true` if `AFS` (Andrew File System) is used on the system, `false` otherwise. It is possible to override this with a hint value or command line option, but you'd better know what you are doing.

afsroot

From *afs.U*:

This variable is by default set to */afs*. In the unlikely case this is not the correct root, it is possible to override this with a hint value or command line option. This will be used in subsequent tests for AFSness in the configure and test process.

alignbytes

From *alignbytes.U*:

This variable holds the number of bytes required to align a double-- or a long double when applicable. Usual values are 2, 4 and 8. The default is eight, for safety.

ansi2knr

From *ansi2knr.U*:

This variable is set if the user needs to run ansi2knr. Currently, this is not supported, so we just abort.

aphostname

From *d_gethname.U*:

This variable contains the command which can be used to compute the host name. The command is fully qualified by its absolute path, to make it safe when used by a process with super-user privileges.

api_revision

From *patchlevel.U*:

The three variables, api_revision, api_version, and api_subversion, specify the version of the oldest perl binary compatible with the present perl. In a full version string such as *5.6.1*, api_revision is the `5`. Prior to 5.5.640, the format was a floating point number, like 5.00563.

perl.c:incpush() and *lib/lib.pm* will automatically search in *$sitelib/.*. for older directories back to the limit specified by these api_ variables. This is only useful if you have a perl library directory tree structured like the default one. See `INSTALL` for how this works. The versioned site_perl directory was introduced in 5.005, so that is the lowest possible value. The version list appropriate for the current system is determined in *inc_version_list.U*.

XXX To do: Since compatibility can depend on compile time options (such as bincompat, longlong, etc.) it should (perhaps) be set by Configure, but currently it isn't. Currently, we read a hard-wired value from *patchlevel.h*. Perhaps what we ought to do is take the hard-wired value from *patchlevel.h* but then modify it if the current Configure options warrant. *patchlevel.h* then would use an #ifdef guard.

`api_subversion`

From *patchlevel.U*:

The three variables, api_revision, api_version, and api_subversion, specify the version of the oldest perl binary compatible with the present perl. In a full version string such as *5.6.1*, api_subversion is the `1`. See api_revision for full details.

`api_version`

From *patchlevel.U*:

The three variables, api_revision, api_version, and api_subversion, specify the version of the oldest perl binary compatible with the present perl. In a full version string such as *5.6.1*, api_version is the 6. See api_revision for full details. As a special case, 5.5.0 is rendered in the old-style as 5.005. (In the 5.005_0x maintenance series, this was the only versioned directory in $sitelib.)

`api_versionstring`

From *patchlevel.U*:

This variable combines api_revision, api_version, and api_subversion in a format such as 5.6.1 (or 5_6_1) suitable for use as a directory name. This is filesystem dependent.

`ar`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the ar program. After Configure runs, the value is reset to a plain `ar` and is not useful.

`archlib`

From *archlib.U*:

This variable holds the name of the directory in which the user wants to put architecture-dependent public library files for $package. It is most often a local directory such as */usr/local/lib*. Programs using this variable must be prepared to deal with filename expansion.

`archlibexp`

From *archlib.U*:

This variable is the same as the archlib variable, but is filename expanded at configuration time, for convenient use.

`archname`

From *archname.U*:

This variable is a short name to characterize the current architecture. It is used mainly to construct the default archlib.

`archname64`

From *use64bits.U*:

This variable is used for the 64-bitness part of $archname.

`archobjs`

From *Unix.U*:

This variable defines any additional objects that must be linked in with the program on this architecture. On unix, it is usually empty. It is typically used to include emulations of unix calls or other facilities. For perl on *OS/2*, for example, this would include *os2/os2.obj*.

`asctime_r_proto`

From *d_asctime_r.U*:

This variable encodes the prototype of asctime_r. It is zero if d_asctime_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_asctime_r is defined.

`awk`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the awk program. After Configure runs, the value is reset to a plain `awk` and is not useful.

b

`baserev`

From *baserev.U*:

The base revision level of this package, from the *.package* file.

`bash`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`bin`

From *bin.U*:

This variable holds the name of the directory in which the user wants to put publicly executable images for the package in question. It is most often a local directory such as */usr/local/bin*. Programs using this variable must be prepared to deal with *~name* substitution.

`bin_ELF`

From *dlsrc.U*:

This variable saves the result from configure if generated binaries are in `ELF` format. Only set to defined when the test has actually been performed, and the result was positive.

`binexp`

From *bin.U*:

This is the same as the bin variable, but is filename expanded at configuration time, for use in your makefiles.

`bison`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the

bison program. After Configure runs, the value is reset to a plain `bison` and is not useful.

`bootstrap_charset`

From *ebcdic.U*:

This variable conditionally defines `BOOTSTRAP_CHARSET` if this system uses non-`ASCII` encoding.

`byacc`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the byacc program. After Configure runs, the value is reset to a plain `byacc` and is not useful.

`byteorder`

From *byteorder.U*:

This variable holds the byte order in a `UV`. In the following, larger digits indicate more significance. The variable byteorder is either 4321 on a big-endian machine, or 1234 on a little-endian, or 87654321 on a Cray ... or 3412 with weird order !

c

`c`

From *n.U*:

This variable contains the \c string if that is what causes the echo command to suppress newline. Otherwise it is null. Correct usage is $echo $n "prompt for a question: $c".

`castflags`

From *d_castneg.U*:

This variable contains a flag that precise difficulties the compiler has casting odd floating values to unsigned long: 0 = ok 1 = couldn't cast < 0 2 = couldn't cast >= 0x80000000 4 = couldn't cast in argument expression list

`cat`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the cat program. After Configure runs, the value is reset to a plain `cat` and is not useful.

`cc`

From *cc.U*:

This variable holds the name of a command to execute a C compiler which can resolve multiple global references that happen to have the same name. Usual values are `cc` and `gcc`. Fervent `ANSI` compilers may be called `c89`. `AIX` has xlc.

`cccdlflags`

From *dlsrc.U*:

This variable contains any special flags that might need to be passed with `cc -c` to compile modules to be used to create a shared library that will be used for dynamic loading. For hpux, this should be +z. It is up to the makefile to use it.

`ccdlflags`

From *dlsrc.U*:

This variable contains any special flags that might need to be passed to cc to link with a shared library for dynamic loading. It is up to the makefile to use it. For sunos 4.1, it should be empty.

`ccflags`

From *ccflags.U*:

This variable contains any additional C compiler flags desired by the user. It is up to the Makefile to use this.

`ccflags_uselargefiles`

From *uselfs.U*:

This variable contains the compiler flags needed by large file builds and added to ccflags by hints files.

`ccname`

From *Checkcc.U*:

This can set either by hints files or by Configure. If using gcc, this is gcc, and if not, usually equal to cc, unimpressive, no? Some platforms, however, make good use of this by storing the flavor of the C compiler being used here. For example if using the Sun WorkShop suite, ccname will be `workshop`.

`ccsymbols`

From *Cppsym.U*:

The variable contains the symbols defined by the C compiler alone. The symbols defined by cpp or by cc when it calls cpp are not in this list, see cppsymbols and cppccsymbols. The list is a space-separated list of symbol=value tokens.

`ccversion`

From *Checkcc.U*:

This can set either by hints files or by Configure. If using a (non-gcc) vendor cc, this variable may contain a version for the compiler.

`cf_by`

From *cf_who.U*:

Login name of the person who ran the Configure script and answered the questions. This is used to tag both *config.sh* and *config_h.SH*.

`cf_email`

From *cf_email.U*:

Electronic mail address of the person who ran Configure. This can be used by units that require the user's e-mail, like *MailList.U*.

`cf_time`

From *cf_who.U*:

Holds the output of the `date` command when the configuration file was produced. This is used to tag both *config.sh* and *config_h.SH*.

`charbits`

From *charsize.U*:

This variable contains the value of the `CHARBITS` symbol, which indicates to the C program how many bits there are in a character.

`charsize`

From *charsize.U*:

This variable contains the value of the `CHARSIZE` symbol, which indicates to the C program how many bytes there are in a character.

`chgrp`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`chmod`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the chmod program. After Configure runs, the value is reset to a plain `chmod` and is not useful.

`chown`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`clocktype`

From *d_times.U*:

This variable holds the type returned by times(). It can be long, or clock_t on BSD sites (in which case <sys/types.h> should be included).

`comm`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the comm program. After Configure runs, the value is reset to a plain `comm` and is not useful.

`compress`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`config_arg0`

From *Options.U*:

This variable contains the string used to invoke the Configure command, as reported by the shell in the $0 variable.

`config_argc`

From *Options.U*:

This variable contains the number of command-line arguments passed to Configure, as reported by the shell in the $# variable. The individual arguments are stored as variables config_arg1, config_arg2, etc.

`config_args`

From *Options.U*:

This variable contains a single string giving the command-line arguments passed to Configure. Spaces within arguments, quotes, and escaped characters are not correctly preserved. To reconstruct the command line, you must assemble the individual command line pieces, given in config_arg[0-9]*.

`contains`

From *contains.U*:

This variable holds the command to do a grep with a proper return status. On most sane systems it is simply `grep`. On insane systems it is a grep followed by a cat followed by a test.

This variable is primarily for the use of other Configure units.

`cp`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the cp program. After Configure runs, the value is reset to a plain `cp` and is not useful.

`cpio`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`cpp`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the cpp program. After Configure runs, the value is reset to a plain `cpp` and is not useful.

`cpp_stuff`

From *cpp_stuff.U*:

This variable contains an identification of the concatenation mechanism used by the C preprocessor.

`cppccsymbols`

From *Cppsym.U*:

The variable contains the symbols defined by the C compiler when it calls cpp. The symbols defined by the cc alone or cpp alone are not in this list, see ccsymbols and cppsymbols. The list is a space-separated list of symbol=value tokens.

`cppflags`

From *ccflags.U*:

This variable holds the flags that will be passed to the C pre- processor. It is up to the Makefile to use it.

`cpplast`

From *cppstdin.U*:

This variable has the same functionality as cppminus, only it applies to cpprun and not cppstdin.

`cppminus`

From *cppstdin.U*:

This variable contains the second part of the string which will invoke the C preprocessor on the standard input and produce to standard output. This variable will have the value `-` if cppstdin needs a minus to specify standard input, otherwise the value is "".

`cpprun`

From *cppstdin.U*:

This variable contains the command which will invoke a C preprocessor on standard input and put the output to stdout. It is guaranteed not to be a wrapper and may be a null string if no preprocessor can be made directly available. This preprocessor might be different from the one used by the C compiler. Don't forget to append cpplast after the preprocessor options.

`cppstdin`

From *cppstdin.U*:

This variable contains the command which will invoke the C preprocessor on standard input and put the output to stdout. It is primarily used by other Configure units that ask about preprocessor symbols.

`cppsymbols`

From *Cppsym.U*:

The variable contains the symbols defined by the C preprocessor alone. The symbols defined by cc or by cc when it calls cpp are not in this list, see ccsymbols and cppccsymbols. The list is a space-separated list of symbol=value tokens.

`crypt_r_proto`

From *d_crypt_r.U*:

This variable encodes the prototype of crypt_r. It is zero if d_crypt_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_crypt_r is defined.

`cryptlib`

From *d_crypt.U*:

This variable holds -lcrypt or the path to a *libcrypt.a* archive if the crypt() function is not defined in the standard C library. It is up to the Makefile to use this.

`csh`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the csh program. After Configure runs, the value is reset to a plain `csh` and is not useful.

`ctermid_r_proto`

From *d_ctermid_r.U*:

This variable encodes the prototype of ctermid_r. It is zero if d_ctermid_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_ctermid_r is defined.

`ctime_r_proto`

From *d_ctime_r.U*:

This variable encodes the prototype of ctime_r. It is zero if d_ctime_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_ctime_r is defined.

d

`d__fwalk`

From *d__fwalk.U*:

This variable conditionally defines `HAS__FWALK` if _fwalk() is available to apply a function to all the file handles.

`d_access`

From *d_access.U*:

This variable conditionally defines `HAS_ACCESS` if the access() system call is available to check for access permissions using real IDs.

`d_accessx`

From *d_accessx.U*:

This variable conditionally defines the `HAS_ACCESSX` symbol, which indicates to the C program that the accessx() routine is available.

`d_aintl`

From *d_aintl.U*:

This variable conditionally defines the HAS_AINTL symbol, which indicates to the C program that the aintl() routine is available. If copysignl is also present we can emulate modfl.

d_alarm

From *d_alarm.U*:

This variable conditionally defines the HAS_ALARM symbol, which indicates to the C program that the alarm() routine is available.

d_archlib

From *archlib.U*:

This variable conditionally defines ARCHLIB to hold the pathname of architecture-dependent library files for $package. If $archlib is the same as $privlib, then this is set to undef.

d_asctime64

From *d_timefuncs64.U*:

This variable conditionally defines the HAS_ASCTIME64 symbol, which indicates to the C program that the asctime64 () routine is available.

d_asctime_r

From *d_asctime_r.U*:

This variable conditionally defines the HAS_ASCTIME_R symbol, which indicates to the C program that the asctime_r() routine is available.

d_atolf

From *atolf.U*:

This variable conditionally defines the HAS_ATOLF symbol, which indicates to the C program that the atolf() routine is available.

d_atoll

From *atoll.U*:

This variable conditionally defines the HAS_ATOLL symbol, which indicates to the C program that the atoll() routine is available.

d_attribute_deprecated

From *d_attribut.U*:

This variable conditionally defines HASATTRIBUTE_DEPRECATED, which indicates that GCC can handle the attribute for marking deprecated APIs

d_attribute_format

From *d_attribut.U*:

This variable conditionally defines HASATTRIBUTE_FORMAT, which indicates the C compiler can check for printf-like formats.

d_attribute_malloc

From *d_attribut.U*:

This variable conditionally defines HASATTRIBUTE_MALLOC, which indicates the C compiler can understand functions as having malloc-like semantics.

d_attribute_nonnull

From *d_attribut.U*:

This variable conditionally defines HASATTRIBUTE_NONNULL, which indicates that the C compiler can know that certain arguments must not be NULL, and will check accordingly at compile time.

`d_attribute_noreturn`

From *d_attribut.U*:

This variable conditionally defines HASATTRIBUTE_NORETURN, which indicates that the C compiler can know that certain functions are guaranteed never to return.

`d_attribute_pure`

From *d_attribut.U*:

This variable conditionally defines HASATTRIBUTE_PURE, which indicates that the C compiler can know that certain functions are `pure` functions, meaning that they have no side effects, and only rely on function input *and/or* global data for their results.

`d_attribute_unused`

From *d_attribut.U*:

This variable conditionally defines HASATTRIBUTE_UNUSED, which indicates that the C compiler can know that certain variables and arguments may not always be used, and to not throw warnings if they don't get used.

`d_attribute_warn_unused_result`

From *d_attribut.U*:

This variable conditionally defines HASATTRIBUTE_WARN_UNUSED_RESULT, which indicates that the C compiler can know that certain functions have a return values that must not be ignored, such as malloc() or open().

`d_bcmp`

From *d_bcmp.U*:

This variable conditionally defines the HAS_BCMP symbol if the bcmp() routine is available to compare strings.

`d_bcopy`

From *d_bcopy.U*:

This variable conditionally defines the HAS_BCOPY symbol if the bcopy() routine is available to copy strings.

`d_bsd`

From *Guess.U*:

This symbol conditionally defines the symbol BSD when running on a BSD system.

`d_bsdgetpgrp`

From *d_getpgrp.U*:

This variable conditionally defines USE_BSD_GETPGRP if getpgrp needs one arguments whereas USG one needs none.

`d_bsdsetpgrp`

From *d_setpgrp.U*:

This variable conditionally defines USE_BSD_SETPGRP if setpgrp needs two arguments whereas USG one needs none. See also d_setpgid for a POSIX interface.

`d_builtin_choose_expr`

From *d_builtin.U*:

This conditionally defines HAS_BUILTIN_CHOOSE_EXPR, which indicates that the compiler supports __builtin_choose_expr(x,y,z). This built-in function is analogous to the `x?y:z` operator in C, except that the expression returned has its type unaltered by promotion rules.

Also, the built-in function does not evaluate the expression that was not chosen.

`d_builtin_expect`

From *d_builtin.U*:

This conditionally defines `HAS_BUILTIN_EXPECT`, which indicates that the compiler supports __builtin_expect(exp,c). You may use __builtin_expect to provide the compiler with branch prediction information.

`d_bzero`

From *d_bzero.U*:

This variable conditionally defines the `HAS_BZERO` symbol if the bzero() routine is available to set memory to 0.

`d_c99_variadic_macros`

From *d_c99_variadic.U*:

This variable conditionally defines the HAS_C99_VARIADIC_MACROS symbol, which indicates to the C program that C99 variadic macros are available.

`d_casti32`

From *d_casti32.U*:

This variable conditionally defines CASTI32, which indicates whether the C compiler can cast large floats to 32-bit ints.

`d_castneg`

From *d_castneg.U*:

This variable conditionally defines `CASTNEG`, which indicates whether the C compiler can cast negative float to unsigned.

`d_charvspr`

From *d_vprintf.U*:

This variable conditionally defines `CHARVSPRINTF` if this system has vsprintf returning type (char*). The trend seems to be to declare it as "int vsprintf()".

`d_chown`

From *d_chown.U*:

This variable conditionally defines the `HAS_CHOWN` symbol, which indicates to the C program that the chown() routine is available.

`d_chroot`

From *d_chroot.U*:

This variable conditionally defines the `HAS_CHROOT` symbol, which indicates to the C program that the chroot() routine is available.

`d_chsize`

From *d_chsize.U*:

This variable conditionally defines the `CHSIZE` symbol, which indicates to the C program that the chsize() routine is available to truncate files. You might need a -lx to get this routine.

`d_class`

From *d_class.U*:

This variable conditionally defines the `HAS_CLASS` symbol, which indicates to the C program that the class() routine is available.

`d_clearenv`

From *d_clearenv.U*:

This variable conditionally defines the `HAS_CLEARENV` symbol, which indicates to the C program that the clearenv () routine is available.

`d_closedir`

From *d_closedir.U*:

This variable conditionally defines `HAS_CLOSEDIR` if closedir() is available.

`d_cmsghdr_s`

From *d_cmsghdr_s.U*:

This variable conditionally defines the `HAS_STRUCT_CMSGHDR` symbol, which indicates that the struct cmsghdr is supported.

`d_const`

From *d_const.U*:

This variable conditionally defines the `HASCONST` symbol, which indicates to the C program that this C compiler knows about the const type.

`d_copysignl`

From *d_copysignl.U*:

This variable conditionally defines the `HAS_COPYSIGNL` symbol, which indicates to the C program that the copysignl() routine is available. If aintl is also present we can emulate modfl.

`d_cplusplus`

From *d_cplusplus.U*:

This variable conditionally defines the `USE_CPLUSPLUS` symbol, which indicates that a C++ compiler was used to compiled Perl and will be used to compile extensions.

`d_crypt`

From *d_crypt.U*:

This variable conditionally defines the `CRYPT` symbol, which indicates to the C program that the crypt() routine is available to encrypt passwords and the like.

`d_crypt_r`

From *d_crypt_r.U*:

This variable conditionally defines the `HAS_CRYPT_R` symbol, which indicates to the C program that the crypt_r() routine is available.

`d_csh`

From *d_csh.U*:

This variable conditionally defines the `CSH` symbol, which indicates to the C program that the C-shell exists.

`d_ctermid`

From *d_ctermid.U*:

This variable conditionally defines `CTERMID` if ctermid() is available to generate filename for terminal.

`d_ctermid_r`

From *d_ctermid_r.U*:

This variable conditionally defines the `HAS_CTERMID_R` symbol, which indicates to the C

program that the ctermid_r() routine is available.

`d_ctime64`

From *d_timefuncs64.U*:

This variable conditionally defines the HAS_CTIME64 symbol, which indicates to the C program that the ctime64 () routine is available.

`d_ctime_r`

From *d_ctime_r.U*:

This variable conditionally defines the `HAS_CTIME_R` symbol, which indicates to the C program that the ctime_r() routine is available.

`d_cuserid`

From *d_cuserid.U*:

This variable conditionally defines the `HAS_CUSERID` symbol, which indicates to the C program that the cuserid() routine is available to get character login names.

`d_dbl_dig`

From *d_dbl_dig.U*:

This variable conditionally defines d_dbl_dig if this system's header files provide `DBL_DIG`, which is the number of significant digits in a double precision number.

`d_dbminitproto`

From *d_dbminitproto.U*:

This variable conditionally defines the `HAS_DBMINIT_PROTO` symbol, which indicates to the C program that the system provides a prototype for the dbminit() function. Otherwise, it is up to the program to supply one.

`d_difftime`

From *d_difftime.U*:

This variable conditionally defines the `HAS_DIFFTIME` symbol, which indicates to the C program that the difftime() routine is available.

`d_difftime64`

From *d_timefuncs64.U*:

This variable conditionally defines the HAS_DIFFTIME64 symbol, which indicates to the C program that the difftime64 () routine is available.

`d_dir_dd_fd`

From *d_dir_dd_fd.U*:

This variable conditionally defines the `HAS_DIR_DD_FD` symbol, which indicates that the `DIR` directory stream type contains a member variable called dd_fd.

`d_dirfd`

From *d_dirfd.U*:

This variable conditionally defines the `HAS_DIRFD` constant, which indicates to the C program that dirfd() is available to return the file descriptor of a directory stream.

`d_dirnamlen`

From *i_dirent.U*:

This variable conditionally defines `DIRNAMLEN`, which indicates to the C program that the length of directory entry names is provided by a d_namelen field.

`d_dlerror`

From *d_dlerror.U*:

This variable conditionally defines the `HAS_DLERROR` symbol, which indicates to the C program that the dlerror() routine is available.

`d_dlopen`

From *d_dlopen.U*:

This variable conditionally defines the `HAS_DLOPEN` symbol, which indicates to the C program that the dlopen() routine is available.

`d_dlsymun`

From *d_dlsymun.U*:

This variable conditionally defines `DLSYM_NEEDS_UNDERSCORE`, which indicates that we need to prepend an underscore to the symbol name before calling dlsym().

`d_dosuid`

From *d_dosuid.U*:

This variable conditionally defines the symbol `DOSUID`, which tells the C program that it should insert setuid emulation code on hosts which have setuid #! scripts disabled.

`d_drand48_r`

From *d_drand48_r.U*:

This variable conditionally defines the HAS_DRAND48_R symbol, which indicates to the C program that the drand48_r() routine is available.

`d_drand48proto`

From *d_drand48proto.U*:

This variable conditionally defines the HAS_DRAND48_PROTO symbol, which indicates to the C program that the system provides a prototype for the drand48() function. Otherwise, it is up to the program to supply one.

`d_dup2`

From *d_dup2.U*:

This variable conditionally defines HAS_DUP2 if dup2() is available to duplicate file descriptors.

`d_eaccess`

From *d_eaccess.U*:

This variable conditionally defines the `HAS_EACCESS` symbol, which indicates to the C program that the eaccess() routine is available.

`d_endgrent`

From *d_endgrent.U*:

This variable conditionally defines the `HAS_ENDGRENT` symbol, which indicates to the C program that the endgrent() routine is available for sequential access of the group database.

`d_endgrent_r`

From *d_endgrent_r.U*:

This variable conditionally defines the `HAS_ENDGRENT_R` symbol, which indicates to the C program that the endgrent_r() routine is available.

`d_endhent`

From *d_endhent.U*:

This variable conditionally defines HAS_ENDHOSTENT if endhostent() is available to close whatever was being used for host queries.

`d_endhostent_r`

From *d_endhostent_r.U*:

This variable conditionally defines the HAS_ENDHOSTENT_R symbol, which indicates to the C program that the endhostent_r() routine is available.

`d_endnent`

From *d_endnent.U*:

This variable conditionally defines HAS_ENDNETENT if endnetent() is available to close whatever was being used for network queries.

`d_endnetent_r`

From *d_endnetent_r.U*:

This variable conditionally defines the HAS_ENDNETENT_R symbol, which indicates to the C program that the endnetent_r() routine is available.

`d_endpent`

From *d_endpent.U*:

This variable conditionally defines HAS_ENDPROTOENT if endprotoent() is available to close whatever was being used for protocol queries.

`d_endprotoent_r`

From *d_endprotoent_r.U*:

This variable conditionally defines the HAS_ENDPROTOENT_R symbol, which indicates to the C program that the endprotoent_r() routine is available.

`d_endpwent`

From *d_endpwent.U*:

This variable conditionally defines the HAS_ENDPWENT symbol, which indicates to the C program that the endpwent() routine is available for sequential access of the passwd database.

`d_endpwent_r`

From *d_endpwent_r.U*:

This variable conditionally defines the HAS_ENDPWENT_R symbol, which indicates to the C program that the endpwent_r() routine is available.

`d_endsent`

From *d_endsent.U*:

This variable conditionally defines HAS_ENDSERVENT if endservent() is available to close whatever was being used for service queries.

`d_endservent_r`

From *d_endservent_r.U*:

This variable conditionally defines the HAS_ENDSERVENT_R symbol, which indicates to the C program that the endservent_r() routine is available.

`d_eofnblk`

From *nblock_io.U*:

This variable conditionally defines EOF_NONBLOCK if EOF can be seen when reading from a non-blocking I/O source.

d_eunice

From *Guess.U*:

This variable conditionally defines the symbols EUNICE and VAX, which alerts the C program that it must deal with idiosyncrasies of VMS.

d_faststdio

From *d_faststdio.U*:

This variable conditionally defines the HAS_FAST_STDIO symbol, which indicates to the C program that the "fast stdio" is available to manipulate the stdio buffers directly.

d_fchdir

From *d_fchdir.U*:

This variable conditionally defines the HAS_FCHDIR symbol, which indicates to the C program that the fchdir() routine is available.

d_fchmod

From *d_fchmod.U*:

This variable conditionally defines the HAS_FCHMOD symbol, which indicates to the C program that the fchmod() routine is available to change mode of opened files.

d_fchown

From *d_fchown.U*:

This variable conditionally defines the HAS_FCHOWN symbol, which indicates to the C program that the fchown() routine is available to change ownership of opened files.

d_fcntl

From *d_fcntl.U*:

This variable conditionally defines the HAS_FCNTL symbol, and indicates whether the fcntl() function exists

d_fcntl_can_lock

From *d_fcntl_can_lock.U*:

This variable conditionally defines the FCNTL_CAN_LOCK symbol and indicates whether file locking with fcntl() works.

d_fd_macros

From *d_fd_set.U*:

This variable contains the eventual value of the HAS_FD_MACROS symbol, which indicates if your C compiler knows about the macros which manipulate an fd_set.

d_fd_set

From *d_fd_set.U*:

This variable contains the eventual value of the HAS_FD_SET symbol, which indicates if your C compiler knows about the fd_set typedef.

d_fds_bits

From *d_fd_set.U*:

This variable contains the eventual value of the HAS_FDS_BITS symbol, which indicates if your fd_set typedef contains the fds_bits member. If you have an fd_set typedef, but the dweebs who installed it did a half-fast job and neglected to provide the macros to manipulate

an fd_set, HAS_FDS_BITS will let us know how to fix the gaffe.

d_fgetpos

From *d_fgetpos.U*:

This variable conditionally defines HAS_FGETPOS if fgetpos() is available to get the file position indicator.

d_finite

From *d_finite.U*:

This variable conditionally defines the HAS_FINITE symbol, which indicates to the C program that the finite() routine is available.

d_finitel

From *d_finitel.U*:

This variable conditionally defines the HAS_FINITEL symbol, which indicates to the C program that the finitel() routine is available.

d_flexfnam

From *d_flexfnam.U*:

This variable conditionally defines the FLEXFILENAMES symbol, which indicates that the system supports filenames longer than 14 characters.

d_flock

From *d_flock.U*:

This variable conditionally defines HAS_FLOCK if flock() is available to do file locking.

d_flockproto

From *d_flockproto.U*:

This variable conditionally defines the HAS_FLOCK_PROTO symbol, which indicates to the C program that the system provides a prototype for the flock() function. Otherwise, it is up to the program to supply one.

d_fork

From *d_fork.U*:

This variable conditionally defines the HAS_FORK symbol, which indicates to the C program that the fork() routine is available.

d_fp_class

From *d_fp_class.U*:

This variable conditionally defines the HAS_FP_CLASS symbol, which indicates to the C program that the fp_class() routine is available.

d_fpathconf

From *d_pathconf.U*:

This variable conditionally defines the HAS_FPATHCONF symbol, which indicates to the C program that the pathconf() routine is available to determine file-system related limits and options associated with a given open file descriptor.

d_fpclass

From *d_fpclass.U*:

This variable conditionally defines the HAS_FPCLASS symbol, which indicates to the C program that the fpclass() routine is available.

`d_fpclassify`

From *d_fpclassify.U*:

This variable conditionally defines the `HAS_FPCLASSIFY` symbol, which indicates to the C program that the fpclassify() routine is available.

`d_fpclassl`

From *d_fpclassl.U*:

This variable conditionally defines the `HAS_FPCLASSL` symbol, which indicates to the C program that the fpclassl() routine is available.

`d_fpos64_t`

From *d_fpos64_t.U*:

This symbol will be defined if the C compiler supports fpos64_t.

`d_frexpl`

From *d_frexpl.U*:

This variable conditionally defines the `HAS_FREXPL` symbol, which indicates to the C program that the frexpl() routine is available.

`d_fs_data_s`

From *d_fs_data_s.U*:

This variable conditionally defines the `HAS_STRUCT_FS_DATA` symbol, which indicates that the struct fs_data is supported.

`d_fseeko`

From *d_fseeko.U*:

This variable conditionally defines the `HAS_FSEEKO` symbol, which indicates to the C program that the fseeko() routine is available.

`d_fsetpos`

From *d_fsetpos.U*:

This variable conditionally defines `HAS_FSETPOS` if fsetpos() is available to set the file position indicator.

`d_fstatfs`

From *d_fstatfs.U*:

This variable conditionally defines the `HAS_FSTATFS` symbol, which indicates to the C program that the fstatfs() routine is available.

`d_fstatvfs`

From *d_statvfs.U*:

This variable conditionally defines the `HAS_FSTATVFS` symbol, which indicates to the C program that the fstatvfs() routine is available.

`d_fsync`

From *d_fsync.U*:

This variable conditionally defines the `HAS_FSYNC` symbol, which indicates to the C program that the fsync() routine is available.

`d_ftello`

From *d_ftello.U*:

This variable conditionally defines the `HAS_FTELLO` symbol, which indicates to the C program

that the ftello() routine is available.

`d_ftime`

From *d_ftime.U*:

This variable conditionally defines the `HAS_FTIME` symbol, which indicates that the ftime() routine exists. The ftime() routine is basically a sub-second accuracy clock.

`d_futimes`

From *d_futimes.U*:

This variable conditionally defines the `HAS_FUTIMES` symbol, which indicates to the C program that the futimes() routine is available.

`d_Gconvert`

From *d_gconvert.U*:

This variable holds what Gconvert is defined as to convert floating point numbers into strings. By default, Configure sets `this` macro to use the first of gconvert, gcvt, or sprintf that pass sprintf-%g-like behavior tests. If perl is using long doubles, the macro uses the first of the following functions that pass Configure's tests: qgcvt, sprintf (if Configure knows how to make sprintf format long doubles--see sPRIgldbl), gconvert, gcvt, and sprintf (casting to double). The gconvert_preference and gconvert_ld_preference variables can be used to alter Configure's preferences, for doubles and long doubles, respectively. If present, they contain a space-separated list of one or more of the above function names in the order they should be tried.

d_Gconvert may be set to override Configure with a platform- specific function. If this function expects a double, a different value may need to be set by the *uselongdouble.cbu* call-back unit so that long doubles can be formatted without loss of precision.

`d_gdbm_ndbm_h_uses_prototypes`

From *i_ndbm.U*:

This variable conditionally defines the `NDBM_H_USES_PROTOTYPES` symbol, which indicates that the gdbm-*ndbm.h* include file uses real `ANSI` C prototypes instead of K&R style function declarations. K&R style declarations are unsupported in C++, so the include file requires special handling when using a C++ compiler and this variable is undefined. Consult the different d_*ndbm_h_uses_prototypes variables to get the same information for alternative *ndbm.h* include files.

`d_gdbmndbm_h_uses_prototypes`

From *i_ndbm.U*:

This variable conditionally defines the `NDBM_H_USES_PROTOTYPES` symbol, which indicates that the *gdbm/ndbm.h* include file uses real `ANSI` C prototypes instead of K&R style function declarations. K&R style declarations are unsupported in C++, so the include file requires special handling when using a C++ compiler and this variable is undefined. Consult the different d_*ndbm_h_uses_prototypes variables to get the same information for alternative *ndbm.h* include files.

`d_getaddrinfo`

From *d_getaddrinfo.U*:

This variable conditionally defines the `HAS_GETADDRINFO` symbol, which indicates to the C program that the getaddrinfo() function is available.

`d_getcwd`

From *d_getcwd.U*:

This variable conditionally defines the `HAS_GETCWD` symbol, which indicates to the C program

that the getcwd() routine is available to get the current working directory.

`d_getespwnam`

From *d_getespwnam.U*:

This variable conditionally defines `HAS_GETESPWNAM` if getespwnam() is available to retrieve enhanced (shadow) password entries by name.

`d_getfsstat`

From *d_getfsstat.U*:

This variable conditionally defines the `HAS_GETFSSTAT` symbol, which indicates to the C program that the getfsstat() routine is available.

`d_getgrent`

From *d_getgrent.U*:

This variable conditionally defines the `HAS_GETGRENT` symbol, which indicates to the C program that the getgrent() routine is available for sequential access of the group database.

`d_getgrent_r`

From *d_getgrent_r.U*:

This variable conditionally defines the `HAS_GETGRENT_R` symbol, which indicates to the C program that the getgrent_r() routine is available.

`d_getgrgid_r`

From *d_getgrgid_r.U*:

This variable conditionally defines the `HAS_GETGRGID_R` symbol, which indicates to the C program that the getgrgid_r() routine is available.

`d_getgrnam_r`

From *d_getgrnam_r.U*:

This variable conditionally defines the `HAS_GETGRNAM_R` symbol, which indicates to the C program that the getgrnam_r() routine is available.

`d_getgrps`

From *d_getgrps.U*:

This variable conditionally defines the `HAS_GETGROUPS` symbol, which indicates to the C program that the getgroups() routine is available to get the list of process groups.

`d_gethbyaddr`

From *d_gethbyad.U*:

This variable conditionally defines the `HAS_GETHOSTBYADDR` symbol, which indicates to the C program that the gethostbyaddr() routine is available to look up hosts by their `IP` addresses.

`d_gethbyname`

From *d_gethbynm.U*:

This variable conditionally defines the `HAS_GETHOSTBYNAME` symbol, which indicates to the C program that the gethostbyname() routine is available to look up host names in some data base or other.

`d_gethent`

From *d_gethent.U*:

This variable conditionally defines `HAS_GETHOSTENT` if gethostent() is available to look up host names in some data base or another.

`d_gethname`

From *d_gethname.U*:

This variable conditionally defines the `HAS_GETHOSTNAME` symbol, which indicates to the C program that the gethostname() routine may be used to derive the host name.

`d_gethostbyaddr_r`

From *d_gethostbyaddr_r.U*:

This variable conditionally defines the `HAS_GETHOSTBYADDR_R` symbol, which indicates to the C program that the gethostbyaddr_r() routine is available.

`d_gethostbyname_r`

From *d_gethostbyname_r.U*:

This variable conditionally defines the `HAS_GETHOSTBYNAME_R` symbol, which indicates to the C program that the gethostbyname_r() routine is available.

`d_gethostent_r`

From *d_gethostent_r.U*:

This variable conditionally defines the `HAS_GETHOSTENT_R` symbol, which indicates to the C program that the gethostent_r() routine is available.

`d_gethostprotos`

From *d_gethostprotos.U*:

This variable conditionally defines the `HAS_GETHOST_PROTOS` symbol, which indicates to the C program that <netdb.h> supplies prototypes for the various gethost*() functions. See also *netdbtype.U* for probing for various netdb types.

`d_getitimer`

From *d_getitimer.U*:

This variable conditionally defines the `HAS_GETITIMER` symbol, which indicates to the C program that the getitimer() routine is available.

`d_getlogin`

From *d_getlogin.U*:

This variable conditionally defines the `HAS_GETLOGIN` symbol, which indicates to the C program that the getlogin() routine is available to get the login name.

`d_getlogin_r`

From *d_getlogin_r.U*:

This variable conditionally defines the `HAS_GETLOGIN_R` symbol, which indicates to the C program that the getlogin_r() routine is available.

`d_getmnt`

From *d_getmnt.U*:

This variable conditionally defines the `HAS_GETMNT` symbol, which indicates to the C program that the getmnt() routine is available to retrieve one or more mount info blocks by filename.

`d_getmntent`

From *d_getmntent.U*:

This variable conditionally defines the `HAS_GETMNTENT` symbol, which indicates to the C program that the getmntent() routine is available to iterate through mounted files to get their mount info.

`d_getnameinfo`

From *d_getnameinfo.U*:

This variable conditionally defines the HAS_GETNAMEINFO symbol, which indicates to the C program that the getnameinfo() function is available.

d_getnbyaddr

From *d_getnbyad.U*:

This variable conditionally defines the HAS_GETNETBYADDR symbol, which indicates to the C program that the getnetbyaddr() routine is available to look up networks by their IP addresses.

d_getnbyname

From *d_getnbynm.U*:

This variable conditionally defines the HAS_GETNETBYNAME symbol, which indicates to the C program that the getnetbyname() routine is available to look up networks by their names.

d_getnent

From *d_getnent.U*:

This variable conditionally defines HAS_GETNETENT if getnetent() is available to look up network names in some data base or another.

d_getnetbyaddr_r

From *d_getnetbyaddr_r.U*:

This variable conditionally defines the HAS_GETNETBYADDR_R symbol, which indicates to the C program that the getnetbyaddr_r() routine is available.

d_getnetbyname_r

From *d_getnetbyname_r.U*:

This variable conditionally defines the HAS_GETNETBYNAME_R symbol, which indicates to the C program that the getnetbyname_r() routine is available.

d_getnetent_r

From *d_getnetent_r.U*:

This variable conditionally defines the HAS_GETNETENT_R symbol, which indicates to the C program that the getnetent_r() routine is available.

d_getnetprotos

From *d_getnetprotos.U*:

This variable conditionally defines the HAS_GETNET_PROTOS symbol, which indicates to the C program that <netdb.h> supplies prototypes for the various getnet*() functions. See also *netdbtype.U* for probing for various netdb types.

d_getpagsz

From *d_getpagsz.U*:

This variable conditionally defines HAS_GETPAGESIZE if getpagesize() is available to get the system page size.

d_getpbyname

From *d_getprotby.U*:

This variable conditionally defines the HAS_GETPROTOBYNAME symbol, which indicates to the C program that the getprotobyname() routine is available to look up protocols by their name.

d_getpbynumber

From *d_getprotby.U*:

This variable conditionally defines the HAS_GETPROTOBYNUMBER symbol, which indicates to the C program that the getprotobynumber() routine is available to look up protocols by their number.

d_getpent

From *d_getpent.U*:

This variable conditionally defines HAS_GETPROTOENT if getprotoent() is available to look up protocols in some data base or another.

d_getpgid

From *d_getpgid.U*:

This variable conditionally defines the HAS_GETPGID symbol, which indicates to the C program that the getpgid(pid) function is available to get the process group id.

d_getpgrp

From *d_getpgrp.U*:

This variable conditionally defines HAS_GETPGRP if getpgrp() is available to get the current process group.

d_getpgrp2

From *d_getpgrp2.U*:

This variable conditionally defines the HAS_GETPGRP2 symbol, which indicates to the C program that the getpgrp2() (as in *DG/UX*) routine is available to get the current process group.

d_getppid

From *d_getppid.U*:

This variable conditionally defines the HAS_GETPPID symbol, which indicates to the C program that the getppid() routine is available to get the parent process ID.

d_getprior

From *d_getprior.U*:

This variable conditionally defines HAS_GETPRIORITY if getpriority() is available to get a process's priority.

d_getprotobyname_r

From *d_getprotobyname_r.U*:

This variable conditionally defines the HAS_GETPROTOBYNAME_R symbol, which indicates to the C program that the getprotobyname_r() routine is available.

d_getprotobynumber_r

From *d_getprotobynumber_r.U*:

This variable conditionally defines the HAS_GETPROTOBYNUMBER_R symbol, which indicates to the C program that the getprotobynumber_r() routine is available.

d_getprotoent_r

From *d_getprotoent_r.U*:

This variable conditionally defines the HAS_GETPROTOENT_R symbol, which indicates to the C program that the getprotoent_r() routine is available.

d_getprotoprotos

From *d_getprotoprotos.U*:

This variable conditionally defines the HAS_GETPROTO_PROTOS symbol, which indicates to

the C program that <netdb.h> supplies prototypes for the various getproto*() functions. See also *netdbtype.U* for probing for various netdb types.

`d_getprpwnam`

From *d_getprpwnam.U*:

This variable conditionally defines `HAS_GETPRPWNAM` if getprpwnam() is available to retrieve protected (shadow) password entries by name.

`d_getpwent`

From *d_getpwent.U*:

This variable conditionally defines the `HAS_GETPWENT` symbol, which indicates to the C program that the getpwent() routine is available for sequential access of the passwd database.

`d_getpwent_r`

From *d_getpwent_r.U*:

This variable conditionally defines the `HAS_GETPWENT_R` symbol, which indicates to the C program that the getpwent_r() routine is available.

`d_getpwnam_r`

From *d_getpwnam_r.U*:

This variable conditionally defines the `HAS_GETPWNAM_R` symbol, which indicates to the C program that the getpwnam_r() routine is available.

`d_getpwuid_r`

From *d_getpwuid_r.U*:

This variable conditionally defines the `HAS_GETPWUID_R` symbol, which indicates to the C program that the getpwuid_r() routine is available.

`d_getsbyname`

From *d_getsrvby.U*:

This variable conditionally defines the `HAS_GETSERVBYNAME` symbol, which indicates to the C program that the getservbyname() routine is available to look up services by their name.

`d_getsbyport`

From *d_getsrvby.U*:

This variable conditionally defines the `HAS_GETSERVBYPORT` symbol, which indicates to the C program that the getservbyport() routine is available to look up services by their port.

`d_getsent`

From *d_getsent.U*:

This variable conditionally defines `HAS_GETSERVENT` if getservent() is available to look up network services in some data base or another.

`d_getservbyname_r`

From *d_getservbyname_r.U*:

This variable conditionally defines the `HAS_GETSERVBYNAME_R` symbol, which indicates to the C program that the getservbyname_r() routine is available.

`d_getservbyport_r`

From *d_getservbyport_r.U*:

This variable conditionally defines the `HAS_GETSERVBYPORT_R` symbol, which indicates to the C program that the getservbyport_r() routine is available.

`d_getservent_r`

From *d_getservent_r.U*:

This variable conditionally defines the `HAS_GETSERVENT_R` symbol, which indicates to the C program that the getservent_r() routine is available.

`d_getservprotos`

From *d_getservprotos.U*:

This variable conditionally defines the `HAS_GETSERV_PROTOS` symbol, which indicates to the C program that <netdb.h> supplies prototypes for the various getserv*() functions. See also *netdbtype.U* for probing for various netdb types.

`d_getspnam`

From *d_getspnam.U*:

This variable conditionally defines `HAS_GETSPNAM` if getspnam() is available to retrieve SysV shadow password entries by name.

`d_getspnam_r`

From *d_getspnam_r.U*:

This variable conditionally defines the `HAS_GETSPNAM_R` symbol, which indicates to the C program that the getspnam_r() routine is available.

`d_gettimeod`

From *d_ftime.U*:

This variable conditionally defines the `HAS_GETTIMEOFDAY` symbol, which indicates that the gettimeofday() system call exists (to obtain a sub-second accuracy clock). You should probably include <sys/resource.h>.

`d_gmtime64`

From *d_timefuncs64.U*:

This variable conditionally defines the HAS_GMTIME64 symbol, which indicates to the C program that the gmtime64 () routine is available.

`d_gmtime_r`

From *d_gmtime_r.U*:

This variable conditionally defines the `HAS_GMTIME_R` symbol, which indicates to the C program that the gmtime_r() routine is available.

`d_gnulibc`

From *d_gnulibc.U*:

Defined if we're dealing with the `GNU` C Library.

`d_grpasswd`

From *i_grp.U*:

This variable conditionally defines `GRPASSWD`, which indicates that struct group in <grp.h> contains gr_passwd.

`d_hasmntopt`

From *d_hasmntopt.U*:

This variable conditionally defines the `HAS_HASMNTOPT` symbol, which indicates to the C program that the hasmntopt() routine is available to query the mount options of file systems.

`d_htonl`

From *d_htonl.U*:

This variable conditionally defines HAS_HTONL if htonl() and its friends are available to do network order byte swapping.

`d_ilogbl`

From *d_ilogbl.U*:

This variable conditionally defines the HAS_ILOGBL symbol, which indicates to the C program that the ilogbl() routine is available. If scalbnl is also present we can emulate frexpl.

`d_inc_version_list`

From *inc_version_list.U*:

This variable conditionally defines PERL_INC_VERSION_LIST. It is set to undef when PERL_INC_VERSION_LIST is empty.

`d_index`

From *d_strchr.U*:

This variable conditionally defines HAS_INDEX if index() and rindex() are available for string searching.

`d_inetaton`

From *d_inetaton.U*:

This variable conditionally defines the HAS_INET_ATON symbol, which indicates to the C program that the inet_aton() function is available to parse IP address dotted-quad strings.

`d_inetntop`

From *d_inetntop.U*:

This variable conditionally defines the HAS_INETNTOP symbol, which indicates to the C program that the inet_ntop() function is available.

`d_inetpton`

From *d_inetpton.U*:

This variable conditionally defines the HAS_INETPTON symbol, which indicates to the C program that the inet_pton() function is available.

`d_int64_t`

From *d_int64_t.U*:

This symbol will be defined if the C compiler supports int64_t.

`d_ip_mreq`

From *d_socket.U*:

This variable conditionally defines the HAS_IP_MREQ symbol, which indicates the availability of a struct ip_mreq.

`d_ip_mreq_source`

From *d_socket.U*:

This variable conditionally defines the HAS_IP_MREQ_SOURCE symbol, which indicates the availability of a struct ip_mreq_source.

`d_ipv6_mreq`

From *d_socket.U*:

This variable conditionally defines the HAS_IPV6_MREQ symbol, which indicates the availability of a struct ipv6_mreq.

`d_ipv6_mreq_source`

From *d_socket.U*:

This variable conditionally defines the HAS_IPV6_MREQ_SOURCE symbol, which indicates the availability of a struct ipv6_mreq_source.

`d_isascii`

From *d_isascii.U*:

This variable conditionally defines the `HAS_ISASCII` constant, which indicates to the C program that isascii() is available.

`d_isblank`

From *d_isblank.U*:

This variable conditionally defines the `HAS_ISBLANK` constant, which indicates to the C program that isblank() is available.

`d_isfinite`

From *d_isfinite.U*:

This variable conditionally defines the `HAS_ISFINITE` symbol, which indicates to the C program that the isfinite() routine is available.

`d_isinf`

From *d_isinf.U*:

This variable conditionally defines the `HAS_ISINF` symbol, which indicates to the C program that the isinf() routine is available.

`d_isnan`

From *d_isnan.U*:

This variable conditionally defines the `HAS_ISNAN` symbol, which indicates to the C program that the isnan() routine is available.

`d_isnanl`

From *d_isnanl.U*:

This variable conditionally defines the `HAS_ISNANL` symbol, which indicates to the C program that the isnanl() routine is available.

`d_killpg`

From *d_killpg.U*:

This variable conditionally defines the `HAS_KILLPG` symbol, which indicates to the C program that the killpg() routine is available to kill process groups.

`d_lchown`

From *d_lchown.U*:

This variable conditionally defines the `HAS_LCHOWN` symbol, which indicates to the C program that the lchown() routine is available to operate on a symbolic link (instead of following the link).

`d_ldbl_dig`

From *d_ldbl_dig.U*:

This variable conditionally defines d_ldbl_dig if this system's header files provide `LDBL_DIG`, which is the number of significant digits in a long double precision number.

`d_libm_lib_version`

From *d_libm_lib_version.U*:

This variable conditionally defines the `LIBM_LIB_VERSION` symbol, which indicates to the C program that *math.h* defines `_LIB_VERSION` being available in libm

`d_libname_unique`

From *so.U*:

This variable is defined if the target system insists on unique basenames for shared library files. This is currently true on Android, false everywhere else we know of. Defaults to `undef`.

`d_link`

From *d_link.U*:

This variable conditionally defines `HAS_LINK` if link() is available to create hard links.

`d_localtime64`

From *d_timefuncs64.U*:

This variable conditionally defines the HAS_LOCALTIME64 symbol, which indicates to the C program that the localtime64 () routine is available.

`d_localtime_r`

From *d_localtime_r.U*:

This variable conditionally defines the `HAS_LOCALTIME_R` symbol, which indicates to the C program that the localtime_r() routine is available.

`d_localtime_r_needs_tzset`

From *d_localtime_r.U*:

This variable conditionally defines the `LOCALTIME_R_NEEDS_TZSET` symbol, which makes us call tzset before localtime_r()

`d_locconv`

From *d_locconv.U*:

This variable conditionally defines `HAS_LOCALECONV` if localeconv() is available for numeric and monetary formatting conventions.

`d_lockf`

From *d_lockf.U*:

This variable conditionally defines `HAS_LOCKF` if lockf() is available to do file locking.

`d_longdbl`

From *d_longdbl.U*:

This variable conditionally defines `HAS_LONG_DOUBLE` if the long double type is supported.

`d_longlong`

From *d_longlong.U*:

This variable conditionally defines `HAS_LONG_LONG` if the long long type is supported.

`d_lseekproto`

From *d_lseekproto.U*:

This variable conditionally defines the `HAS_LSEEK_PROTO` symbol, which indicates to the C program that the system provides a prototype for the lseek() function. Otherwise, it is up to the program to supply one.

`d_lstat`

From *d_lstat.U*:

This variable conditionally defines HAS_LSTAT if lstat() is available to do file stats on symbolic links.

`d_madvise`

From *d_madvise.U*:

This variable conditionally defines HAS_MADVISE if madvise() is available to map a file into memory.

`d_malloc_good_size`

From *d_malloc_size.U*:

This symbol, if defined, indicates that the malloc_good_size routine is available for use.

`d_malloc_size`

From *d_malloc_size.U*:

This symbol, if defined, indicates that the malloc_size routine is available for use.

`d_mblen`

From *d_mblen.U*:

This variable conditionally defines the HAS_MBLEN symbol, which indicates to the C program that the mblen() routine is available to find the number of bytes in a multibye character.

`d_mbstowcs`

From *d_mbstowcs.U*:

This variable conditionally defines the HAS_MBSTOWCS symbol, which indicates to the C program that the mbstowcs() routine is available to convert a multibyte string into a wide character string.

`d_mbtowc`

From *d_mbtowc.U*:

This variable conditionally defines the HAS_MBTOWC symbol, which indicates to the C program that the mbtowc() routine is available to convert multibyte to a wide character.

`d_memchr`

From *d_memchr.U*:

This variable conditionally defines the HAS_MEMCHR symbol, which indicates to the C program that the memchr() routine is available to locate characters within a C string.

`d_memcmp`

From *d_memcmp.U*:

This variable conditionally defines the HAS_MEMCMP symbol, which indicates to the C program that the memcmp() routine is available to compare blocks of memory.

`d_memcpy`

From *d_memcpy.U*:

This variable conditionally defines the HAS_MEMCPY symbol, which indicates to the C program that the memcpy() routine is available to copy blocks of memory.

`d_memmove`

From *d_memmove.U*:

This variable conditionally defines the HAS_MEMMOVE symbol, which indicates to the C program that the memmove() routine is available to copy potentially overlapping blocks of

d_memset memory.

From *d_memset.U*:

This variable conditionally defines the HAS_MEMSET symbol, which indicates to the C program that the memset() routine is available to set blocks of memory.

d_mkdir

From *d_mkdir.U*:

This variable conditionally defines the HAS_MKDIR symbol, which indicates to the C program that the mkdir() routine is available to create *directories.*.

d_mkdtemp

From *d_mkdtemp.U*:

This variable conditionally defines the HAS_MKDTEMP symbol, which indicates to the C program that the mkdtemp() routine is available to exclusively create a uniquely named temporary directory.

d_mkfifo

From *d_mkfifo.U*:

This variable conditionally defines the HAS_MKFIFO symbol, which indicates to the C program that the mkfifo() routine is available.

d_mkstemp

From *d_mkstemp.U*:

This variable conditionally defines the HAS_MKSTEMP symbol, which indicates to the C program that the mkstemp() routine is available to exclusively create and open a uniquely named temporary file.

d_mkstemps

From *d_mkstemps.U*:

This variable conditionally defines the HAS_MKSTEMPS symbol, which indicates to the C program that the mkstemps() routine is available to exclusively create and open a uniquely named (with a suffix) temporary file.

d_mktime

From *d_mktime.U*:

This variable conditionally defines the HAS_MKTIME symbol, which indicates to the C program that the mktime() routine is available.

d_mktime64

From *d_timefuncs64.U*:

This variable conditionally defines the HAS_MKTIME64 symbol, which indicates to the C program that the mktime64 () routine is available.

d_mmap

From *d_mmap.U*:

This variable conditionally defines HAS_MMAP if mmap() is available to map a file into memory.

d_modfl

From *d_modfl.U*:

This variable conditionally defines the HAS_MODFL symbol, which indicates to the C program that the modfl() routine is available.

d_modfl_pow32_bug

From *d_modfl.U*:

This variable conditionally defines the HAS_MODFL_POW32_BUG symbol, which indicates that modfl() is broken for long doubles >= pow(2, 32). For example from 4294967303.150000 one would get 4294967302.000000 and 1.150000. The bug has been seen in certain versions of glibc, release 2.2.2 is known to be okay.

`d_modflproto`

From *d_modfl.U*:

This symbol, if defined, indicates that the system provides a prototype for the modfl() function. Otherwise, it is up to the program to supply one. C99 says it should be long double modfl(long double, long double *);

`d_mprotect`

From *d_mprotect.U*:

This variable conditionally defines `HAS_MPROTECT` if mprotect() is available to modify the access protection of a memory mapped file.

`d_msg`

From *d_msg.U*:

This variable conditionally defines the `HAS_MSG` symbol, which indicates that the entire msg*(2) library is present.

`d_msg_ctrunc`

From *d_socket.U*:

This variable conditionally defines the `HAS_MSG_CTRUNC` symbol, which indicates that the `MSG_CTRUNC` is available. #ifdef is not enough because it may be an enum, glibc has been known to do this.

`d_msg_dontroute`

From *d_socket.U*:

This variable conditionally defines the `HAS_MSG_DONTROUTE` symbol, which indicates that the `MSG_DONTROUTE` is available. #ifdef is not enough because it may be an enum, glibc has been known to do this.

`d_msg_oob`

From *d_socket.U*:

This variable conditionally defines the `HAS_MSG_OOB` symbol, which indicates that the `MSG_OOB` is available. #ifdef is not enough because it may be an enum, glibc has been known to do this.

`d_msg_peek`

From *d_socket.U*:

This variable conditionally defines the `HAS_MSG_PEEK` symbol, which indicates that the `MSG_PEEK` is available. #ifdef is not enough because it may be an enum, glibc has been known to do this.

`d_msg_proxy`

From *d_socket.U*:

This variable conditionally defines the `HAS_MSG_PROXY` symbol, which indicates that the `MSG_PROXY` is available. #ifdef is not enough because it may be an enum, glibc has been known to do this.

`d_msgctl`

From *d_msgctl.U*:

This variable conditionally defines the HAS_MSGCTL symbol, which indicates to the C program that the msgctl() routine is available.

d_msgget

From *d_msgget.U*:

This variable conditionally defines the HAS_MSGGET symbol, which indicates to the C program that the msgget() routine is available.

d_msghdr_s

From *d_msghdr_s.U*:

This variable conditionally defines the HAS_STRUCT_MSGHDR symbol, which indicates that the struct msghdr is supported.

d_msgrcv

From *d_msgrcv.U*:

This variable conditionally defines the HAS_MSGRCV symbol, which indicates to the C program that the msgrcv() routine is available.

d_msgsnd

From *d_msgsnd.U*:

This variable conditionally defines the HAS_MSGSND symbol, which indicates to the C program that the msgsnd() routine is available.

d_msync

From *d_msync.U*:

This variable conditionally defines HAS_MSYNC if msync() is available to synchronize a mapped file.

d_munmap

From *d_munmap.U*:

This variable conditionally defines HAS_MUNMAP if munmap() is available to unmap a region mapped by mmap().

d_mymalloc

From *mallocsrc.U*:

This variable conditionally defines MYMALLOC in case other parts of the source want to take special action if MYMALLOC is used. This may include different sorts of profiling or error detection.

d_ndbm

From *i_ndbm.U*:

This variable conditionally defines the HAS_NDBM symbol, which indicates that both the *ndbm.h* include file and an appropriate ndbm library exist. Consult the different i_*ndbm variables to find out the actual include location. Sometimes, a system has the header file but not the library. This variable will only be set if the system has both.

d_ndbm_h_uses_prototypes

From *i_ndbm.U*:

This variable conditionally defines the NDBM_H_USES_PROTOTYPES symbol, which indicates that the *ndbm.h* include file uses real ANSI C prototypes instead of K&R style function declarations. K&R style declarations are unsupported in C++, so the include file requires special handling when using a C++ compiler and this variable is undefined. Consult the

different d_*ndbm_h_uses_prototypes variables to get the same information for alternative *ndbm.h* include files.

`d_nice`

From *d_nice.U*:

This variable conditionally defines the `HAS_NICE` symbol, which indicates to the C program that the nice() routine is available.

`d_nl_langinfo`

From *d_nl_langinfo.U*:

This variable conditionally defines the `HAS_NL_LANGINFO` symbol, which indicates to the C program that the nl_langinfo() routine is available.

`d_nv_preserves_uv`

From *perlxv.U*:

This variable indicates whether a variable of type nvtype can preserve all the bits a variable of type uvtype.

`d_nv_zero_is_allbits_zero`

From *perlxv.U*:

This variable indicates whether a variable of type nvtype stores 0.0 in memory as all bits zero.

`d_off64_t`

From *d_off64_t.U*:

This symbol will be defined if the C compiler supports off64_t.

`d_old_pthread_create_joinable`

From *d_pthrattrj.U*:

This variable conditionally defines pthread_create_joinable. undef if *pthread.h* defines `PTHREAD_CREATE_JOINABLE`.

`d_oldpthreads`

From *usethreads.U*:

This variable conditionally defines the `OLD_PTHREADS_API` symbol, and indicates that Perl should be built to use the old draft `POSIX` threads `API`. This is only potentially meaningful if usethreads is set.

`d_oldsock`

From *d_socket.U*:

This variable conditionally defines the `OLDSOCKET` symbol, which indicates that the `BSD` socket interface is based on 4.1c and not 4.2.

`d_open3`

From *d_open3.U*:

This variable conditionally defines the HAS_OPEN3 manifest constant, which indicates to the C program that the 3 argument version of the open(2) function is available.

`d_pathconf`

From *d_pathconf.U*:

This variable conditionally defines the `HAS_PATHCONF` symbol, which indicates to the C program that the pathconf() routine is available to determine file-system related limits and options associated with a given filename.

`d_pause`

From *d_pause.U*:

This variable conditionally defines the `HAS_PAUSE` symbol, which indicates to the C program that the pause() routine is available to suspend a process until a signal is received.

`d_perl_otherlibdirs`

From *otherlibdirs.U*:

This variable conditionally defines `PERL_OTHERLIBDIRS`, which contains a colon-separated set of paths for the perl binary to include in `@INC`. See also otherlibdirs.

`d_phostname`

From *d_gethname.U*:

This variable conditionally defines the `HAS_PHOSTNAME` symbol, which contains the shell command which, when fed to popen(), may be used to derive the host name.

`d_pipe`

From *d_pipe.U*:

This variable conditionally defines the `HAS_PIPE` symbol, which indicates to the C program that the pipe() routine is available to create an inter-process channel.

`d_poll`

From *d_poll.U*:

This variable conditionally defines the `HAS_POLL` symbol, which indicates to the C program that the poll() routine is available to poll active file descriptors.

`d_portable`

From *d_portable.U*:

This variable conditionally defines the `PORTABLE` symbol, which indicates to the C program that it should not assume that it is running on the machine it was compiled on.

`d_prctl`

From *d_prctl.U*:

This variable conditionally defines the `HAS_PRCTL` symbol, which indicates to the C program that the prctl() routine is available.

`d_prctl_set_name`

From *d_prctl.U*:

This variable conditionally defines the `HAS_PRCTL_SET_NAME` symbol, which indicates to the C program that the prctl() routine supports the `PR_SET_NAME` option.

`d_PRId64`

From *quadfio.U*:

This variable conditionally defines the PERL_PRId64 symbol, which indicates that stdio has a symbol to print 64-bit decimal numbers.

`d_PRIeldbl`

From *longdblfio.U*:

This variable conditionally defines the PERL_PRIfldbl symbol, which indicates that stdio has a symbol to print long doubles.

`d_PRIEUldbl`

From *longdblfio.U*:

This variable conditionally defines the PERL_PRIfldbl symbol, which indicates that stdio has a symbol to print long doubles. The U in the name is to separate this from d_PRIeldbl so that even case-blind systems can see the difference.

`d_PRIfldbl`

From *longdblfio.U*:

This variable conditionally defines the PERL_PRIfldbl symbol, which indicates that stdio has a symbol to print long doubles.

`d_PRIFUldbl`

From *longdblfio.U*:

This variable conditionally defines the PERL_PRIfldbl symbol, which indicates that stdio has a symbol to print long doubles. The U in the name is to separate this from d_PRIfldbl so that even case-blind systems can see the difference.

`d_PRIgldbl`

From *longdblfio.U*:

This variable conditionally defines the PERL_PRIfldbl symbol, which indicates that stdio has a symbol to print long doubles.

`d_PRIGUldbl`

From *longdblfio.U*:

This variable conditionally defines the PERL_PRIfldbl symbol, which indicates that stdio has a symbol to print long doubles. The U in the name is to separate this from d_PRIgldbl so that even case-blind systems can see the difference.

`d_PRIi64`

From *quadfio.U*:

This variable conditionally defines the PERL_PRIi64 symbol, which indicates that stdio has a symbol to print 64-bit decimal numbers.

`d_printf_format_null`

From *d_attribut.U*:

This variable conditionally defines `PRINTF_FORMAT_NULL_OK`, which indicates the C compiler allows printf-like formats to be null.

`d_PRIo64`

From *quadfio.U*:

This variable conditionally defines the PERL_PRIo64 symbol, which indicates that stdio has a symbol to print 64-bit octal numbers.

`d_PRIu64`

From *quadfio.U*:

This variable conditionally defines the PERL_PRIu64 symbol, which indicates that stdio has a symbol to print 64-bit unsigned decimal numbers.

`d_PRIx64`

From *quadfio.U*:

This variable conditionally defines the PERL_PRIx64 symbol, which indicates that stdio has a symbol to print 64-bit hexadecimal numbers.

`d_PRIXU64`

From *quadfio.U*:

This variable conditionally defines the PERL_PRIXU64 symbol, which indicates that stdio has a symbol to print 64-bit hExADECimAl numbers. The U in the name is to separate this from d_PRIx64 so that even case-blind systems can see the difference.

`d_procselfexe`

From *d_procselfexe.U*:

Defined if $procselfexe is symlink to the absolute pathname of the executing program.

`d_pseudofork`

From *d_vfork.U*:

This variable conditionally defines the HAS_PSEUDOFORK symbol, which indicates that an emulation of the fork routine is available.

`d_pthread_atfork`

From *d_pthread_atfork.U*:

This variable conditionally defines the HAS_PTHREAD_ATFORK symbol, which indicates to the C program that the pthread_atfork() routine is available.

`d_pthread_attr_setscope`

From *d_pthread_attr_ss.U*:

This variable conditionally defines HAS_PTHREAD_ATTR_SETSCOPE if pthread_attr_setscope() is available to set the contention scope attribute of a thread attribute object.

`d_pthread_yield`

From *d_pthread_y.U*:

This variable conditionally defines the HAS_PTHREAD_YIELD symbol if the pthread_yield routine is available to yield the execution of the current thread.

`d_pwage`

From *i_pwd.U*:

This variable conditionally defines PWAGE, which indicates that struct passwd contains pw_age.

`d_pwchange`

From *i_pwd.U*:

This variable conditionally defines PWCHANGE, which indicates that struct passwd contains pw_change.

`d_pwclass`

From *i_pwd.U*:

This variable conditionally defines PWCLASS, which indicates that struct passwd contains pw_class.

`d_pwcomment`

From *i_pwd.U*:

This variable conditionally defines PWCOMMENT, which indicates that struct passwd contains pw_comment.

`d_pwexpire`

From *i_pwd.U*:

This variable conditionally defines PWEXPIRE, which indicates that struct passwd contains pw_expire.

`d_pwgecos`

From *i_pwd.U*:

This variable conditionally defines `PWGECOS`, which indicates that struct passwd contains pw_gecos.

`d_pwpasswd`

From *i_pwd.U*:

This variable conditionally defines `PWPASSWD`, which indicates that struct passwd contains pw_passwd.

`d_pwquota`

From *i_pwd.U*:

This variable conditionally defines `PWQUOTA`, which indicates that struct passwd contains pw_quota.

`d_qgcvt`

From *d_qgcvt.U*:

This variable conditionally defines the `HAS_QGCVT` symbol, which indicates to the C program that the qgcvt() routine is available.

`d_quad`

From *quadtype.U*:

This variable, if defined, tells that there's a 64-bit integer type, quadtype.

`d_random_r`

From *d_random_r.U*:

This variable conditionally defines the `HAS_RANDOM_R` symbol, which indicates to the C program that the random_r() routine is available.

`d_readdir`

From *d_readdir.U*:

This variable conditionally defines `HAS_READDIR` if readdir() is available to read directory entries.

`d_readdir64_r`

From *d_readdir64_r.U*:

This variable conditionally defines the HAS_READDIR64_R symbol, which indicates to the C program that the readdir64_r() routine is available.

`d_readdir_r`

From *d_readdir_r.U*:

This variable conditionally defines the `HAS_READDIR_R` symbol, which indicates to the C program that the readdir_r() routine is available.

`d_readlink`

From *d_readlink.U*:

This variable conditionally defines the `HAS_READLINK` symbol, which indicates to the C program that the readlink() routine is available to read the value of a symbolic link.

`d_readv`

From *d_readv.U*:

This variable conditionally defines the `HAS_READV` symbol, which indicates to the C program

that the readv() routine is available.

`d_recvmsg`

From *d_recvmsg.U*:

This variable conditionally defines the `HAS_RECVMSG` symbol, which indicates to the C program that the recvmsg() routine is available.

`d_rename`

From *d_rename.U*:

This variable conditionally defines the `HAS_RENAME` symbol, which indicates to the C program that the rename() routine is available to rename files.

`d_rewinddir`

From *d_readdir.U*:

This variable conditionally defines `HAS_REWINDDIR` if rewinddir() is available.

`d_rmdir`

From *d_rmdir.U*:

This variable conditionally defines `HAS_RMDIR` if rmdir() is available to remove directories.

`d_safebcpy`

From *d_safebcpy.U*:

This variable conditionally defines the `HAS_SAFE_BCOPY` symbol if the bcopy() routine can do overlapping copies. Normally, you should probably use memmove().

`d_safemcpy`

From *d_safemcpy.U*:

This variable conditionally defines the `HAS_SAFE_MEMCPY` symbol if the memcpy() routine can do overlapping copies. For overlapping copies, memmove() should be used, if available.

`d_sanemcmp`

From *d_sanemcmp.U*:

This variable conditionally defines the `HAS_SANE_MEMCMP` symbol if the memcpy() routine is available and can be used to compare relative magnitudes of chars with their high bits set.

`d_sbrkproto`

From *d_sbrkproto.U*:

This variable conditionally defines the `HAS_SBRK_PROTO` symbol, which indicates to the C program that the system provides a prototype for the sbrk() function. Otherwise, it is up to the program to supply one.

`d_scalbnl`

From *d_scalbnl.U*:

This variable conditionally defines the `HAS_SCALBNL` symbol, which indicates to the C program that the scalbnl() routine is available. If ilogbl is also present we can emulate frexpl.

`d_sched_yield`

From *d_pthread_y.U*:

This variable conditionally defines the `HAS_SCHED_YIELD` symbol if the sched_yield routine is available to yield the execution of the current thread.

`d_scm_rights`

From *d_socket.U*:

This variable conditionally defines the HAS_SCM_RIGHTS symbol, which indicates that the SCM_RIGHTS is available. #ifdef is not enough because it may be an enum, glibc has been known to do this.

d_SCNfldbl

From *longdblfio.U*:

This variable conditionally defines the PERL_PRIfldbl symbol, which indicates that stdio has a symbol to scan long doubles.

d_seekdir

From *d_readdir.U*:

This variable conditionally defines HAS_SEEKDIR if seekdir() is available.

d_select

From *d_select.U*:

This variable conditionally defines HAS_SELECT if select() is available to select active file descriptors. A <sys/time.h> inclusion may be necessary for the timeout field.

d_sem

From *d_sem.U*:

This variable conditionally defines the HAS_SEM symbol, which indicates that the entire sem*(2) library is present.

d_semctl

From *d_semctl.U*:

This variable conditionally defines the HAS_SEMCTL symbol, which indicates to the C program that the semctl() routine is available.

d_semctl_semid_ds

From *d_union_semun.U*:

This variable conditionally defines USE_SEMCTL_SEMID_DS, which indicates that struct semid_ds * is to be used for semctl IPC_STAT.

d_semctl_semun

From *d_union_semun.U*:

This variable conditionally defines USE_SEMCTL_SEMUN, which indicates that union semun is to be used for semctl IPC_STAT.

d_semget

From *d_semget.U*:

This variable conditionally defines the HAS_SEMGET symbol, which indicates to the C program that the semget() routine is available.

d_semop

From *d_semop.U*:

This variable conditionally defines the HAS_SEMOP symbol, which indicates to the C program that the semop() routine is available.

d_sendmsg

From *d_sendmsg.U*:

This variable conditionally defines the HAS_SENDMSG symbol, which indicates to the C program that the sendmsg() routine is available.

`d_setegid`

From *d_setegid.U*:

This variable conditionally defines the `HAS_SETEGID` symbol, which indicates to the C program that the setegid() routine is available to change the effective gid of the current program.

`d_seteuid`

From *d_seteuid.U*:

This variable conditionally defines the `HAS_SETEUID` symbol, which indicates to the C program that the seteuid() routine is available to change the effective uid of the current program.

`d_setgrent`

From *d_setgrent.U*:

This variable conditionally defines the `HAS_SETGRENT` symbol, which indicates to the C program that the setgrent() routine is available for initializing sequential access to the group database.

`d_setgrent_r`

From *d_setgrent_r.U*:

This variable conditionally defines the `HAS_SETGRENT_R` symbol, which indicates to the C program that the setgrent_r() routine is available.

`d_setgrps`

From *d_setgrps.U*:

This variable conditionally defines the `HAS_SETGROUPS` symbol, which indicates to the C program that the setgroups() routine is available to set the list of process groups.

`d_sethent`

From *d_sethent.U*:

This variable conditionally defines `HAS_SETHOSTENT` if sethostent() is available.

`d_sethostent_r`

From *d_sethostent_r.U*:

This variable conditionally defines the `HAS_SETHOSTENT_R` symbol, which indicates to the C program that the sethostent_r() routine is available.

`d_setitimer`

From *d_setitimer.U*:

This variable conditionally defines the `HAS_SETITIMER` symbol, which indicates to the C program that the setitimer() routine is available.

`d_setlinebuf`

From *d_setlnbuf.U*:

This variable conditionally defines the `HAS_SETLINEBUF` symbol, which indicates to the C program that the setlinebuf() routine is available to change stderr or stdout from block-buffered or unbuffered to a line-buffered mode.

`d_setlocale`

From *d_setlocale.U*:

This variable conditionally defines `HAS_SETLOCALE` if setlocale() is available to handle locale-specific ctype implementations.

`d_setlocale_r`

From *d_setlocale_r.U*:

This variable conditionally defines the `HAS_SETLOCALE_R` symbol, which indicates to the C program that the setlocale_r() routine is available.

`d_setnent`

From *d_setnent.U*:

This variable conditionally defines `HAS_SETNETENT` if setnetent() is available.

`d_setnetent_r`

From *d_setnetent_r.U*:

This variable conditionally defines the `HAS_SETNETENT_R` symbol, which indicates to the C program that the setnetent_r() routine is available.

`d_setpent`

From *d_setpent.U*:

This variable conditionally defines `HAS_SETPROTOENT` if setprotoent() is available.

`d_setpgid`

From *d_setpgid.U*:

This variable conditionally defines the `HAS_SETPGID` symbol if the setpgid(pid, gpid) function is available to set process group `ID`.

`d_setpgrp`

From *d_setpgrp.U*:

This variable conditionally defines `HAS_SETPGRP` if setpgrp() is available to set the current process group.

`d_setpgrp2`

From *d_setpgrp2.U*:

This variable conditionally defines the HAS_SETPGRP2 symbol, which indicates to the C program that the setpgrp2() (as in *DG/UX*) routine is available to set the current process group.

`d_setprior`

From *d_setprior.U*:

This variable conditionally defines `HAS_SETPRIORITY` if setpriority() is available to set a process's priority.

`d_setproctitle`

From *d_setproctitle.U*:

This variable conditionally defines the `HAS_SETPROCTITLE` symbol, which indicates to the C program that the setproctitle() routine is available.

`d_setprotoent_r`

From *d_setprotoent_r.U*:

This variable conditionally defines the `HAS_SETPROTOENT_R` symbol, which indicates to the C program that the setprotoent_r() routine is available.

`d_setpwent`

From *d_setpwent.U*:

This variable conditionally defines the `HAS_SETPWENT` symbol, which indicates to the C program that the setpwent() routine is available for initializing sequential access to the passwd

database.

`d_setpwent_r`

From *d_setpwent_r.U*:

This variable conditionally defines the `HAS_SETPWENT_R` symbol, which indicates to the C program that the setpwent_r() routine is available.

`d_setregid`

From *d_setregid.U*:

This variable conditionally defines `HAS_SETREGID` if setregid() is available to change the real and effective gid of the current process.

`d_setresgid`

From *d_setregid.U*:

This variable conditionally defines `HAS_SETRESGID` if setresgid() is available to change the real, effective and saved gid of the current process.

`d_setresuid`

From *d_setreuid.U*:

This variable conditionally defines `HAS_SETREUID` if setresuid() is available to change the real, effective and saved uid of the current process.

`d_setreuid`

From *d_setreuid.U*:

This variable conditionally defines `HAS_SETREUID` if setreuid() is available to change the real and effective uid of the current process.

`d_setrgid`

From *d_setrgid.U*:

This variable conditionally defines the `HAS_SETRGID` symbol, which indicates to the C program that the setrgid() routine is available to change the real gid of the current program.

`d_setruid`

From *d_setruid.U*:

This variable conditionally defines the `HAS_SETRUID` symbol, which indicates to the C program that the setruid() routine is available to change the real uid of the current program.

`d_setsent`

From *d_setsent.U*:

This variable conditionally defines `HAS_SETSERVENT` if setservent() is available.

`d_setservent_r`

From *d_setservent_r.U*:

This variable conditionally defines the `HAS_SETSERVENT_R` symbol, which indicates to the C program that the setservent_r() routine is available.

`d_setsid`

From *d_setsid.U*:

This variable conditionally defines `HAS_SETSID` if setsid() is available to set the process group `ID`.

`d_setvbuf`

From *d_setvbuf.U*:

This variable conditionally defines the HAS_SETVBUF symbol, which indicates to the C program that the setvbuf() routine is available to change buffering on an open stdio stream.

d_shm

From *d_shm.U*:

This variable conditionally defines the HAS_SHM symbol, which indicates that the entire shm*(2) library is present.

d_shmat

From *d_shmat.U*:

This variable conditionally defines the HAS_SHMAT symbol, which indicates to the C program that the shmat() routine is available.

d_shmatprototype

From *d_shmat.U*:

This variable conditionally defines the HAS_SHMAT_PROTOTYPE symbol, which indicates that *sys/shm.h* has a prototype for shmat.

d_shmctl

From *d_shmctl.U*:

This variable conditionally defines the HAS_SHMCTL symbol, which indicates to the C program that the shmctl() routine is available.

d_shmdt

From *d_shmdt.U*:

This variable conditionally defines the HAS_SHMDT symbol, which indicates to the C program that the shmdt() routine is available.

d_shmget

From *d_shmget.U*:

This variable conditionally defines the HAS_SHMGET symbol, which indicates to the C program that the shmget() routine is available.

d_sigaction

From *d_sigaction.U*:

This variable conditionally defines the HAS_SIGACTION symbol, which indicates that the Vr4 sigaction() routine is available.

d_signbit

From *d_signbit.U*:

This variable conditionally defines the HAS_SIGNBIT symbol, which indicates to the C program that the signbit() routine is available and safe to use with perl's intern NV type.

d_sigprocmask

From *d_sigprocmask.U*:

This variable conditionally defines HAS_SIGPROCMASK if sigprocmask() is available to examine or change the signal mask of the calling process.

d_sigsetjmp

From *d_sigsetjmp.U*:

This variable conditionally defines the HAS_SIGSETJMP symbol, which indicates that the sigsetjmp() routine is available to call setjmp() and optionally save the process's signal mask.

`d_sin6_scope_id`

From *d_socket.U*:

This variable conditionally defines the HAS_SIN6_SCOPE_ID symbol, which indicates that a struct sockaddr_in6 structure has the sin6_scope_id member.

`d_sitearch`

From *sitearch.U*:

This variable conditionally defines `SITEARCH` to hold the pathname of architecture-dependent library files for $package. If $sitearch is the same as $archlib, then this is set to undef.

`d_snprintf`

From *d_snprintf.U*:

This variable conditionally defines the `HAS_SNPRINTF` symbol, which indicates to the C program that the snprintf () library function is available.

`d_sockaddr_in6`

From *d_socket.U*:

This variable conditionally defines the HAS_SOCKADDR_IN6 symbol, which indicates the availability of a struct sockaddr_in6.

`d_sockaddr_sa_len`

From *d_socket.U*:

This variable conditionally defines the `HAS_SOCKADDR_SA_LEN` symbol, which indicates that a struct sockaddr structure has the sa_len member.

`d_sockatmark`

From *d_sockatmark.U*:

This variable conditionally defines the `HAS_SOCKATMARK` symbol, which indicates to the C program that the sockatmark() routine is available.

`d_sockatmarkproto`

From *d_sockatmarkproto.U*:

This variable conditionally defines the `HAS_SOCKATMARK_PROTO` symbol, which indicates to the C program that the system provides a prototype for the sockatmark() function. Otherwise, it is up to the program to supply one.

`d_socket`

From *d_socket.U*:

This variable conditionally defines `HAS_SOCKET`, which indicates that the `BSD` socket interface is supported.

`d_socklen_t`

From *d_socklen_t.U*:

This symbol will be defined if the C compiler supports socklen_t.

`d_sockpair`

From *d_socket.U*:

This variable conditionally defines the `HAS_SOCKETPAIR` symbol, which indicates that the `BSD` socketpair() is supported.

`d_socks5_init`

From *d_socks5_init.U*:

This variable conditionally defines the HAS_SOCKS5_INIT symbol, which indicates to the C program that the socks5_init() routine is available.

`d_sprintf_returns_strlen`

From *d_sprintf_len.U*:

This variable defines whether sprintf returns the length of the string (as per the `ANSI` spec). Some C libraries retain compatibility with pre-`ANSI` C and return a pointer to the passed in buffer; for these this variable will be undef.

`d_sqrtl`

From *d_sqrtl.U*:

This variable conditionally defines the `HAS_SQRTL` symbol, which indicates to the C program that the sqrtl() routine is available.

`d_srand48_r`

From *d_srand48_r.U*:

This variable conditionally defines the HAS_SRAND48_R symbol, which indicates to the C program that the srand48_r() routine is available.

`d_srandom_r`

From *d_srandom_r.U*:

This variable conditionally defines the `HAS_SRANDOM_R` symbol, which indicates to the C program that the srandom_r() routine is available.

`d_sresgproto`

From *d_sresgproto.U*:

This variable conditionally defines the `HAS_SETRESGID_PROTO` symbol, which indicates to the C program that the system provides a prototype for the setresgid() function. Otherwise, it is up to the program to supply one.

`d_sresuproto`

From *d_sresuproto.U*:

This variable conditionally defines the `HAS_SETRESUID_PROTO` symbol, which indicates to the C program that the system provides a prototype for the setresuid() function. Otherwise, it is up to the program to supply one.

`d_statblks`

From *d_statblks.U*:

This variable conditionally defines `USE_STAT_BLOCKS` if this system has a stat structure declaring st_blksize and st_blocks.

`d_statfs_f_flags`

From *d_statfs_f_flags.U*:

This variable conditionally defines the `HAS_STRUCT_STATFS_F_FLAGS` symbol, which indicates to struct statfs from has f_flags member. This kind of struct statfs is coming from *sys/mount.h* (`BSD`), not from *sys/statfs.h* (`SYSV`).

`d_statfs_s`

From *d_statfs_s.U*:

This variable conditionally defines the `HAS_STRUCT_STATFS` symbol, which indicates that the struct statfs is supported.

`d_static_inline`

From *d_static_inline.U*:

This variable conditionally defines the HAS_STATIC_INLINE symbol, which indicates that the C compiler supports C99-style static inline. That is, the function can't be called from another translation unit.

`d_statvfs`

From *d_statvfs.U*:

This variable conditionally defines the HAS_STATVFS symbol, which indicates to the C program that the statvfs() routine is available.

`d_stdio_cnt_lval`

From *d_stdstdio.U*:

This variable conditionally defines STDIO_CNT_LVALUE if the FILE_cnt macro can be used as an lvalue.

`d_stdio_ptr_lval`

From *d_stdstdio.U*:

This variable conditionally defines STDIO_PTR_LVALUE if the FILE_ptr macro can be used as an lvalue.

`d_stdio_ptr_lval_nochange_cnt`

From *d_stdstdio.U*:

This symbol is defined if using the FILE_ptr macro as an lvalue to increase the pointer by n leaves File_cnt(fp) unchanged.

`d_stdio_ptr_lval_sets_cnt`

From *d_stdstdio.U*:

This symbol is defined if using the FILE_ptr macro as an lvalue to increase the pointer by n has the side effect of decreasing the value of File_cnt(fp) by n.

`d_stdio_stream_array`

From *stdio_streams.U*:

This variable tells whether there is an array holding the stdio streams.

`d_stdiobase`

From *d_stdstdio.U*:

This variable conditionally defines USE_STDIO_BASE if this system has a FILE structure declaring a usable _base field (or equivalent) in *stdio.h*.

`d_stdstdio`

From *d_stdstdio.U*:

This variable conditionally defines USE_STDIO_PTR if this system has a FILE structure declaring usable _ptr and _cnt fields (or equivalent) in *stdio.h*.

`d_strchr`

From *d_strchr.U*:

This variable conditionally defines HAS_STRCHR if strchr() and strrchr() are available for string searching.

`d_strcoll`

From *d_strcoll.U*:

This variable conditionally defines HAS_STRCOLL if strcoll() is available to compare strings

using collating information.

`d_strctcpy`

From *d_strctcpy.U*:

This variable conditionally defines the `USE_STRUCT_COPY` symbol, which indicates to the C program that this C compiler knows how to copy structures.

`d_strerrm`

From *d_strerror.U*:

This variable holds what Strerror is defined as to translate an error code condition into an error message string. It could be `strerror` or a more `complex` macro emulating strerror with sys_errlist[], or the `unknown` string when both strerror and sys_errlist are missing.

`d_strerror`

From *d_strerror.U*:

This variable conditionally defines `HAS_STRERROR` if strerror() is available to translate error numbers to strings.

`d_strerror_r`

From *d_strerror_r.U*:

This variable conditionally defines the `HAS_STRERROR_R` symbol, which indicates to the C program that the strerror_r() routine is available.

`d_strftime`

From *d_strftime.U*:

This variable conditionally defines the `HAS_STRFTIME` symbol, which indicates to the C program that the strftime() routine is available.

`d_strlcat`

From *d_strlcat.U*:

This variable conditionally defines the `HAS_STRLCAT` symbol, which indicates to the C program that the strlcat () routine is available.

`d_strlcpy`

From *d_strlcpy.U*:

This variable conditionally defines the `HAS_STRLCPY` symbol, which indicates to the C program that the strlcpy () routine is available.

`d_strtod`

From *d_strtod.U*:

This variable conditionally defines the `HAS_STRTOD` symbol, which indicates to the C program that the strtod() routine is available to provide better numeric string conversion than atof().

`d_strtol`

From *d_strtol.U*:

This variable conditionally defines the `HAS_STRTOL` symbol, which indicates to the C program that the strtol() routine is available to provide better numeric string conversion than atoi() and friends.

`d_strtold`

From *d_strtold.U*:

This variable conditionally defines the `HAS_STRTOLD` symbol, which indicates to the C program that the strtold() routine is available.

`d_strtoll`

From *d_strtoll.U*:

This variable conditionally defines the `HAS_STRTOLL` symbol, which indicates to the C program that the strtoll() routine is available.

`d_strtoq`

From *d_strtoq.U*:

This variable conditionally defines the `HAS_STRTOQ` symbol, which indicates to the C program that the strtoq() routine is available.

`d_strtoul`

From *d_strtoul.U*:

This variable conditionally defines the `HAS_STRTOUL` symbol, which indicates to the C program that the strtoul() routine is available to provide conversion of strings to unsigned long.

`d_strtoull`

From *d_strtoull.U*:

This variable conditionally defines the `HAS_STRTOULL` symbol, which indicates to the C program that the strtoull() routine is available.

`d_strtouq`

From *d_strtouq.U*:

This variable conditionally defines the `HAS_STRTOUQ` symbol, which indicates to the C program that the strtouq() routine is available.

`d_strxfrm`

From *d_strxfrm.U*:

This variable conditionally defines `HAS_STRXFRM` if strxfrm() is available to transform strings.

`d_suidsafe`

From *d_dosuid.U*:

This variable conditionally defines `SETUID_SCRIPTS_ARE_SECURE_NOW` if setuid scripts can be secure. This test looks in */dev/fd/*.

`d_symlink`

From *d_symlink.U*:

This variable conditionally defines the `HAS_SYMLINK` symbol, which indicates to the C program that the symlink() routine is available to create symbolic links.

`d_syscall`

From *d_syscall.U*:

This variable conditionally defines `HAS_SYSCALL` if syscall() is available call arbitrary system calls.

`d_syscallproto`

From *d_syscallproto.U*:

This variable conditionally defines the `HAS_SYSCALL_PROTO` symbol, which indicates to the C program that the system provides a prototype for the syscall() function. Otherwise, it is up to the program to supply one.

`d_sysconf`

From *d_sysconf.U*:

This variable conditionally defines the HAS_SYSCONF symbol, which indicates to the C program that the sysconf() routine is available to determine system related limits and options.

d_sysernlst

From *d_strerror.U*:

This variable conditionally defines HAS_SYS_ERRNOLIST if sys_errnolist[] is available to translate error numbers to the symbolic name.

d_syserrlst

From *d_strerror.U*:

This variable conditionally defines HAS_SYS_ERRLIST if sys_errlist[] is available to translate error numbers to strings.

d_system

From *d_system.U*:

This variable conditionally defines HAS_SYSTEM if system() is available to issue a shell command.

d_tcgetpgrp

From *d_tcgtpgrp.U*:

This variable conditionally defines the HAS_TCGETPGRP symbol, which indicates to the C program that the tcgetpgrp() routine is available. to get foreground process group ID.

d_tcsetpgrp

From *d_tcstpgrp.U*:

This variable conditionally defines the HAS_TCSETPGRP symbol, which indicates to the C program that the tcsetpgrp() routine is available to set foreground process group ID.

d_telldir

From *d_readdir.U*:

This variable conditionally defines HAS_TELLDIR if telldir() is available.

d_telldirproto

From *d_telldirproto.U*:

This variable conditionally defines the HAS_TELLDIR_PROTO symbol, which indicates to the C program that the system provides a prototype for the telldir() function. Otherwise, it is up to the program to supply one.

d_time

From *d_time.U*:

This variable conditionally defines the HAS_TIME symbol, which indicates that the time() routine exists. The time() routine is normally provided on UNIX systems.

d_timegm

From *d_timegm.U*:

This variable conditionally defines the HAS_TIMEGM symbol, which indicates to the C program that the timegm () routine is available.

d_times

From *d_times.U*:

This variable conditionally defines the HAS_TIMES symbol, which indicates that the times() routine exists. The times() routine is normally provided on UNIX systems. You may have to include <sys/times.h>.

`d_tm_tm_gmtoff`

From *i_time.U*:

This variable conditionally defines `HAS_TM_TM_GMTOFF`, which indicates indicates to the C program that the struct tm has the tm_gmtoff field.

`d_tm_tm_zone`

From *i_time.U*:

This variable conditionally defines `HAS_TM_TM_ZONE`, which indicates indicates to the C program that the struct tm has the tm_zone field.

`d_tmpnam_r`

From *d_tmpnam_r.U*:

This variable conditionally defines the `HAS_TMPNAM_R` symbol, which indicates to the C program that the tmpnam_r() routine is available.

`d_truncate`

From *d_truncate.U*:

This variable conditionally defines `HAS_TRUNCATE` if truncate() is available to truncate files.

`d_ttyname_r`

From *d_ttyname_r.U*:

This variable conditionally defines the `HAS_TTYNAME_R` symbol, which indicates to the C program that the ttyname_r() routine is available.

`d_tzname`

From *d_tzname.U*:

This variable conditionally defines `HAS_TZNAME` if tzname[] is available to access timezone names.

`d_u32align`

From *d_u32align.U*:

This variable tells whether you must access character data through U32-aligned pointers.

`d_ualarm`

From *d_ualarm.U*:

This variable conditionally defines the `HAS_UALARM` symbol, which indicates to the C program that the ualarm() routine is available.

`d_umask`

From *d_umask.U*:

This variable conditionally defines the `HAS_UMASK` symbol, which indicates to the C program that the umask() routine is available. to set and get the value of the file creation mask.

`d_uname`

From *d_gethname.U*:

This variable conditionally defines the `HAS_UNAME` symbol, which indicates to the C program that the uname() routine may be used to derive the host name.

`d_union_semun`

From *d_union_semun.U*:

This variable conditionally defines `HAS_UNION_SEMUN` if the union semun is defined by including <sys/sem.h>.

`d_unordered`

From *d_unordered.U*:

This variable conditionally defines the `HAS_UNORDERED` symbol, which indicates to the C program that the unordered() routine is available.

`d_unsetenv`

From *d_unsetenv.U*:

This variable conditionally defines the `HAS_UNSETENV` symbol, which indicates to the C program that the unsetenv () routine is available.

`d_usleep`

From *d_usleep.U*:

This variable conditionally defines `HAS_USLEEP` if usleep() is available to do high granularity sleeps.

`d_usleepproto`

From *d_usleepproto.U*:

This variable conditionally defines the `HAS_USLEEP_PROTO` symbol, which indicates to the C program that the system provides a prototype for the usleep() function. Otherwise, it is up to the program to supply one.

`d_ustat`

From *d_ustat.U*:

This variable conditionally defines `HAS_USTAT` if ustat() is available to query file system statistics by dev_t.

`d_vendorarch`

From *vendorarch.U*:

This variable conditionally defined `PERL_VENDORARCH`.

`d_vendorbin`

From *vendorbin.U*:

This variable conditionally defines `PERL_VENDORBIN`.

`d_vendorlib`

From *vendorlib.U*:

This variable conditionally defines `PERL_VENDORLIB`.

`d_vendorscript`

From *vendorscript.U*:

This variable conditionally defines `PERL_VENDORSCRIPT`.

`d_vfork`

From *d_vfork.U*:

This variable conditionally defines the `HAS_VFORK` symbol, which indicates the vfork() routine is available.

`d_void_closedir`

From *d_closedir.U*:

This variable conditionally defines `VOID_CLOSEDIR` if closedir() does not return a value.

`d_voidsig`

From *d_voidsig.U*:

This variable conditionally defines VOIDSIG if this system declares "void (*signal(...))()" in *signal.h*. The old way was to declare it as "int (*signal(...))()".

d_voidtty

From *i_sysioctl.U*:

This variable conditionally defines USE_IOCNOTTY to indicate that the ioctl() call with TIOCNOTTY should be used to void tty association. Otherwise (on USG probably), it is enough to close the standard file descriptors and do a setpgrp().

d_volatile

From *d_volatile.U*:

This variable conditionally defines the HASVOLATILE symbol, which indicates to the C program that this C compiler knows about the volatile declaration.

d_vprintf

From *d_vprintf.U*:

This variable conditionally defines the HAS_VPRINTF symbol, which indicates to the C program that the vprintf() routine is available to printf with a pointer to an argument list.

d_vsnprintf

From *d_snprintf.U*:

This variable conditionally defines the HAS_VSNPRINTF symbol, which indicates to the C program that the vsnprintf () library function is available.

d_wait4

From *d_wait4.U*:

This variable conditionally defines the HAS_WAIT4 symbol, which indicates the wait4() routine is available.

d_waitpid

From *d_waitpid.U*:

This variable conditionally defines HAS_WAITPID if waitpid() is available to wait for child process.

d_wcstombs

From *d_wcstombs.U*:

This variable conditionally defines the HAS_WCSTOMBS symbol, which indicates to the C program that the wcstombs() routine is available to convert wide character strings to multibyte strings.

d_wctomb

From *d_wctomb.U*:

This variable conditionally defines the HAS_WCTOMB symbol, which indicates to the C program that the wctomb() routine is available to convert a wide character to a multibyte.

d_writev

From *d_writev.U*:

This variable conditionally defines the HAS_WRITEV symbol, which indicates to the C program that the writev() routine is available.

d_xenix

From *Guess.U*:

This variable conditionally defines the symbol XENIX, which alerts the C program that it runs under Xenix.

`date`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the date program. After Configure runs, the value is reset to a plain `date` and is not useful.

`db_hashtype`

From *i_db.U*:

This variable contains the type of the hash structure element in the <db.h> header file. In older versions of DB, it was int, while in newer ones it is u_int32_t.

`db_prefixtype`

From *i_db.U*:

This variable contains the type of the prefix structure element in the <db.h> header file. In older versions of DB, it was int, while in newer ones it is size_t.

`db_version_major`

From *i_db.U*:

This variable contains the major version number of Berkeley DB found in the <db.h> header file.

`db_version_minor`

From *i_db.U*:

This variable contains the minor version number of Berkeley DB found in the <db.h> header file. For DB version 1 this is always 0.

`db_version_patch`

From *i_db.U*:

This variable contains the patch version number of Berkeley DB found in the <db.h> header file. For DB version 1 this is always 0.

`direntrytype`

From *i_dirent.U*:

This symbol is set to `struct direct` or `struct dirent` depending on whether dirent is available or not. You should use this pseudo type to portably declare your directory entries.

`dlext`

From *dlext.U*:

This variable contains the extension that is to be used for the dynamically loaded modules that perl generates.

`dlsrc`

From *dlsrc.U*:

This variable contains the name of the dynamic loading file that will be used with the package.

`doublesize`

From *doublesize.U*:

This variable contains the value of the DOUBLESIZE symbol, which indicates to the C program how many bytes there are in a double.

`drand01`

From *randfunc.U*:

Indicates the macro to be used to generate normalized random numbers. Uses randfunc, often divided by (double) (((unsigned long) 1 << randbits)) in order to normalize the result. In C programs, the macro `Drand01` is mapped to drand01.

`drand48_r_proto`

From *d_drand48_r.U*:

This variable encodes the prototype of drand48_r. It is zero if d_drand48_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_drand48_r is defined.

`dtrace`

From *usedtrace.U*:

This variable holds the location of the dtrace executable.

`dynamic_ext`

From *Extensions.U*:

This variable holds a list of `XS` extension files we want to link dynamically into the package. It is used by Makefile.

e

`eagain`

From *nblock_io.U*:

This variable bears the symbolic errno code set by read() when no data is present on the file and non-blocking I/O was enabled (otherwise, read() blocks naturally).

`ebcdic`

From *ebcdic.U*:

This variable conditionally defines `EBCDIC` if this system uses `EBCDIC` encoding.

`echo`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the echo program. After Configure runs, the value is reset to a plain `echo` and is not useful.

`egrep`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the egrep program. After Configure runs, the value is reset to a plain `egrep` and is not useful.

`emacs`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`endgrent_r_proto`

From *d_endgrent_r.U*:

This variable encodes the prototype of endgrent_r. It is zero if d_endgrent_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_endgrent_r is defined.

`endhostent_r_proto`

From *d_endhostent_r.U*:

This variable encodes the prototype of endhostent_r. It is zero if d_endhostent_r is undef, and

one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_endhostent_r is defined.

`endnetent_r_proto`

From *d_endnetent_r.U*:

This variable encodes the prototype of endnetent_r. It is zero if d_endnetent_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_endnetent_r is defined.

`endprotoent_r_proto`

From *d_endprotoent_r.U*:

This variable encodes the prototype of endprotoent_r. It is zero if d_endprotoent_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_endprotoent_r is defined.

`endpwent_r_proto`

From *d_endpwent_r.U*:

This variable encodes the prototype of endpwent_r. It is zero if d_endpwent_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_endpwent_r is defined.

`endservent_r_proto`

From *d_endservent_r.U*:

This variable encodes the prototype of endservent_r. It is zero if d_endservent_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_endservent_r is defined.

`eunicefix`

From *Init.U*:

When running under Eunice this variable contains a command which will convert a shell script to the proper form of text file for it to be executable by the shell. On other systems it is a no-op.

`exe_ext`

From *Unix.U*:

This is an old synonym for _exe.

`expr`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the expr program. After Configure runs, the value is reset to a plain `expr` and is not useful.

`extensions`

From *Extensions.U*:

This variable holds a list of all extension files (both XS and non-xs) installed with the package. It is propagated to *Config.pm* and is typically used to test whether a particular extension is available.

`extern_C`

From *Csym.U*:

ANSI C requires `extern` where C++ requires 'extern C'. This variable can be used in Configure to do the right thing.

`extras`

From *Extras.U*:

This variable holds a list of extra modules to install.

f

`fflushall`

From *fflushall.U*:

This symbol, if defined, tells that to flush all pending stdio output one must loop through all the stdio file handles stored in an array and fflush them. Note that if fflushNULL is defined, fflushall will not even be probed for and will be left undefined.

`fflushNULL`

From *fflushall.U*:

This symbol, if defined, tells that fflush(`NULL`) correctly flushes all pending stdio output without side effects. In particular, on some platforms calling fflush(`NULL`) *still* corrupts `STDIN` if it is a pipe.

`find`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`firstmakefile`

From *Unix.U*:

This variable defines the first file searched by make. On unix, it is makefile (then Makefile). On case-insensitive systems, it might be something else. This is only used to deal with convoluted make depend tricks.

`flex`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`fpossize`

From *fpossize.U*:

This variable contains the size of a fpostype in bytes.

`fpostype`

From *fpostype.U*:

This variable defines Fpos_t to be something like fpos_t, long, uint, or whatever type is used to declare file positions in libc.

`freetype`

From *mallocsrc.U*:

This variable contains the return type of free(). It is usually void, but occasionally int.

`from`

From *Cross.U*:

This variable contains the command used by Configure to copy files from the target host. Useful and available only during Perl build. The string `:` if not cross-compiling.

`full_ar`

From *Loc_ar.U*:

This variable contains the full pathname to `ar`, whether or not the user has specified `portability`. This is only used in the *Makefile.SH*.

`full_csh`

From *d_csh.U*:

This variable contains the full pathname to `csh`, whether or not the user has specified `portability`. This is only used in the compiled C program, and we assume that all systems which can share this executable will have the same full pathname to *csh.*

`full_sed`

From *Loc_sed.U*:

This variable contains the full pathname to `sed`, whether or not the user has specified `portability`. This is only used in the compiled C program, and we assume that all systems which can share this executable will have the same full pathname to *sed.*

g

`gccansipedantic`

From *gccvers.U*:

If `GNU` cc (gcc) is used, this variable will enable (if set) the -ansi and -pedantic ccflags for building core files (through cflags script). (See *Porting/pumpkin.pod* for full description).

`gccosandvers`

From *gccvers.U*:

If `GNU` cc (gcc) is used, this variable holds the operating system and version used to compile gcc. It is set to '' if not gcc, or if nothing useful can be parsed as the os version.

`gccversion`

From *gccvers.U*:

If `GNU` cc (gcc) is used, this variable holds `1` or `2` to indicate whether the compiler is version 1 or 2. This is used in setting some of the default cflags. It is set to '' if not gcc.

`getgrent_r_proto`

From *d_getgrent_r.U*:

This variable encodes the prototype of getgrent_r. It is zero if d_getgrent_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_getgrent_r is defined.

`getgrgid_r_proto`

From *d_getgrgid_r.U*:

This variable encodes the prototype of getgrgid_r. It is zero if d_getgrgid_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_getgrgid_r is defined.

`getgrnam_r_proto`

From *d_getgrnam_r.U*:

This variable encodes the prototype of getgrnam_r. It is zero if d_getgrnam_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_getgrnam_r is defined.

`gethostbyaddr_r_proto`

From *d_gethostbyaddr_r.U*:

This variable encodes the prototype of gethostbyaddr_r. It is zero if d_gethostbyaddr_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_gethostbyaddr_r is defined.

`gethostbyname_r_proto`

From *d_gethostbyname_r.U*:

This variable encodes the prototype of gethostbyname_r. It is zero if d_gethostbyname_r is

undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_gethostbyname_r is defined.

`gethostent_r_proto`

From *d_gethostent_r.U*:

This variable encodes the prototype of gethostent_r. It is zero if d_gethostent_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_gethostent_r is defined.

`getlogin_r_proto`

From *d_getlogin_r.U*:

This variable encodes the prototype of getlogin_r. It is zero if d_getlogin_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getlogin_r is defined.

`getnetbyaddr_r_proto`

From *d_getnetbyaddr_r.U*:

This variable encodes the prototype of getnetbyaddr_r. It is zero if d_getnetbyaddr_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getnetbyaddr_r is defined.

`getnetbyname_r_proto`

From *d_getnetbyname_r.U*:

This variable encodes the prototype of getnetbyname_r. It is zero if d_getnetbyname_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getnetbyname_r is defined.

`getnetent_r_proto`

From *d_getnetent_r.U*:

This variable encodes the prototype of getnetent_r. It is zero if d_getnetent_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getnetent_r is defined.

`getprotobyname_r_proto`

From *d_getprotobyname_r.U*:

This variable encodes the prototype of getprotobyname_r. It is zero if d_getprotobyname_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getprotobyname_r is defined.

`getprotobynumber_r_proto`

From *d_getprotobynumber_r.U*:

This variable encodes the prototype of getprotobynumber_r. It is zero if d_getprotobynumber_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getprotobynumber_r is defined.

`getprotoent_r_proto`

From *d_getprotoent_r.U*:

This variable encodes the prototype of getprotoent_r. It is zero if d_getprotoent_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getprotoent_r is defined.

`getpwent_r_proto`

From *d_getpwent_r.U*:

This variable encodes the prototype of getpwent_r. It is zero if d_getpwent_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getpwent_r is defined.

`getpwnam_r_proto`

From *d_getpwnam_r.U*:

This variable encodes the prototype of getpwnam_r. It is zero if d_getpwnam_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getpwnam_r is defined.

`getpwuid_r_proto`

From *d_getpwuid_r.U*:

This variable encodes the prototype of getpwuid_r. It is zero if d_getpwuid_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getpwuid_r is defined.

`getservbyname_r_proto`

From *d_getservbyname_r.U*:

This variable encodes the prototype of getservbyname_r. It is zero if d_getservbyname_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getservbyname_r is defined.

`getservbyport_r_proto`

From *d_getservbyport_r.U*:

This variable encodes the prototype of getservbyport_r. It is zero if d_getservbyport_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getservbyport_r is defined.

`getservent_r_proto`

From *d_getservent_r.U*:

This variable encodes the prototype of getservent_r. It is zero if d_getservent_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getservent_r is defined.

`getspnam_r_proto`

From *d_getspnam_r.U*:

This variable encodes the prototype of getspnam_r. It is zero if d_getspnam_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_getspnam_r is defined.

`gidformat`

From *gidf.U*:

This variable contains the format string used for printing a Gid_t.

`gidsign`

From *gidsign.U*:

This variable contains the signedness of a gidtype. 1 for unsigned, -1 for signed.

`gidsize`

From *gidsize.U*:

This variable contains the size of a gidtype in bytes.

`gidtype`

From *gidtype.U*:

This variable defines Gid_t to be something like gid_t, int, ushort, or whatever type is used to declare the return type of getgid(). Typically, it is the type of group ids in the kernel.

`glibpth`

From *libpth.U*:

This variable holds the general path (space-separated) used to find libraries. It may contain directories that do not exist on this platform, libpth is the cleaned-up version.

`gmake`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the gmake program. After Configure runs, the value is reset to a plain `gmake` and is not useful.

`gmtime_r_proto`

From *d_gmtime_r.U*:

This variable encodes the prototype of gmtime_r. It is zero if d_gmtime_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_gmtime_r is defined.

`gnulibc_version`

From *d_gnulibc.U*:

This variable contains the version number of the `GNU` C library. It is usually something like *2.2.5*. It is a plain '' if this is not the `GNU` C library, or if the version is unknown.

`grep`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the grep program. After Configure runs, the value is reset to a plain `grep` and is not useful.

`groupcat`

From *nis.U*:

This variable contains a command that produces the text of the */etc/group* file. This is normally "cat */etc/group*", but can be "ypcat group" when `NIS` is used. On some systems, such as os390, there may be no equivalent command, in which case this variable is unset.

`groupstype`

From *groupstype.U*:

This variable defines Groups_t to be something like gid_t, int, ushort, or whatever type is used for the second argument to getgroups() and setgroups(). Usually, this is the same as gidtype (gid_t), but sometimes it isn't.

`gzip`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the gzip program. After Configure runs, the value is reset to a plain `gzip` and is not useful.

h

`h_fcntl`

From *h_fcntl.U*:

This is variable gets set in various places to tell i_fcntl that <fcntl.h> should be included.

`h_sysfile`

From *h_sysfile.U*:

This is variable gets set in various places to tell i_sys_file that <sys/file.h> should be included.

`hint`

From *Oldconfig.U*:

Gives the type of hints used for previous answers. May be one of `default`, `recommended` or `previous`.

`hostperl`

From *Cross.U*:

This variable contains the path to a miniperl binary that can be run on the host `OS` when

cross-compiling. Useful and available only during Perl build. Empty string '' if not cross-compiling.

`hostgenerate`

From *Cross.U*:

This variable contains the path to a generate_uudmap binary that can be run on the host OS when cross-compiling. Useful and available only during Perl build. Empty string '' if not cross-compiling.

`hostosname`

From *Cross.U*:

This variable contains the original value of `$^O` for hostperl when cross-compiling. This is useful to pick the proper tools when running build code in the host. Empty string '' if not cross-compiling.

`hostcat`

From *nis.U*:

This variable contains a command that produces the text of the */etc/hosts* file. This is normally "cat */etc/hosts*", but can be "ypcat hosts" when `NIS` is used. On some systems, such as os390, there may be no equivalent command, in which case this variable is unset.

`html1dir`

From *html1dir.U*:

This variable contains the name of the directory in which html source pages are to be put. This directory is for pages that describe whole programs, not libraries or modules. It is intended to correspond roughly to section 1 of the Unix manuals.

`html1direxp`

From *html1dir.U*:

This variable is the same as the html1dir variable, but is filename expanded at configuration time, for convenient use in makefiles.

`html3dir`

From *html3dir.U*:

This variable contains the name of the directory in which html source pages are to be put. This directory is for pages that describe libraries or modules. It is intended to correspond roughly to section 3 of the Unix manuals.

`html3direxp`

From *html3dir.U*:

This variable is the same as the html3dir variable, but is filename expanded at configuration time, for convenient use in makefiles.

i

`i16size`

From *perlxv.U*:

This variable is the size of an I16 in bytes.

`i16type`

From *perlxv.U*:

This variable contains the C type used for Perl's I16.

`i32size`

From *perlxv.U*:

This variable is the size of an I32 in bytes.

`i32type`

From *perlxv.U*:

This variable contains the C type used for Perl's I32.

`i64size`

From *perlxv.U*:

This variable is the size of an I64 in bytes.

`i64type`

From *perlxv.U*:

This variable contains the C type used for Perl's I64.

`i8size`

From *perlxv.U*:

This variable is the size of an I8 in bytes.

`i8type`

From *perlxv.U*:

This variable contains the C type used for Perl's I8.

`i_arpainet`

From *i_arpainet.U*:

This variable conditionally defines the `I_ARPA_INET` symbol, and indicates whether a C program should include <arpa/inet.h>.

`i_assert`

From *i_assert.U*:

This variable conditionally defines the `I_ASSERT` symbol, which indicates to the C program that <assert.h> exists and could be included.

`i_bsdioctl`

From *i_sysioctl.U*:

This variable conditionally defines the `I_SYS_BSDIOCTL` symbol, which indicates to the C program that <sys/bsdioctl.h> exists and should be included.

`i_crypt`

From *i_crypt.U*:

This variable conditionally defines the `I_CRYPT` symbol, and indicates whether a C program should include <crypt.h>.

`i_db`

From *i_db.U*:

This variable conditionally defines the `I_DB` symbol, and indicates whether a C program may include Berkeley's `DB` include file <db.h>.

`i_dbm`

From *i_dbm.U*:

This variable conditionally defines the `I_DBM` symbol, which indicates to the C program that <dbm.h> exists and should be included.

`i_dirent`

From *i_dirent.U*:

This variable conditionally defines `I_DIRENT`, which indicates to the C program that it should include <dirent.h>.

`i_dlfcn`

From *i_dlfcn.U*:

This variable conditionally defines the `I_DLFCN` symbol, which indicates to the C program that <dlfcn.h> exists and should be included.

`i_fcntl`

From *i_fcntl.U*:

This variable controls the value of `I_FCNTL` (which tells the C program to include <fcntl.h>).

`i_float`

From *i_float.U*:

This variable conditionally defines the `I_FLOAT` symbol, and indicates whether a C program may include <float.h> to get symbols like `DBL_MAX` or `DBL_MIN`, *i.e.* machine dependent floating point values.

`i_fp`

From *i_fp.U*:

This variable conditionally defines the `I_FP` symbol, and indicates whether a C program should include <fp.h>.

`i_fp_class`

From *i_fp_class.U*:

This variable conditionally defines the `I_FP_CLASS` symbol, and indicates whether a C program should include <fp_class.h>.

`i_gdbm`

From *i_gdbm.U*:

This variable conditionally defines the `I_GDBM` symbol, which indicates to the C program that <gdbm.h> exists and should be included.

`i_gdbm_ndbm`

From *i_ndbm.U*:

This variable conditionally defines the `I_GDBM_NDBM` symbol, which indicates to the C program that <gdbm-*ndbm.h*> exists and should be included. This is the location of the *ndbm.h* compatibility file in Debian 4.0.

`i_gdbmndbm`

From *i_ndbm.U*:

This variable conditionally defines the `I_GDBMNDBM` symbol, which indicates to the C program that <gdbm/ndbm.h> exists and should be included. This was the location of the *ndbm.h* compatibility file in RedHat 7.1.

`i_grp`

From *i_grp.U*:

This variable conditionally defines the `I_GRP` symbol, and indicates whether a C program should include <grp.h>.

`i_ieeefp`

From *i_ieeefp.U*:

This variable conditionally defines the `I_IEEEFP` symbol, and indicates whether a C program should include <ieeefp.h>.

`i_inttypes`

From *i_inttypes.U*:

This variable conditionally defines the `I_INTTYPES` symbol, and indicates whether a C program should include <inttypes.h>.

`i_langinfo`

From *i_langinfo.U*:

This variable conditionally defines the `I_LANGINFO` symbol, and indicates whether a C program should include <langinfo.h>.

`i_libutil`

From *i_libutil.U*:

This variable conditionally defines the `I_LIBUTIL` symbol, and indicates whether a C program should include <libutil.h>.

`i_limits`

From *i_limits.U*:

This variable conditionally defines the `I_LIMITS` symbol, and indicates whether a C program may include <limits.h> to get symbols like `WORD_BIT` and friends.

`i_locale`

From *i_locale.U*:

This variable conditionally defines the `I_LOCALE` symbol, and indicates whether a C program should include <locale.h>.

`i_machcthr`

From *i_machcthr.U*:

This variable conditionally defines the `I_MACH_CTHREADS` symbol, and indicates whether a C program should include <mach/cthreads.h>.

`i_malloc`

From *i_malloc.U*:

This variable conditionally defines the `I_MALLOC` symbol, and indicates whether a C program should include <malloc.h>.

`i_mallocmalloc`

From *i_mallocmalloc.U*:

This variable conditionally defines the `I_MALLOCMALLOC` symbol, and indicates whether a C program should include <malloc/malloc.h>.

`i_math`

From *i_math.U*:

This variable conditionally defines the `I_MATH` symbol, and indicates whether a C program may include <math.h>.

`i_memory`

From *i_memory.U*:

This variable conditionally defines the `I_MEMORY` symbol, and indicates whether a C program

should include <memory.h>.

`i_mntent`

From *i_mntent.U*:

This variable conditionally defines the `I_MNTENT` symbol, and indicates whether a C program should include <mntent.h>.

`i_ndbm`

From *i_ndbm.U*:

This variable conditionally defines the `I_NDBM` symbol, which indicates to the C program that <ndbm.h> exists and should be included.

`i_netdb`

From *i_netdb.U*:

This variable conditionally defines the `I_NETDB` symbol, and indicates whether a C program should include <netdb.h>.

`i_neterrno`

From *i_neterrno.U*:

This variable conditionally defines the `I_NET_ERRNO` symbol, which indicates to the C program that <net/errno.h> exists and should be included.

`i_netinettcp`

From *i_netinettcp.U*:

This variable conditionally defines the `I_NETINET_TCP` symbol, and indicates whether a C program should include <netinet/tcp.h>.

`i_niin`

From *i_niin.U*:

This variable conditionally defines `I_NETINET_IN`, which indicates to the C program that it should include <netinet/in.h>. Otherwise, you may try <sys/in.h>.

`i_poll`

From *i_poll.U*:

This variable conditionally defines the `I_POLL` symbol, and indicates whether a C program should include <poll.h>.

`i_prot`

From *i_prot.U*:

This variable conditionally defines the `I_PROT` symbol, and indicates whether a C program should include <prot.h>.

`i_pthread`

From *i_pthread.U*:

This variable conditionally defines the `I_PTHREAD` symbol, and indicates whether a C program should include <pthread.h>.

`i_pwd`

From *i_pwd.U*:

This variable conditionally defines `I_PWD`, which indicates to the C program that it should include <pwd.h>.

`i_rpcsvcdbm`

From *i_dbm.U*:

This variable conditionally defines the `I_RPCSVC_DBM` symbol, which indicates to the C program that <rpcsvc/dbm.h> exists and should be included. Some System V systems might need this instead of <dbm.h>.

`i_sgtty`

From *i_termio.U*:

This variable conditionally defines the `I_SGTTY` symbol, which indicates to the C program that it should include <sgtty.h> rather than <termio.h>.

`i_shadow`

From *i_shadow.U*:

This variable conditionally defines the `I_SHADOW` symbol, and indicates whether a C program should include <shadow.h>.

`i_socks`

From *i_socks.U*:

This variable conditionally defines the `I_SOCKS` symbol, and indicates whether a C program should include <socks.h>.

`i_stdarg`

From *i_varhdr.U*:

This variable conditionally defines the `I_STDARG` symbol, which indicates to the C program that <stdarg.h> exists and should be included.

`i_stdbool`

From *i_stdbool.U*:

This variable conditionally defines the `I_STDBOOL` symbol, which indicates to the C program that <stdbool.h> exists and should be included.

`i_stddef`

From *i_stddef.U*:

This variable conditionally defines the `I_STDDEF` symbol, which indicates to the C program that <stddef.h> exists and should be included.

`i_stdlib`

From *i_stdlib.U*:

This variable conditionally defines the `I_STDLIB` symbol, which indicates to the C program that <stdlib.h> exists and should be included.

`i_string`

From *i_string.U*:

This variable conditionally defines the `I_STRING` symbol, which indicates that <string.h> should be included rather than <strings.h>.

`i_sunmath`

From *i_sunmath.U*:

This variable conditionally defines the `I_SUNMATH` symbol, and indicates whether a C program should include <sunmath.h>.

`i_sysaccess`

From *i_sysaccess.U*:

This variable conditionally defines the I_SYS_ACCESS symbol, and indicates whether a C program should include <sys/access.h>.

i_sysdir

From *i_sysdir.U*:

This variable conditionally defines the I_SYS_DIR symbol, and indicates whether a C program should include <sys/dir.h>.

i_sysfile

From *i_sysfile.U*:

This variable conditionally defines the I_SYS_FILE symbol, and indicates whether a C program should include <sys/file.h> to get R_OK and friends.

i_sysfilio

From *i_sysioctl.U*:

This variable conditionally defines the I_SYS_FILIO symbol, which indicates to the C program that <sys/filio.h> exists and should be included in preference to <sys/ioctl.h>.

i_sysin

From *i_niin.U*:

This variable conditionally defines I_SYS_IN, which indicates to the C program that it should include <sys/in.h> instead of <netinet/in.h>.

i_sysioctl

From *i_sysioctl.U*:

This variable conditionally defines the I_SYS_IOCTL symbol, which indicates to the C program that <sys/ioctl.h> exists and should be included.

i_syslog

From *i_syslog.U*:

This variable conditionally defines the I_SYSLOG symbol, and indicates whether a C program should include <syslog.h>.

i_sysmman

From *i_sysmman.U*:

This variable conditionally defines the I_SYS_MMAN symbol, and indicates whether a C program should include <sys/mman.h>.

i_sysmode

From *i_sysmode.U*:

This variable conditionally defines the I_SYSMODE symbol, and indicates whether a C program should include <sys/mode.h>.

i_sysmount

From *i_sysmount.U*:

This variable conditionally defines the I_SYSMOUNT symbol, and indicates whether a C program should include <sys/mount.h>.

i_sysndir

From *i_sysndir.U*:

This variable conditionally defines the I_SYS_NDIR symbol, and indicates whether a C program should include <sys/ndir.h>.

`i_sysparam`

From *i_sysparam.U*:

This variable conditionally defines the `I_SYS_PARAM` symbol, and indicates whether a C program should include <sys/param.h>.

`i_syspoll`

From *i_syspoll.U*:

This variable conditionally defines the `I_SYS_POLL` symbol, which indicates to the C program that it should include <sys/poll.h>.

`i_sysresrc`

From *i_sysresrc.U*:

This variable conditionally defines the `I_SYS_RESOURCE` symbol, and indicates whether a C program should include <sys/resource.h>.

`i_syssecrt`

From *i_syssecrt.U*:

This variable conditionally defines the `I_SYS_SECURITY` symbol, and indicates whether a C program should include <sys/security.h>.

`i_sysselct`

From *i_sysselct.U*:

This variable conditionally defines `I_SYS_SELECT`, which indicates to the C program that it should include <sys/select.h> in order to get the definition of struct timeval.

`i_syssockio`

From *i_sysioctl.U*:

This variable conditionally defines `I_SYS_SOCKIO` to indicate to the C program that socket ioctl codes may be found in <sys/sockio.h> instead of <sys/ioctl.h>.

`i_sysstat`

From *i_sysstat.U*:

This variable conditionally defines the `I_SYS_STAT` symbol, and indicates whether a C program should include <sys/stat.h>.

`i_sysstatfs`

From *i_sysstatfs.U*:

This variable conditionally defines the `I_SYSSTATFS` symbol, and indicates whether a C program should include <sys/statfs.h>.

`i_sysstatvfs`

From *i_sysstatvfs.U*:

This variable conditionally defines the `I_SYSSTATVFS` symbol, and indicates whether a C program should include <sys/statvfs.h>.

`i_systime`

From *i_time.U*:

This variable conditionally defines `I_SYS_TIME`, which indicates to the C program that it should include <sys/time.h>.

`i_systimek`

From *i_time.U*:

This variable conditionally defines I_SYS_TIME_KERNEL, which indicates to the C program that it should include <sys/time.h> with KERNEL defined.

i_systimes

From *i_systimes.U*:

This variable conditionally defines the I_SYS_TIMES symbol, and indicates whether a C program should include <sys/times.h>.

i_systypes

From *i_systypes.U*:

This variable conditionally defines the I_SYS_TYPES symbol, and indicates whether a C program should include <sys/types.h>.

i_sysuio

From *i_sysuio.U*:

This variable conditionally defines the I_SYSUIO symbol, and indicates whether a C program should include <sys/uio.h>.

i_sysun

From *i_sysun.U*:

This variable conditionally defines I_SYS_UN, which indicates to the C program that it should include <sys/un.h> to get UNIX domain socket definitions.

i_sysutsname

From *i_sysutsname.U*:

This variable conditionally defines the I_SYSUTSNAME symbol, and indicates whether a C program should include <sys/utsname.h>.

i_sysvfs

From *i_sysvfs.U*:

This variable conditionally defines the I_SYSVFS symbol, and indicates whether a C program should include <sys/vfs.h>.

i_syswait

From *i_syswait.U*:

This variable conditionally defines I_SYS_WAIT, which indicates to the C program that it should include <sys/wait.h>.

i_termio

From *i_termio.U*:

This variable conditionally defines the I_TERMIO symbol, which indicates to the C program that it should include <termio.h> rather than <sgtty.h>.

i_termios

From *i_termio.U*:

This variable conditionally defines the I_TERMIOS symbol, which indicates to the C program that the POSIX <termios.h> file is to be included.

i_time

From *i_time.U*:

This variable conditionally defines I_TIME, which indicates to the C program that it should include <time.h>.

`i_unistd`

From *i_unistd.U*:

This variable conditionally defines the `I_UNISTD` symbol, and indicates whether a C program should include <unistd.h>.

`i_ustat`

From *i_ustat.U*:

This variable conditionally defines the `I_USTAT` symbol, and indicates whether a C program should include <ustat.h>.

`i_utime`

From *i_utime.U*:

This variable conditionally defines the `I_UTIME` symbol, and indicates whether a C program should include <utime.h>.

`i_values`

From *i_values.U*:

This variable conditionally defines the `I_VALUES` symbol, and indicates whether a C program may include <values.h> to get symbols like `MAXLONG` and friends.

`i_varargs`

From *i_varhdr.U*:

This variable conditionally defines `I_VARARGS`, which indicates to the C program that it should include <varargs.h>.

`i_varhdr`

From *i_varhdr.U*:

Contains the name of the header to be included to get va_dcl definition. Typically one of *varargs.h* or *stdarg.h*.

`i_vfork`

From *i_vfork.U*:

This variable conditionally defines the `I_VFORK` symbol, and indicates whether a C program should include *vfork.h*.

`ignore_versioned_solibs`

From *libs.U*:

This variable should be non-empty if non-versioned shared libraries (*libfoo.so.x.y*) are to be ignored (because they cannot be linked against).

`inc_version_list`

From *inc_version_list.U*:

This variable specifies the list of subdirectories in over which *perl.c*:incpush() and *lib/lib.pm* will automatically search when adding directories to `@INC`. The elements in the list are separated by spaces. This is only useful if you have a perl library directory tree structured like the default one. See `INSTALL` for how this works. The versioned site_perl directory was introduced in 5.005, so that is the lowest possible value.

This list includes architecture-dependent directories back to version $api_versionstring (e.g. 5.5.640) and architecture-independent directories all the way back to 5.005.

`inc_version_list_init`

From *inc_version_list.U*:

This variable holds the same list as inc_version_list, but each item is enclosed in double quotes and separated by commas, suitable for use in the `PERL_INC_VERSION_LIST` initialization.

`incpath`

From *usrinc.U*:

This variable must precede the normal include path to get the right one, as in *$incpath/usr/include* or *$incpath/usr/lib*. Value can be "" or */bsd43* on mips.

`incpth`

From *libpth.U*:

This variable must precede the normal include path to get the right one, as in *$incpath/usr/include* or *$incpath/usr/lib*. Value can be "" or */bsd43* on mips.

`inews`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`initialinstalllocation`

From *bin.U*:

When userelocatableinc is true, this variable holds the location that make install should copy the perl binary to, with all the run-time relocatable paths calculated from this at install time. When used, it is initialized to the original value of binexp, and then binexp is set to *.../*, as the other binaries are found relative to the perl binary.

`installarchlib`

From *archlib.U*:

This variable is really the same as archlibexp but may differ on those systems using AFS. For extra portability, only this variable should be used in makefiles.

`installbin`

From *bin.U*:

This variable is the same as binexp unless AFS is running in which case the user is explicitly prompted for it. This variable should always be used in your makefiles for maximum portability.

`installhtml1dir`

From *html1dir.U*:

This variable is really the same as html1direxp, unless you are using a different installprefix. For extra portability, you should only use this variable within your makefiles.

`installhtml3dir`

From *html3dir.U*:

This variable is really the same as html3direxp, unless you are using a different installprefix. For extra portability, you should only use this variable within your makefiles.

`installman1dir`

From *man1dir.U*:

This variable is really the same as man1direxp, unless you are using AFS in which case it points to the read/write location whereas man1direxp only points to the read-only access location. For extra portability, you should only use this variable within your makefiles.

`installman3dir`

From *man3dir.U*:

This variable is really the same as man3direxp, unless you are using AFS in which case it points to the read/write location whereas man3direxp only points to the read-only access location. For extra portability, you should only use this variable within your makefiles.

`installprefix`

From *installprefix.U*:

This variable holds the name of the directory below which "make install" will install the package. For most users, this is the same as prefix. However, it is useful for installing the software into a different (usually temporary) location after which it can be bundled up and moved somehow to the final location specified by prefix.

`installprefixexp`

From *installprefix.U*:

This variable holds the full absolute path of installprefix with all ~-expansion done.

`installprivlib`

From *privlib.U*:

This variable is really the same as privlibexp but may differ on those systems using AFS. For extra portability, only this variable should be used in makefiles.

`installscript`

From *scriptdir.U*:

This variable is usually the same as scriptdirexp, unless you are on a system running AFS, in which case they may differ slightly. You should always use this variable within your makefiles for portability.

`installsitearch`

From *sitearch.U*:

This variable is really the same as sitearchexp but may differ on those systems using AFS. For extra portability, only this variable should be used in makefiles.

`installsitebin`

From *sitebin.U*:

This variable is usually the same as sitebinexp, unless you are on a system running AFS, in which case they may differ slightly. You should always use this variable within your makefiles for portability.

`installsitehtml1dir`

From *sitehtml1dir.U*:

This variable is really the same as sitehtml1direxp, unless you are using AFS in which case it points to the read/write location whereas html1direxp only points to the read-only access location. For extra portability, you should only use this variable within your makefiles.

`installsitehtml3dir`

From *sitehtml3dir.U*:

This variable is really the same as sitehtml3direxp, unless you are using AFS in which case it points to the read/write location whereas html3direxp only points to the read-only access location. For extra portability, you should only use this variable within your makefiles.

`installsitelib`

From *sitelib.U*:

This variable is really the same as sitelibexp but may differ on those systems using AFS. For

extra portability, only this variable should be used in makefiles.

`installsiteman1dir`

From *siteman1dir.U*:

This variable is really the same as siteman1direxp, unless you are using AFS in which case it points to the read/write location whereas man1direxp only points to the read-only access location. For extra portability, you should only use this variable within your makefiles.

`installsiteman3dir`

From *siteman3dir.U*:

This variable is really the same as siteman3direxp, unless you are using AFS in which case it points to the read/write location whereas man3direxp only points to the read-only access location. For extra portability, you should only use this variable within your makefiles.

`installsitescript`

From *sitescript.U*:

This variable is usually the same as sitescriptexp, unless you are on a system running AFS, in which case they may differ slightly. You should always use this variable within your makefiles for portability.

`installstyle`

From *installstyle.U*:

This variable describes the `style` of the perl installation. This is intended to be useful for tools that need to manipulate entire perl distributions. Perl itself doesn't use this to find its libraries -- the library directories are stored directly in *Config.pm*. Currently, there are only two styles: `lib` and *lib/perl5*. The default library locations (e.g. privlib, sitelib) are either *$prefix/lib* or *$prefix/lib/perl5*. The former is useful if $prefix is a directory dedicated to perl (e.g. */opt/perl*), while the latter is useful if $prefix is shared by many packages, e.g. if $prefix=*/usr/local*.

Unfortunately, while this `style` variable is used to set defaults for all three directory hierarchies (core, vendor, and site), there is no guarantee that the same style is actually appropriate for all those directories. For example, $prefix might be */opt/perl*, but $siteprefix might be */usr/local*. (Perhaps, in retrospect, the `lib` style should never have been supported, but it did seem like a nice idea at the time.)

The situation is even less clear for tools such as MakeMaker that can be used to install additional modules into non-standard places. For example, if a user intends to install a module into a private directory (perhaps by setting `PREFIX` on the *Makefile.PL* command line), then there is no reason to assume that the Configure-time $installstyle setting will be relevant for that `PREFIX`.

This may later be extended to include other information, so be careful with pattern-matching on the results.

For compatibility with *perl5.005* and earlier, the default setting is based on whether or not $prefix contains the string `perl`.

`installusrbinperl`

From *instubperl.U*:

This variable tells whether Perl should be installed also as */usr/bin/perl* in addition to *$installbin/perl*

`installvendorarch`

From *vendorarch.U*:

This variable is really the same as vendorarchexp but may differ on those systems using AFS. For extra portability, only this variable should be used in makefiles.

`installvendorbin`

From *vendorbin.U*:

This variable is really the same as vendorbinexp but may differ on those systems using AFS. For extra portability, only this variable should be used in makefiles.

`installvendorhtml1dir`

From *vendorhtml1dir.U*:

This variable is really the same as vendorhtml1direxp but may differ on those systems using AFS. For extra portability, only this variable should be used in makefiles.

`installvendorhtml3dir`

From *vendorhtml3dir.U*:

This variable is really the same as vendorhtml3direxp but may differ on those systems using AFS. For extra portability, only this variable should be used in makefiles.

`installvendorlib`

From *vendorlib.U*:

This variable is really the same as vendorlibexp but may differ on those systems using AFS. For extra portability, only this variable should be used in makefiles.

`installvendorman1dir`

From *vendorman1dir.U*:

This variable is really the same as vendorman1direxp but may differ on those systems using AFS. For extra portability, only this variable should be used in makefiles.

`installvendorman3dir`

From *vendorman3dir.U*:

This variable is really the same as vendorman3direxp but may differ on those systems using AFS. For extra portability, only this variable should be used in makefiles.

`installvendorscript`

From *vendorscript.U*:

This variable is really the same as vendorscriptexp but may differ on those systems using AFS. For extra portability, only this variable should be used in makefiles.

`intsize`

From *intsize.U*:

This variable contains the value of the `INTSIZE` symbol, which indicates to the C program how many bytes there are in an int.

`issymlink`

From *issymlink.U*:

This variable holds the test command to test for a symbolic link (if they are supported). Typical values include `test -h` and `test -L`.

`ivdformat`

From *perlxvf.U*:

This variable contains the format string used for printing a Perl `IV` as a signed decimal integer.

`ivsize`

From *perlxv.U*:

This variable is the size of an `IV` in bytes.

`ivtype`

From *perlxv.U*:

This variable contains the C type used for Perl's `IV`.

k

`known_extensions`

From *Extensions.U*:

This variable holds a list of all extensions (both `XS` and non-xs) included in the package source distribution. This information is only really of use during the Perl build, as the list makes no distinction between extensions which were build and installed, and those which where not. See `extensions` for the list of extensions actually built and available.

`ksh`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

l

`ld`

From *dlsrc.U*:

This variable indicates the program to be used to link libraries for dynamic loading. On some systems, it is `ld`. On `ELF` systems, it should be $cc. Mostly, we'll try to respect the hint file setting.

`ld_can_script`

From *dlsrc.U*:

This variable shows if the loader accepts scripts in the form of -Wl,--version-script=*ld.script*. This is currently only supported for `GNU` ld on `ELF` in dynamic loading builds.

`lddlflags`

From *dlsrc.U*:

This variable contains any special flags that might need to be passed to $ld to create a shared library suitable for dynamic loading. It is up to the makefile to use it. For hpux, it should be `-b`. For sunos 4.1, it is empty.

`ldflags`

From *ccflags.U*:

This variable contains any additional C loader flags desired by the user. It is up to the Makefile to use this.

`ldflags_uselargefiles`

From *uselfs.U*:

This variable contains the loader flags needed by large file builds and added to ldflags by hints files.

`ldlibpthname`

From *libperl.U*:

This variable holds the name of the shared library search path, often `LD_LIBRARY_PATH`. To get an empty string, the hints file must set this to `none`.

`less`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the less program. After Configure runs, the value is reset to a plain `less` and is not useful.

`lib_ext`

From *Unix.U*:

This is an old synonym for _a.

`libc`

From *libc.U*:

This variable contains the location of the C library.

`libperl`

From *libperl.U*:

The perl executable is obtained by linking *perlmain.c* with libperl, any static extensions (usually just DynaLoader), and any other libraries needed on this system. libperl is usually *libperl.a*, but can also be *libperl.so.xxx* if the user wishes to build a perl executable with a shared library.

`libpth`

From *libpth.U*:

This variable holds the general path (space-separated) used to find libraries. It is intended to be used by other units.

`libs`

From *libs.U*:

This variable holds the additional libraries we want to use. It is up to the Makefile to deal with it. The list can be empty.

`libsdirs`

From *libs.U*:

This variable holds the directory names aka dirnames of the libraries we found and accepted, duplicates are removed.

`libsfiles`

From *libs.U*:

This variable holds the filenames aka basenames of the libraries we found and accepted.

`libsfound`

From *libs.U*:

This variable holds the full pathnames of the libraries we found and accepted.

`libspath`

From *libs.U*:

This variable holds the directory names probed for libraries.

`libswanted`

From *Myinit.U*:

This variable holds a list of all the libraries we want to search. The order is chosen to pick up the c library ahead of ucb or bsd libraries for SVR4.

`libswanted_uselargefiles`

From *uselfs.U*:

This variable contains the libraries needed by large file builds and added to ldflags by hints files. It is a space separated list of the library names without the `lib` prefix or any suffix, just like *libswanted.*.

`line`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`lint`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`lkflags`

From *ccflags.U*:

This variable contains any additional C partial linker flags desired by the user. It is up to the Makefile to use this.

`ln`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the ln program. After Configure runs, the value is reset to a plain `ln` and is not useful.

`lns`

From *lns.U*:

This variable holds the name of the command to make symbolic links (if they are supported). It can be used in the Makefile. It is either `ln -s` or `ln`

`localtime_r_proto`

From *d_localtime_r.U*:

This variable encodes the prototype of localtime_r. It is zero if d_localtime_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_localtime_r is defined.

`locincpth`

From *ccflags.U*:

This variable contains a list of additional directories to be searched by the compiler. The appropriate `-I` directives will be added to ccflags. This is intended to simplify setting local directories from the Configure command line. It's not much, but it parallels the loclibpth stuff in *libpth.U*.

`loclibpth`

From *libpth.U*:

This variable holds the paths (space-separated) used to find local libraries. It is prepended to libpth, and is intended to be easily set from the command line.

`longdblsize`

From *d_longdbl.U*:

This variable contains the value of the `LONG_DOUBLESIZE` symbol, which indicates to the C program how many bytes there are in a long double, if this system supports long doubles.

`longlongsize`

From *d_longlong.U*:

This variable contains the value of the LONGLONGSIZE symbol, which indicates to the C program how many bytes there are in a long long, if this system supports long long.

longsize

From *intsize.U*:

This variable contains the value of the LONGSIZE symbol, which indicates to the C program how many bytes there are in a long.

lp

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

lpr

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

ls

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the ls program. After Configure runs, the value is reset to a plain ls and is not useful.

lseeksize

From *lseektype.U*:

This variable defines lseektype to be something like off_t, long, or whatever type is used to declare lseek offset's type in the kernel (which also appears to be lseek's return type).

lseektype

From *lseektype.U*:

This variable defines lseektype to be something like off_t, long, or whatever type is used to declare lseek offset's type in the kernel (which also appears to be lseek's return type).

m

mad

From *mad.U*:

This variable indicates that the Misc Attribute Definition code is to be compiled.

madlyh

From *mad.U*:

If the Misc Attribute Decoration is to be compiled, this variable is set to the name of the extra header files to be used, else it is ''

madlyobj

From *mad.U*:

If the Misc Attribute Decoration is to be compiled, this variable is set to the name of the extra object files to be used, else it is ''

madlysrc

From *mad.U*:

If the Misc Attribute Decoration is to be compiled, this variable is set to the name of the extra C source files to be used, else it is ''

`mail`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`mailx`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`make`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the make program. After Configure runs, the value is reset to a plain `make` and is not useful.

`make_set_make`

From *make.U*:

Some versions of `make` set the variable `MAKE`. Others do not. This variable contains the string to be included in *Makefile.SH* so that `MAKE` is set if needed, and not if not needed. Possible values are:

make_set_make=# # If your make program handles this for you,

make_set_make=`MAKE=$make` # if it doesn't.

This uses a comment character so that we can distinguish a `set` value (from a previous *config.sh* or Configure `-D` option) from an uncomputed value.

`mallocobj`

From *mallocsrc.U*:

This variable contains the name of the *malloc.o* that this package generates, if that *malloc.o* is preferred over the system malloc. Otherwise the value is null. This variable is intended for generating Makefiles. See mallocsrc.

`mallocsrc`

From *mallocsrc.U*:

This variable contains the name of the *malloc.c* that comes with the package, if that *malloc.c* is preferred over the system malloc. Otherwise the value is null. This variable is intended for generating Makefiles.

`malloctype`

From *mallocsrc.U*:

This variable contains the kind of ptr returned by malloc and realloc.

`man1dir`

From *man1dir.U*:

This variable contains the name of the directory in which manual source pages are to be put. It is the responsibility of the *Makefile.SH* to get the value of this into the proper command. You must be prepared to do the *~name* expansion yourself.

`man1direxp`

From *man1dir.U*:

This variable is the same as the man1dir variable, but is filename expanded at configuration time, for convenient use in makefiles.

`man1ext`

From *man1dir.U*:

This variable contains the extension that the manual page should have: one of `n`, `l`, or `1`. The Makefile must supply the *..* See man1dir.

`man3dir`

From *man3dir.U*:

This variable contains the name of the directory in which manual source pages are to be put. It is the responsibility of the *Makefile.SH* to get the value of this into the proper command. You must be prepared to do the *~name* expansion yourself.

`man3direxp`

From *man3dir.U*:

This variable is the same as the man3dir variable, but is filename expanded at configuration time, for convenient use in makefiles.

`man3ext`

From *man3dir.U*:

This variable contains the extension that the manual page should have: one of `n`, `l`, or `3`. The Makefile must supply the *..* See man3dir.

`mips_type`

From *usrinc.U*:

This variable holds the environment type for the mips system. Possible values are "BSD 4.3" and "System V".

`mistrustnm`

From *Csym.U*:

This variable can be used to establish a fallthrough for the cases where nm fails to find a symbol. If usenm is false or usenm is true and mistrustnm is false, this variable has no effect. If usenm is true and mistrustnm is `compile`, a test program will be compiled to try to find any symbol that can't be located via nm lookup. If mistrustnm is `run`, the test program will be run as well as being compiled.

`mkdir`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the mkdir program. After Configure runs, the value is reset to a plain `mkdir` and is not useful.

`mmaptype`

From *d_mmap.U*:

This symbol contains the type of pointer returned by mmap() (and simultaneously the type of the first argument). It can be `void *` or `caddr_t`.

`modetype`

From *modetype.U*:

This variable defines modetype to be something like mode_t, int, unsigned short, or whatever type is used to declare file modes for system calls.

`more`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the

more program. After Configure runs, the value is reset to a plain `more` and is not useful.

`multiarch`

From *multiarch.U*:

This variable conditionally defines the `MULTIARCH` symbol which signifies the presence of multiplatform files. This is normally set by hints files.

`mv`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`myarchname`

From *archname.U*:

This variable holds the architecture name computed by Configure in a previous run. It is not intended to be perused by any user and should never be set in a hint file.

`mydomain`

From *myhostname.U*:

This variable contains the eventual value of the `MYDOMAIN` symbol, which is the domain of the host the program is going to run on. The domain must be appended to myhostname to form a complete host name. The dot comes with mydomain, and need not be supplied by the program.

`myhostname`

From *myhostname.U*:

This variable contains the eventual value of the `MYHOSTNAME` symbol, which is the name of the host the program is going to run on. The domain is not kept with hostname, but must be gotten from mydomain. The dot comes with mydomain, and need not be supplied by the program.

`myuname`

From *Oldconfig.U*:

The output of `uname -a` if available, otherwise the hostname. The whole thing is then lower-cased and slashes and single quotes are removed.

n

`n`

From *n.U*:

This variable contains the `-n` flag if that is what causes the echo command to suppress newline. Otherwise it is null. Correct usage is $echo $n "prompt for a question: $c".

`need_va_copy`

From *need_va_copy.U*:

This symbol, if defined, indicates that the system stores the variable argument list datatype, va_list, in a format that cannot be copied by simple assignment, so that some other means must be used when copying is required. As such systems vary in their provision (or non-provision) of copying mechanisms, *handy.h* defines a platform- `independent` macro, Perl_va_copy(src, dst), to do the job.

`netdb_hlen_type`

From *netdbtype.U*:

This variable holds the type used for the 2nd argument to gethostbyaddr(). Usually, this is int

or size_t or unsigned. This is only useful if you have gethostbyaddr(), naturally.

`netdb_host_type`

From *netdbtype.U*:

This variable holds the type used for the 1st argument to gethostbyaddr(). Usually, this is char * or void *, possibly with or without a const prefix. This is only useful if you have gethostbyaddr(), naturally.

`netdb_name_type`

From *netdbtype.U*:

This variable holds the type used for the argument to gethostbyname(). Usually, this is char * or const char *. This is only useful if you have gethostbyname(), naturally.

`netdb_net_type`

From *netdbtype.U*:

This variable holds the type used for the 1st argument to getnetbyaddr(). Usually, this is int or long. This is only useful if you have getnetbyaddr(), naturally.

`nm`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the nm program. After Configure runs, the value is reset to a plain `nm` and is not useful.

`nm_opt`

From *usenm.U*:

This variable holds the options that may be necessary for nm.

`nm_so_opt`

From *usenm.U*:

This variable holds the options that may be necessary for nm to work on a shared library but that can not be used on an archive library. Currently, this is only used by Linux, where nm --dynamic is *required* to get symbols from an `ELF` library which has been stripped, but nm --dynamic is *fatal* on an archive library. Maybe Linux should just always set usenm=false.

`nonxs_ext`

From *Extensions.U*:

This variable holds a list of all non-xs extensions built and installed by the package. By default, all non-xs extensions distributed will be built, with the exception of platform-specific extensions (currently only one `VMS` specific extension).

`nroff`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the nroff program. After Configure runs, the value is reset to a plain `nroff` and is not useful.

`nv_overflows_integers_at`

From *perlxv.U*:

This variable gives the largest integer value that NVs can hold as a constant floating point expression. If it could not be determined, it holds the value 0.

`nv_preserves_uv_bits`

From *perlxv.U*:

This variable indicates how many of bits type uvtype a variable nvtype can preserve.

`nveformat`

From *perlxvf.U*:

This variable contains the format string used for printing a Perl `NV` using %e-ish floating point format.

`nvEUformat`

From *perlxvf.U*:

This variable contains the format string used for printing a Perl `NV` using %E-ish floating point format.

`nvfformat`

From *perlxvf.U*:

This variable contains the format string used for printing a Perl `NV` using %f-ish floating point format.

`nvFUformat`

From *perlxvf.U*:

This variable contains the format string used for printing a Perl `NV` using %F-ish floating point format.

`nvgformat`

From *perlxvf.U*:

This variable contains the format string used for printing a Perl `NV` using %g-ish floating point format.

`nvGUformat`

From *perlxvf.U*:

This variable contains the format string used for printing a Perl `NV` using %G-ish floating point format.

`nvsize`

From *perlxv.U*:

This variable is the size of an `NV` in bytes.

`nvtype`

From *perlxv.U*:

This variable contains the C type used for Perl's `NV`.

o

`o_nonblock`

From *nblock_io.U*:

This variable bears the symbol value to be used during open() or fcntl() to turn on non-blocking I/O for a file descriptor. If you wish to switch between blocking and non-blocking, you may try ioctl(`FIOSNBIO`) instead, but that is only supported by some devices.

`obj_ext`

From *Unix.U*:

This is an old synonym for _o.

`old_pthread_create_joinable`

From *d_pthrattrj.U*:

This variable defines the constant to use for creating joinable (aka undetached) pthreads.

Unused if *pthread.h* defines `PTHREAD_CREATE_JOINABLE`. If used, possible values are `PTHREAD_CREATE_UNDETACHED` and `__UNDETACHED`.

`optimize`

From *ccflags.U*:

This variable contains any *optimizer/debugger* flag that should be used. It is up to the Makefile to use it.

`orderlib`

From *orderlib.U*:

This variable is `true` if the components of libraries must be ordered (with `lorder $* | tsort`) before placing them in an archive. Set to `false` if ranlib or ar can generate random libraries.

`osname`

From *Oldconfig.U*:

This variable contains the operating system name (e.g. sunos, solaris, hpux, etc.). It can be useful later on for setting defaults. Any spaces are replaced with underscores. It is set to a null string if we can't figure it out.

`osvers`

From *Oldconfig.U*:

This variable contains the operating system version (e.g. 4.1.3, 5.2, etc.). It is primarily used for helping select an appropriate hints file, but might be useful elsewhere for setting defaults. It is set to '' if we can't figure it out. We try to be flexible about how much of the version number to keep, e.g. if 4.1.1, 4.1.2, and 4.1.3 are essentially the same for this package, hints files might just be *os_4.0* or *os_4.1*, etc., not keeping separate files for each little release.

`otherlibdirs`

From *otherlibdirs.U*:

This variable contains a colon-separated set of paths for the perl binary to search for additional library files or modules. These directories will be tacked to the end of `@INC`. Perl will automatically search below each path for version- and architecture-specific directories. See inc_version_list for more details. A value of means `none` and is used to preserve this value for the next run through Configure.

p

`package`

From *package.U*:

This variable contains the name of the package being constructed. It is primarily intended for the use of later Configure units.

`pager`

From *pager.U*:

This variable contains the name of the preferred pager on the system. Usual values are (the full pathnames of) more, less, pg, or cat.

`passcat`

From *nis.U*:

This variable contains a command that produces the text of the */etc/passwd* file. This is normally "cat */etc/passwd*", but can be "ypcat passwd" when `NIS` is used. On some systems, such as os390, there may be no equivalent command, in which case this variable is unset.

`patchlevel`

From *patchlevel.U*:

The patchlevel level of this package. The value of patchlevel comes from the *patchlevel.h* file. In a version number such as 5.6.1, this is the 6. In *patchlevel.h*, this is referred to as `PERL_VERSION`.

`path_sep`

From *Unix.U*:

This is an old synonym for p_ in *Head.U*, the character used to separate elements in the command shell search `PATH`.

`perl`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the perl program. After Configure runs, the value is reset to a plain `perl` and is not useful.

`perl5`

From *perl5.U*:

This variable contains the full path (if any) to a previously installed *perl5.005* or later suitable for running the script to determine inc_version_list.

P

`PERL_API_REVISION`

From *patchlevel.h*:

This number describes the earliest compatible `PERL_REVISION` of Perl (`compatibility` here being defined as sufficient *binary/API* compatibility to run XS code built with the older version). Normally this does not change across maintenance releases. Please read the comment in *patchlevel.h*.

`PERL_API_SUBVERSION`

From *patchlevel.h*:

This number describes the earliest compatible `PERL_SUBVERSION` of Perl (`compatibility` here being defined as sufficient *binary/API* compatibility to run XS code built with the older version). Normally this does not change across maintenance releases. Please read the comment in *patchlevel.h*.

`PERL_API_VERSION`

From *patchlevel.h*:

This number describes the earliest compatible `PERL_VERSION` of Perl (`compatibility` here being defined as sufficient *binary/API* compatibility to run XS code built with the older version). Normally this does not change across maintenance releases. Please read the comment in *patchlevel.h*.

`PERL_CONFIG_SH`

From *Oldsyms.U*:

This is set to `true` in *config.sh* so that a shell script sourcing *config.sh* can tell if it has been sourced already.

`PERL_PATCHLEVEL`

From *Oldsyms.U*:

This symbol reflects the patchlevel, if available. Will usually come from the *.patch* file, which is available when the perl source tree was fetched with rsync.

`perl_patchlevel`

From *patchlevel.U*:

This is the Perl patch level, a numeric change identifier, as defined by whichever source code maintenance system is used to maintain the patches; currently Perforce. It does not correlate with the Perl version numbers or the maintenance versus development dichotomy except by also being increasing.

`PERL_REVISION`

From *Oldsyms.U*:

In a Perl version number such as 5.6.2, this is the 5. This value is manually set in *patchlevel.h*

`perl_static_inline`

From *d_static_inline.U*:

This variable defines the `PERL_STATIC_INLINE` symbol to the best-guess incantation to use for static inline functions. Possibilities include static inline (c99) static __inline__ (gcc -ansi) static __inline (`MSVC`) static _inline (older `MSVC`) static (c89 compilers)

`PERL_SUBVERSION`

From *Oldsyms.U*:

In a Perl version number such as 5.6.2, this is the 2. Values greater than 50 represent potentially unstable development subversions. This value is manually set in *patchlevel.h*

`PERL_VERSION`

From *Oldsyms.U*:

In a Perl version number such as 5.6.2, this is the 6. This value is manually set in *patchlevel.h*

`perladmin`

From *perladmin.U*:

Electronic mail address of the perl5 administrator.

`perllibs`

From *End.U*:

The list of libraries needed by Perl only (any libraries needed by extensions only will by dropped, if using dynamic loading).

`perlpath`

From *perlpath.U*:

This variable contains the eventual value of the `PERLPATH` symbol, which contains the name of the perl interpreter to be used in shell scripts and in the "eval `exec`" idiom. This variable is not necessarily the pathname of the file containing the perl interpreter; you must append the executable extension (_exe) if it is not already present. Note that Perl code that runs during the Perl build process cannot reference this variable, as Perl may not have been installed, or even if installed, may be a different version of Perl.

`pg`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the pg program. After Configure runs, the value is reset to a plain `pg` and is not useful.

`phostname`

From *myhostname.U*:

This variable contains the eventual value of the `PHOSTNAME` symbol, which is a command that can be fed to popen() to get the host name. The program should probably not presume that the domain is or isn't there already.

`pidtype`

From *pidtype.U*:

This variable defines `PIDTYPE` to be something like pid_t, int, ushort, or whatever type is used to declare process ids in the kernel.

`plibpth`

From *libpth.U*:

Holds the private path used by Configure to find out the libraries. Its value is prepend to libpth. This variable takes care of special machines, like the mips. Usually, it should be empty.

`pmake`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`pr`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`prefix`

From *prefix.U*:

This variable holds the name of the directory below which the user will install the package. Usually, this is */usr/local*, and executables go in */usr/local/bin*, library stuff in */usr/local/lib*, man pages in */usr/local/man*, etc. It is only used to set defaults for things in *bin.U*, *mansrc.U*, *privlib.U*, or *scriptdir.U*.

`prefixexp`

From *prefix.U*:

This variable holds the full absolute path of the directory below which the user will install the package. Derived from prefix.

`privlib`

From *privlib.U*:

This variable contains the eventual value of the `PRIVLIB` symbol, which is the name of the private library for this package. It may have a ~ on the front. It is up to the makefile to eventually create this directory while performing installation (with ~ substitution).

`privlibexp`

From *privlib.U*:

This variable is the *~name* expanded version of privlib, so that you may use it directly in Makefiles or shell scripts.

`procselfexe`

From *d_procselfexe.U*:

If d_procselfexe is defined, $procselfexe is the filename of the symbolic link pointing to the absolute pathname of the executing program.

`prototype`

From *prototype.U*:

This variable holds the eventual value of `CAN_PROTOTYPE`, which indicates the C compiler can handle function prototypes.

`ptrsize`

From *ptrsize.U*:

This variable contains the value of the `PTRSIZE` symbol, which indicates to the C program how many bytes there are in a pointer.

q

`quadkind`

From *quadtype.U*:

This variable, if defined, encodes the type of a quad: 1 = int, 2 = long, 3 = long long, 4 = int64_t.

`quadtype`

From *quadtype.U*:

This variable defines Quad_t to be something like long, int, long long, int64_t, or whatever type is used for 64-bit integers.

r

`randbits`

From *randfunc.U*:

Indicates how many bits are produced by the function used to generate normalized random numbers.

`randfunc`

From *randfunc.U*:

Indicates the name of the random number function to use. Values include drand48, random, and rand. In C programs, the `Drand01` macro is defined to generate uniformly distributed random numbers over the range [0., 1.[(see drand01 and nrand).

`random_r_proto`

From *d_random_r.U*:

This variable encodes the prototype of random_r. It is zero if d_random_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_random_r is defined.

`randseedtype`

From *randfunc.U*:

Indicates the type of the argument of the seedfunc.

`ranlib`

From *orderlib.U*:

This variable is set to the pathname of the ranlib program, if it is needed to generate random libraries. Set to `:` if ar can generate random libraries or if random libraries are not supported

`rd_nodata`

From *nblock_io.U*:

This variable holds the return code from read() when no data is present. It should be -1, but some systems return 0 when `O_NDELAY` is used, which is a shame because you cannot make the difference between no data and an *EOF.*. Sigh!

`readdir64_r_proto`

From *d_readdir64_r.U*:

This variable encodes the prototype of readdir64_r. It is zero if d_readdir64_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_readdir64_r is defined.

`readdir_r_proto`

From *d_readdir_r.U*:

This variable encodes the prototype of readdir_r. It is zero if d_readdir_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_readdir_r is defined.

`revision`

From *patchlevel.U*:

The value of revision comes from the *patchlevel.h* file. In a version number such as 5.6.1, this is the `5`. In *patchlevel.h*, this is referred to as `PERL_REVISION`.

`rm`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the rm program. After Configure runs, the value is reset to a plain `rm` and is not useful.

`rm_try`

From *Unix.U*:

This is a cleanup variable for try test programs. Internal Configure use only.

`rmail`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`run`

From *Cross.U*:

This variable contains the command used by Configure to copy and execute a cross-compiled executable in the target host. Useful and available only during Perl build. Empty string '' if not cross-compiling.

`runnm`

From *usenm.U*:

This variable contains `true` or `false` depending whether the nm extraction should be performed or not, according to the value of usenm and the flags on the Configure command line.

S

`sched_yield`

From *d_pthread_y.U*:

This variable defines the way to yield the execution of the current thread.

`scriptdir`

From *scriptdir.U*:

This variable holds the name of the directory in which the user wants to put publicly scripts for the package in question. It is either the same directory as for binaries, or a special one that can be mounted across different architectures, like */usr/share*. Programs must be prepared to deal with *~name* expansion.

`scriptdirexp`

From *scriptdir.U*:

This variable is the same as scriptdir, but is filename expanded at configuration time, for programs not wanting to bother with it.

`sed`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the sed program. After Configure runs, the value is reset to a plain `sed` and is not useful.

`seedfunc`

From *randfunc.U*:

Indicates the random number generating seed function. Values include srand48, srandom, and srand.

`selectminbits`

From *selectminbits.U*:

This variable holds the minimum number of bits operated by select. That is, if you do select(n, ...), how many bits at least will be cleared in the masks if some activity is detected. Usually this is either n or 32*ceil(*n/32*), especially many little-endians do the latter. This is only useful if you have select(), naturally.

`selecttype`

From *selecttype.U*:

This variable holds the type used for the 2nd, 3rd, and 4th arguments to select. Usually, this is `fd_set *`, if `HAS_FD_SET` is defined, and `int *` otherwise. This is only useful if you have select(), naturally.

`sendmail`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`setgrent_r_proto`

From *d_setgrent_r.U*:

This variable encodes the prototype of setgrent_r. It is zero if d_setgrent_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_setgrent_r is defined.

`sethostent_r_proto`

From *d_sethostent_r.U*:

This variable encodes the prototype of sethostent_r. It is zero if d_sethostent_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_sethostent_r is defined.

`setlocale_r_proto`

From *d_setlocale_r.U*:

This variable encodes the prototype of setlocale_r. It is zero if d_setlocale_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_setlocale_r is defined.

`setnetent_r_proto`

From *d_setnetent_r.U*:

This variable encodes the prototype of setnetent_r. It is zero if d_setnetent_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_setnetent_r is defined.

`setprotoent_r_proto`

From *d_setprotoent_r.U*:

This variable encodes the prototype of setprotoent_r. It is zero if d_setprotoent_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_setprotoent_r is defined.

`setpwent_r_proto`

From *d_setpwent_r.U*:

This variable encodes the prototype of setpwent_r. It is zero if d_setpwent_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_setpwent_r is defined.

`setservent_r_proto`

From *d_setservent_r.U*:

This variable encodes the prototype of setservent_r. It is zero if d_setservent_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_setservent_r is defined.

`sGMTIME_max`

From *time_size.U*:

This variable defines the maximum value of the time_t offset that the system function gmtime () accepts

`sGMTIME_min`

From *time_size.U*:

This variable defines the minimum value of the time_t offset that the system function gmtime () accepts

`sh`

From *sh.U*:

This variable contains the full pathname of the shell used on this system to execute Bourne shell scripts. Usually, this will be */bin/sh*, though it's possible that some systems will have */bin/ksh*, */bin/pdksh*, */bin/ash*, */bin/bash*, or even something such as D*:/bin/sh.exe*. This unit comes before *Options.U*, so you can't set sh with a `-D` option, though you can override this (and startsh) with `-O -Dsh=/bin/whatever -Dstartsh=whatever`

`shar`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`sharpbang`

From *spitshell.U*:

This variable contains the string #! if this system supports that construct.

`shmattype`

From *d_shmat.U*:

This symbol contains the type of pointer returned by shmat(). It can be `void *` or `char *`.

`shortsize`

From *intsize.U*:

This variable contains the value of the `SHORTSIZE` symbol which indicates to the C program how many bytes there are in a short.

`shrpenv`

From *libperl.U*:

If the user builds a shared *libperl.so*, then we need to tell the `perl` executable where it will be able to find the installed *libperl.so*. One way to do this on some systems is to set the environment variable `LD_RUN_PATH` to the directory that will be the final location of the shared *libperl.so*. The makefile can use this with something like $shrpenv $(CC) -o perl *perlmain.o*

$libperl $libs Typical values are shrpenv="env LD_RUN_PATH=*$archlibexp/CORE*" or shrpenv=" See the main perl *Makefile.SH* for actual working usage. Alternatively, we might be able to use a command line option such as -R *$archlibexp/CORE* (Solaris) or -Wl,-rpath *$archlibexp/CORE* (Linux).

`shsharp`

From *spitshell.U*:

This variable tells further Configure units whether your sh can handle # comments.

`sig_count`

From *sig_name.U*:

This variable holds a number larger than the largest valid signal number. This is usually the same as the `NSIG` macro.

`sig_name`

From *sig_name.U*:

This variable holds the signal names, space separated. The leading `SIG` in signal name is removed. A `ZERO` is prepended to the list. This is currently not used, sig_name_init is used instead.

`sig_name_init`

From *sig_name.U*:

This variable holds the signal names, enclosed in double quotes and separated by commas, suitable for use in the `SIG_NAME` definition below. A `ZERO` is prepended to the list, and the list is terminated with a plain 0. The leading `SIG` in signal names is removed. See sig_num.

`sig_num`

From *sig_name.U*:

This variable holds the signal numbers, space separated. A `ZERO` is prepended to the list (corresponding to the fake `SIGZERO`). Those numbers correspond to the value of the signal listed in the same place within the sig_name list. This is currently not used, sig_num_init is used instead.

`sig_num_init`

From *sig_name.U*:

This variable holds the signal numbers, enclosed in double quotes and separated by commas, suitable for use in the `SIG_NUM` definition below. A `ZERO` is prepended to the list, and the list is terminated with a plain 0.

`sig_size`

From *sig_name.U*:

This variable contains the number of elements of the sig_name and sig_num arrays.

`signal_t`

From *d_voidsig.U*:

This variable holds the type of the signal handler (void or int).

`sitearch`

From *sitearch.U*:

This variable contains the eventual value of the `SITEARCH` symbol, which is the name of the private library for this package. It may have a ~ on the front. It is up to the makefile to eventually create this directory while performing installation (with ~ substitution). The standard distribution will put nothing in this directory. After perl has been installed, users may install

their own local architecture-dependent modules in this directory with MakeMaker *Makefile.PL* or equivalent. See `INSTALL` for details.

`sitearchexp`

From *sitearch.U*:

This variable is the *~name* expanded version of sitearch, so that you may use it directly in Makefiles or shell scripts.

`sitebin`

From *sitebin.U*:

This variable holds the name of the directory in which the user wants to put add-on publicly executable files for the package in question. It is most often a local directory such as */usr/local/bin*. Programs using this variable must be prepared to deal with *~name* substitution. The standard distribution will put nothing in this directory. After perl has been installed, users may install their own local executables in this directory with MakeMaker *Makefile.PL* or equivalent. See `INSTALL` for details.

`sitebinexp`

From *sitebin.U*:

This is the same as the sitebin variable, but is filename expanded at configuration time, for use in your makefiles.

`sitehtml1dir`

From *sitehtml1dir.U*:

This variable contains the name of the directory in which site-specific html source pages are to be put. It is the responsibility of the *Makefile.SH* to get the value of this into the proper command. You must be prepared to do the *~name* expansion yourself. The standard distribution will put nothing in this directory. After perl has been installed, users may install their own local html pages in this directory with MakeMaker *Makefile.PL* or equivalent. See `INSTALL` for details.

`sitehtml1direxp`

From *sitehtml1dir.U*:

This variable is the same as the sitehtml1dir variable, but is filename expanded at configuration time, for convenient use in makefiles.

`sitehtml3dir`

From *sitehtml3dir.U*:

This variable contains the name of the directory in which site-specific library html source pages are to be put. It is the responsibility of the *Makefile.SH* to get the value of this into the proper command. You must be prepared to do the *~name* expansion yourself. The standard distribution will put nothing in this directory. After perl has been installed, users may install their own local library html pages in this directory with MakeMaker *Makefile.PL* or equivalent. See `INSTALL` for details.

`sitehtml3direxp`

From *sitehtml3dir.U*:

This variable is the same as the sitehtml3dir variable, but is filename expanded at configuration time, for convenient use in makefiles.

`sitelib`

From *sitelib.U*:

This variable contains the eventual value of the `SITELIB` symbol, which is the name of the

private library for this package. It may have a ~ on the front. It is up to the makefile to eventually create this directory while performing installation (with ~ substitution). The standard distribution will put nothing in this directory. After perl has been installed, users may install their own local architecture-independent modules in this directory with MakeMaker *Makefile.PL* or equivalent. See `INSTALL` for details.

`sitelib_stem`

From *sitelib.U*:

This variable is $sitelibexp with any trailing version-specific component removed. The elements in inc_version_list (*inc_version_list.U*) can be tacked onto this variable to generate a list of directories to search.

`sitelibexp`

From *sitelib.U*:

This variable is the *~name* expanded version of sitelib, so that you may use it directly in Makefiles or shell scripts.

`siteman1dir`

From *siteman1dir.U*:

This variable contains the name of the directory in which site-specific manual source pages are to be put. It is the responsibility of the *Makefile.SH* to get the value of this into the proper command. You must be prepared to do the *~name* expansion yourself. The standard distribution will put nothing in this directory. After perl has been installed, users may install their own local man1 pages in this directory with MakeMaker *Makefile.PL* or equivalent. See `INSTALL` for details.

`siteman1direxp`

From *siteman1dir.U*:

This variable is the same as the siteman1dir variable, but is filename expanded at configuration time, for convenient use in makefiles.

`siteman3dir`

From *siteman3dir.U*:

This variable contains the name of the directory in which site-specific library man source pages are to be put. It is the responsibility of the *Makefile.SH* to get the value of this into the proper command. You must be prepared to do the *~name* expansion yourself. The standard distribution will put nothing in this directory. After perl has been installed, users may install their own local man3 pages in this directory with MakeMaker *Makefile.PL* or equivalent. See `INSTALL` for details.

`siteman3direxp`

From *siteman3dir.U*:

This variable is the same as the siteman3dir variable, but is filename expanded at configuration time, for convenient use in makefiles.

`siteprefix`

From *siteprefix.U*:

This variable holds the full absolute path of the directory below which the user will install add-on packages. See `INSTALL` for usage and examples.

`siteprefixexp`

From *siteprefix.U*:

This variable holds the full absolute path of the directory below which the user will install

add-on packages. Derived from siteprefix.

`sitescript`

From *sitescript.U*:

This variable holds the name of the directory in which the user wants to put add-on publicly executable files for the package in question. It is most often a local directory such as */usr/local/bin*. Programs using this variable must be prepared to deal with *~name* substitution. The standard distribution will put nothing in this directory. After perl has been installed, users may install their own local scripts in this directory with MakeMaker *Makefile.PL* or equivalent. See `INSTALL` for details.

`sitescriptexp`

From *sitescript.U*:

This is the same as the sitescript variable, but is filename expanded at configuration time, for use in your makefiles.

`sizesize`

From *sizesize.U*:

This variable contains the size of a sizetype in bytes.

`sizetype`

From *sizetype.U*:

This variable defines sizetype to be something like size_t, unsigned long, or whatever type is used to declare length parameters for string functions.

`sleep`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`sLOCALTIME_max`

From *time_size.U*:

This variable defines the maximum value of the time_t offset that the system function localtime () accepts

`sLOCALTIME_min`

From *time_size.U*:

This variable defines the minimum value of the time_t offset that the system function localtime () accepts

`smail`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`so`

From *so.U*:

This variable holds the extension used to identify shared libraries (also known as shared objects) on the system. Usually set to `so`.

`sockethdr`

From *d_socket.U*:

This variable has any cpp `-I` flags needed for socket support.

`socketlib`

From *d_socket.U*:

This variable has the names of any libraries needed for socket support.

`socksizetype`

From *socksizetype.U*:

This variable holds the type used for the size argument for various socket calls like accept. Usual values include socklen_t, size_t, and int.

`sort`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the sort program. After Configure runs, the value is reset to a plain `sort` and is not useful.

`spackage`

From *package.U*:

This variable contains the name of the package being constructed, with the first letter uppercased, *i.e.* suitable for starting sentences.

`spitshell`

From *spitshell.U*:

This variable contains the command necessary to spit out a runnable shell on this system. It is either cat or a grep `-v` for # comments.

`sPRId64`

From *quadfio.U*:

This variable, if defined, contains the string used by stdio to format 64-bit decimal numbers (format d) for output.

`sPRIeldbl`

From *longdblfio.U*:

This variable, if defined, contains the string used by stdio to format long doubles (format e) for output.

`sPRIEUldbl`

From *longdblfio.U*:

This variable, if defined, contains the string used by stdio to format long doubles (format E) for output. The U in the name is to separate this from sPRIeldbl so that even case-blind systems can see the difference.

`sPRIfldbl`

From *longdblfio.U*:

This variable, if defined, contains the string used by stdio to format long doubles (format `f`) for output.

`sPRIFUldbl`

From *longdblfio.U*:

This variable, if defined, contains the string used by stdio to format long doubles (format F) for output. The U in the name is to separate this from sPRIfldbl so that even case-blind systems can see the difference.

`sPRIgldbl`

From *longdblfio.U*:

This variable, if defined, contains the string used by stdio to format long doubles (format g) for output.

`sPRIGUldbl`

From *longdblfio.U*:

This variable, if defined, contains the string used by stdio to format long doubles (format G) for output. The U in the name is to separate this from sPRIgldbl so that even case-blind systems can see the difference.

`sPRIi64`

From *quadfio.U*:

This variable, if defined, contains the string used by stdio to format 64-bit decimal numbers (format i) for output.

`sPRIo64`

From *quadfio.U*:

This variable, if defined, contains the string used by stdio to format 64-bit octal numbers (format o) for output.

`sPRIu64`

From *quadfio.U*:

This variable, if defined, contains the string used by stdio to format 64-bit unsigned decimal numbers (format u) for output.

`sPRIx64`

From *quadfio.U*:

This variable, if defined, contains the string used by stdio to format 64-bit hexadecimal numbers (format x) for output.

`sPRIXU64`

From *quadfio.U*:

This variable, if defined, contains the string used by stdio to format 64-bit hExADECimAl numbers (format X) for output. The U in the name is to separate this from sPRIx64 so that even case-blind systems can see the difference.

`srand48_r_proto`

From *d_srand48_r.U*:

This variable encodes the prototype of srand48_r. It is zero if d_srand48_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_srand48_r is defined.

`srandom_r_proto`

From *d_srandom_r.U*:

This variable encodes the prototype of srandom_r. It is zero if d_srandom_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_srandom_r is defined.

`src`

From *src.U*:

This variable holds the (possibly relative) path of the package source. It is up to the Makefile to use this variable and set VPATH accordingly to find the sources remotely. Use $pkgsrc to have an absolute path.

`sSCNfldbl`

From *longdblfio.U*:

This variable, if defined, contains the string used by stdio to format long doubles (format `f`) for input.

`ssizetype`

From *ssizetype.U*:

This variable defines ssizetype to be something like ssize_t, long or int. It is used by functions that return a count of bytes or an error condition. It must be a signed type. We will pick a type such that sizeof(SSize_t) == sizeof(Size_t).

`st_ino_sign`

From *st_ino_def.U*:

This variable contains the signedness of struct stat's st_ino. 1 for unsigned, -1 for signed.

`st_ino_size`

From *st_ino_def.U*:

This variable contains the size of struct stat's st_ino in bytes.

`startperl`

From *startperl.U*:

This variable contains the string to put on the front of a perl script to make sure (hopefully) that it runs with perl and not some shell. Of course, that leading line must be followed by the classical perl idiom: eval 'exec perl -S $0 ${1+$@}' if $running_under_some_shell; to guarantee perl startup should the shell execute the script. Note that this magic incantation is not understood by csh.

`startsh`

From *startsh.U*:

This variable contains the string to put on the front of a shell script to make sure (hopefully) that it runs with sh and not some other shell.

`static_ext`

From *Extensions.U*:

This variable holds a list of XS extension files we want to link statically into the package. It is used by Makefile.

`stdchar`

From *stdchar.U*:

This variable conditionally defines `STDCHAR` to be the type of char used in *stdio.h*. It has the values "unsigned char" or `char`.

`stdio_base`

From *d_stdstdio.U*:

This variable defines how, given a `FILE` pointer, fp, to access the _base field (or equivalent) of *stdio.h*'s `FILE` structure. This will be used to define the macro FILE_base(fp).

`stdio_bufsiz`

From *d_stdstdio.U*:

This variable defines how, given a `FILE` pointer, fp, to determine the number of bytes store in the I/O buffer pointer to by the _base field (or equivalent) of *stdio.h*'s `FILE` structure. This will be used to define the macro FILE_bufsiz(fp).

`stdio_cnt`

From *d_stdstdio.U*:

This variable defines how, given a `FILE` pointer, fp, to access the _cnt field (or equivalent) of *stdio.h*'s `FILE` structure. This will be used to define the macro FILE_cnt(fp).

`stdio_filbuf`

From *d_stdstdio.U*:

This variable defines how, given a `FILE` pointer, fp, to tell stdio to refill its internal buffers (?). This will be used to define the macro FILE_filbuf(fp).

`stdio_ptr`

From *d_stdstdio.U*:

This variable defines how, given a `FILE` pointer, fp, to access the _ptr field (or equivalent) of *stdio.h*'s `FILE` structure. This will be used to define the macro FILE_ptr(fp).

`stdio_stream_array`

From *stdio_streams.U*:

This variable tells the name of the array holding the stdio streams. Usual values include _iob, __iob, and __sF.

`strerror_r_proto`

From *d_strerror_r.U*:

This variable encodes the prototype of strerror_r. It is zero if d_strerror_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_strerror_r is defined.

`strings`

From *i_string.U*:

This variable holds the full path of the string header that will be used. Typically */usr/include/string.h* or */usr/include/strings.h*.

`submit`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`subversion`

From *patchlevel.U*:

The subversion level of this package. The value of subversion comes from the *patchlevel.h* file. In a version number such as 5.6.1, this is the `1`. In *patchlevel.h*, this is referred to as `PERL_SUBVERSION`. This is unique to perl.

`sysman`

From *sysman.U*:

This variable holds the place where the manual is located on this system. It is not the place where the user wants to put his manual pages. Rather it is the place where Configure may look to find manual for unix commands (section 1 of the manual usually). See mansrc.

`sysroot`

From *Sysroot.U*:

This variable is empty unless supplied by the Configure user. It can contain a path to an alternative root directory, under which headers and libraries for the compilation target can be found. This is generally used when cross-compiling using a gcc-like compiler.

t

`tail`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`tar`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`targetarch`

From *Cross.U*:

If cross-compiling, this variable contains the target architecture. If not, this will be empty.

`targetdir`

From *Cross.U*:

This variable contains a path that will be created on the target host using targetmkdir, and then used to copy the cross-compiled executables to. Defaults to */tmp* if not set.

`targetenv`

From *Cross.U*:

If cross-compiling, this variable can be used to modify the environment on the target system. However, how and where it's used, and even if it's used at all, is entirely dependent on both the transport mechanism (targetrun) and what the target system is. Unless the relevant documentation says otherwise, it is genereally not useful.

`targethost`

From *Cross.U*:

This variable contains the name of a separate host machine that can be used to run compiled test programs and perl tests on. Set to empty string if not in use.

`targetmkdir`

From *Cross.U*:

This variable contains the command used by Configure to create a new directory on the target host.

`targetport`

From *Cross.U*:

This variable contains the number of a network port to be used to connect to the host in targethost, if unset defaults to 22 for ssh.

`targetsh`

From *Cross.U*:

If cross-compiling, this variable contains the location of sh on the target system. If not, this will be the same as $sh.

`tbl`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`tee`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`test`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the test program. After Configure runs, the value is reset to a plain `test` and is not useful.

`timeincl`

From *i_time.U*:

This variable holds the full path of the included time header(s).

`timetype`

From *d_time.U*:

This variable holds the type returned by time(). It can be long, or time_t on BSD sites (in which case <sys/types.h> should be included). Anyway, the type Time_t should be used.

`tmpnam_r_proto`

From *d_tmpnam_r.U*:

This variable encodes the prototype of tmpnam_r. It is zero if d_tmpnam_r is undef, and one of the `REENTRANT_PROTO_T_ABC` macros of *reentr.h* if d_tmpnam_r is defined.

`to`

From *Cross.U*:

This variable contains the command used by Configure to copy to from the target host. Useful and available only during Perl build. The string `:` if not cross-compiling.

`touch`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the touch program. After Configure runs, the value is reset to a plain `touch` and is not useful.

`tr`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the tr program. After Configure runs, the value is reset to a plain `tr` and is not useful.

`trnl`

From *trnl.U*:

This variable contains the value to be passed to the tr(1) command to transliterate a newline. Typical values are `\012` and `\n`. This is needed for `EBCDIC` systems where newline is not necessarily `\012`.

`troff`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`ttyname_r_proto`

From *d_ttyname_r.U*:

This variable encodes the prototype of ttyname_r. It is zero if d_ttyname_r is undef, and one of the REENTRANT_PROTO_T_ABC macros of *reentr.h* if d_ttyname_r is defined.

u

`u16size`

From *perlxv.U*:

This variable is the size of an U16 in bytes.

`u16type`

From *perlxv.U*:

This variable contains the C type used for Perl's U16.

`u32size`

From *perlxv.U*:

This variable is the size of an U32 in bytes.

`u32type`

From *perlxv.U*:

This variable contains the C type used for Perl's U32.

`u64size`

From *perlxv.U*:

This variable is the size of an U64 in bytes.

`u64type`

From *perlxv.U*:

This variable contains the C type used for Perl's U64.

`u8size`

From *perlxv.U*:

This variable is the size of an U8 in bytes.

`u8type`

From *perlxv.U*:

This variable contains the C type used for Perl's U8.

`uidformat`

From *uidf.U*:

This variable contains the format string used for printing a Uid_t.

`uidsign`

From *uidsign.U*:

This variable contains the signedness of a uidtype. 1 for unsigned, -1 for signed.

`uidsize`

From *uidsize.U*:

This variable contains the size of a uidtype in bytes.

`uidtype`

From *uidtype.U*:

This variable defines Uid_t to be something like uid_t, int, ushort, or whatever type is used to declare user ids in the kernel.

`uname`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the uname program. After Configure runs, the value is reset to a plain `uname` and is not useful.

`uniq`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the uniq program. After Configure runs, the value is reset to a plain `uniq` and is not useful.

`uquadtype`

From *quadtype.U*:

This variable defines Uquad_t to be something like unsigned long, unsigned int, unsigned long long, uint64_t, or whatever type is used for 64-bit integers.

`use5005threads`

From *usethreads.U*:

This variable conditionally defines the USE_5005THREADS symbol, and indicates that Perl should be built to use the 5.005-based threading implementation. Only valid up to 5.8.x.

`use64bitall`

From *use64bits.U*:

This variable conditionally defines the USE_64_BIT_ALL symbol, and indicates that 64-bit integer types should be used when available. The maximal possible 64-bitness is employed: LP64 or ILP64, meaning that you will be able to use more than 2 gigabytes of memory. This mode is even more binary incompatible than USE_64_BIT_INT. You may not be able to run the resulting executable in a 32-bit `CPU` at all or you may need at least to reboot your `OS` to 64-bit mode.

`use64bitint`

From *use64bits.U*:

This variable conditionally defines the USE_64_BIT_INT symbol, and indicates that 64-bit integer types should be used when available. The minimal possible 64-bitness is employed, just enough to get 64-bit integers into Perl. This may mean using for example "long longs", while your memory may still be limited to 2 gigabytes.

`usecrosscompile`

From *Cross.U*:

This variable conditionally defines the `USE_CROSS_COMPILE` symbol, and indicates that Perl has been cross-compiled.

`usedevel`

From *Devel.U*:

This variable indicates that Perl was configured with development features enabled. This should not be done for production builds.

`usedl`

From *dlsrc.U*:

This variable indicates if the system supports dynamic loading of some sort. See also dlsrc and dlobj.

`usedtrace`

From *usedtrace.U*:

This variable indicates whether we are compiling with dtrace support. See also dtrace.

`usefaststdio`

From *usefaststdio.U*:

This variable conditionally defines the `USE_FAST_STDIO` symbol, and indicates that Perl should be built to use `fast stdio`. Defaults to define in Perls 5.8 and earlier, to undef later.

`useithreads`

From *usethreads.U*:

This variable conditionally defines the `USE_ITHREADS` symbol, and indicates that Perl should be built to use the interpreter-based threading implementation.

`usekernprocpathname`

From *usekernprocpathname.U*:

This variable, indicates that we can use sysctl with `KERN_PROC_PATHNAME` to get a full path for the executable, and hence convert $^X to an absolute path.

`uselargefiles`

From *uselfs.U*:

This variable conditionally defines the `USE_LARGE_FILES` symbol, and indicates that large file interfaces should be used when available.

`uselongdouble`

From *uselongdbl.U*:

This variable conditionally defines the `USE_LONG_DOUBLE` symbol, and indicates that long doubles should be used when available.

`usemallocwrap`

From *mallocsrc.U*:

This variable contains y if we are wrapping malloc to prevent integer overflow during size calculations.

`usemorebits`

From *usemorebits.U*:

This variable conditionally defines the `USE_MORE_BITS` symbol, and indicates that explicit 64-bit interfaces and long doubles should be used when available.

`usemultiplicity`

From *usemultiplicity.U*:

This variable conditionally defines the `MULTIPLICITY` symbol, and indicates that Perl should be built to use multiplicity.

`usemymalloc`

From *mallocsrc.U*:

This variable contains y if the malloc that comes with this package is desired over the system's version of malloc. People often include special versions of malloc for efficiency, but such versions are often less portable. See also mallocsrc and mallocobj. If this is `y`, then -lmalloc is removed from $libs.

`usenm`

From *usenm.U*:

This variable contains `true` or `false` depending whether the nm extraction is wanted or not.

`usensgetexecutablepath`

From *usensgetexecutablepath.U*:

This symbol, if defined, indicates that we can use _NSGetExecutablePath and realpath to get a full path for the executable, and hence convert $^X to an absolute path.

`useopcode`

From *Extensions.U*:

This variable holds either `true` or `false` to indicate whether the Opcode extension should be used. The sole use for this currently is to allow an easy mechanism for users to skip the Opcode extension from the Configure command line.

`useperlio`

From *useperlio.U*:

This variable conditionally defines the `USE_PERLIO` symbol, and indicates that the PerlIO abstraction should be used throughout.

`useposix`

From *Extensions.U*:

This variable holds either `true` or `false` to indicate whether the `POSIX` extension should be used. The sole use for this currently is to allow an easy mechanism for hints files to indicate that `POSIX` will not compile on a particular system.

`usereentrant`

From *usethreads.U*:

This variable conditionally defines the `USE_REENTRANT_API` symbol, which indicates that the thread code may try to use the various _r versions of library functions. This is only potentially meaningful if usethreads is set and is very experimental, it is not even prompted for.

`userelocatableinc`

From *bin.U*:

This variable is set to true to indicate that perl should relocate `@INC` entries at runtime based on the path to the perl binary. Any `@INC` paths starting *.../* are relocated relative to the directory containing the perl binary, and a logical cleanup of the path is then made around the join point (removing *dir/../* pairs)

`useshrplib`

From *libperl.U*:

This variable is set to `true` if the user wishes to build a shared libperl, and `false` otherwise.

`usesitecustomize`

From *d_sitecustomize.U*:

This variable is set to true when the user requires a mechanism that allows the sysadmin to add entries to `@INC` at runtime. This variable being set, makes perl run *$sitelib/sitecustomize.pl* at startup.

`usesocks`

From *usesocks.U*:

This variable conditionally defines the `USE_SOCKS` symbol, and indicates that Perl should be built to use `SOCKS`.

`usethreads`

From *usethreads.U*:

This variable conditionally defines the USE_THREADS symbol, and indicates that Perl should be built to use threads.

`usevendorprefix`

From *vendorprefix.U*:

This variable tells whether the vendorprefix and consequently other vendor* paths are in use.

`useversionedarchname`

From *archname.U*:

This variable indicates whether to include the $api_versionstring as a component of the $archname.

`usevfork`

From *d_vfork.U*:

This variable is set to true when the user accepts to use vfork. It is set to false when no vfork is available or when the user explicitly requests not to use vfork.

`usrinc`

From *usrinc.U*:

This variable holds the path of the include files, which is usually */usr/include*. It is mainly used by other Configure units.

`uuname`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`uvoformat`

From *perlxvf.U*:

This variable contains the format string used for printing a Perl UV as an unsigned octal integer.

`uvsize`

From *perlxv.U*:

This variable is the size of a UV in bytes.

`uvtype`

From *perlxv.U*:

This variable contains the C type used for Perl's UV.

`uvuformat`

From *perlxvf.U*:

This variable contains the format string used for printing a Perl UV as an unsigned decimal integer.

`uvxformat`

From *perlxvf.U*:

This variable contains the format string used for printing a Perl UV as an unsigned hexadecimal integer in lowercase abcdef.

`uvXUformat`

From *perlxvf.U*:

This variable contains the format string used for printing a Perl UV as an unsigned hexadecimal integer in uppercase ABCDEF.

v

`vaproto`

From *vaproto.U*:

This variable conditionally defines CAN_VAPROTO on systems supporting prototype declaration of functions with a variable number of arguments. See also prototype.

`vendorarch`

From *vendorarch.U*:

This variable contains the value of the PERL_VENDORARCH symbol. It may have a ~ on the front. The standard distribution will put nothing in this directory. Vendors who distribute perl may wish to place their own architecture-dependent modules and extensions in this directory with MakeMaker *Makefile.PL* INSTALLDIRS=vendor or equivalent. See INSTALL for details.

`vendorarchexp`

From *vendorarch.U*:

This variable is the *~name* expanded version of vendorarch, so that you may use it directly in Makefiles or shell scripts.

`vendorbin`

From *vendorbin.U*:

This variable contains the eventual value of the VENDORBIN symbol. It may have a ~ on the front. The standard distribution will put nothing in this directory. Vendors who distribute perl may wish to place additional binaries in this directory with MakeMaker *Makefile.PL* INSTALLDIRS=vendor or equivalent. See INSTALL for details.

`vendorbinexp`

From *vendorbin.U*:

This variable is the *~name* expanded version of vendorbin, so that you may use it directly in Makefiles or shell scripts.

`vendorhtml1dir`

From *vendorhtml1dir.U*:

This variable contains the name of the directory for html pages. It may have a ~ on the front. The standard distribution will put nothing in this directory. Vendors who distribute perl may wish to place their own html pages in this directory with MakeMaker *Makefile.PL* INSTALLDIRS=vendor or equivalent. See INSTALL for details.

`vendorhtml1direxp`

From *vendorhtml1dir.U*:

This variable is the *~name* expanded version of vendorhtml1dir, so that you may use it directly in Makefiles or shell scripts.

`vendorhtml3dir`

From *vendorhtml3dir.U*:

This variable contains the name of the directory for html library pages. It may have a ~ on the front. The standard distribution will put nothing in this directory. Vendors who distribute perl may wish to place their own html pages for modules and extensions in this directory with MakeMaker *Makefile.PL* INSTALLDIRS=vendor or equivalent. See INSTALL for details.

`vendorhtml3direxp`

From *vendorhtml3dir.U*:

This variable is the *~name* expanded version of vendorhtml3dir, so that you may use it directly in Makefiles or shell scripts.

`vendorlib`

From *vendorlib.U*:

This variable contains the eventual value of the `VENDORLIB` symbol, which is the name of the private library for this package. The standard distribution will put nothing in this directory. Vendors who distribute perl may wish to place their own modules in this directory with MakeMaker *Makefile.PL* `INSTALLDIRS`=vendor or equivalent. See `INSTALL` for details.

`vendorlib_stem`

From *vendorlib.U*:

This variable is $vendorlibexp with any trailing version-specific component removed. The elements in inc_version_list (*inc_version_list.U*) can be tacked onto this variable to generate a list of directories to search.

`vendorlibexp`

From *vendorlib.U*:

This variable is the *~name* expanded version of vendorlib, so that you may use it directly in Makefiles or shell scripts.

`vendorman1dir`

From *vendorman1dir.U*:

This variable contains the name of the directory for man1 pages. It may have a ~ on the front. The standard distribution will put nothing in this directory. Vendors who distribute perl may wish to place their own man1 pages in this directory with MakeMaker *Makefile.PL* `INSTALLDIRS`=vendor or equivalent. See `INSTALL` for details.

`vendorman1direxp`

From *vendorman1dir.U*:

This variable is the *~name* expanded version of vendorman1dir, so that you may use it directly in Makefiles or shell scripts.

`vendorman3dir`

From *vendorman3dir.U*:

This variable contains the name of the directory for man3 pages. It may have a ~ on the front. The standard distribution will put nothing in this directory. Vendors who distribute perl may wish to place their own man3 pages in this directory with MakeMaker *Makefile.PL* `INSTALLDIRS`=vendor or equivalent. See `INSTALL` for details.

`vendorman3direxp`

From *vendorman3dir.U*:

This variable is the *~name* expanded version of vendorman3dir, so that you may use it directly in Makefiles or shell scripts.

`vendorprefix`

From *vendorprefix.U*:

This variable holds the full absolute path of the directory below which the vendor will install add-on packages. See `INSTALL` for usage and examples.

`vendorprefixexp`

From *vendorprefix.U*:

This variable holds the full absolute path of the directory below which the vendor will install add-on packages. Derived from vendorprefix.

`vendorscript`

From *vendorscript.U*:

This variable contains the eventual value of the `VENDORSCRIPT` symbol. It may have a ~ on the front. The standard distribution will put nothing in this directory. Vendors who distribute perl may wish to place additional executable scripts in this directory with MakeMaker *Makefile.PL* `INSTALLDIRS`=vendor or equivalent. See `INSTALL` for details.

`vendorscriptexp`

From *vendorscript.U*:

This variable is the *~name* expanded version of vendorscript, so that you may use it directly in Makefiles or shell scripts.

`version`

From *patchlevel.U*:

The full version number of this package, such as 5.6.1 (or 5_6_1). This combines revision, patchlevel, and subversion to get the full version number, including any possible subversions. This is suitable for use as a directory name, and hence is filesystem dependent.

`version_patchlevel_string`

From *patchlevel.U*:

This is a string combining version, subversion and perl_patchlevel (if perl_patchlevel is non-zero). It is typically something like 'version 7 subversion 1' or 'version 7 subversion 1 patchlevel 11224' It is computed here to avoid duplication of code in *myconfig.SH* and *lib/Config.pm*.

`versiononly`

From *versiononly.U*:

If set, this symbol indicates that only the version-specific components of a perl installation should be installed. This may be useful for making a test installation of a new version without disturbing the existing installation. Setting versiononly is equivalent to setting installperl's -v option. In particular, the non-versioned scripts and programs such as a2p, c2ph, h2xs, pod2*, and perldoc are not installed (see `INSTALL` for a more complete list). Nor are the man pages installed. Usually, this is undef.

`vi`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

x

`xlibpth`

From *libpth.U*:

This variable holds extra path (space-separated) used to find libraries on this platform, for example CPU-specific libraries (on multi-CPU platforms) may be listed here.

y

`yacc`

From *yacc.U*:

This variable holds the name of the compiler compiler we want to use in the Makefile. It can be yacc, byacc, or bison -y.

`yaccflags`

From *yacc.U*:

This variable contains any additional yacc flags desired by the user. It is up to the Makefile to use this.

z

`zcat`

From *Loc.U*:

This variable is defined but not used by Configure. The value is the empty string and is not useful.

`zip`

From *Loc.U*:

This variable is used internally by Configure to determine the full pathname (if any) of the zip program. After Configure runs, the value is reset to a plain `zip` and is not useful.

GIT DATA

Information on the git commit from which the current perl binary was compiled can be found in the variable `$Config::Git_Data`. The variable is a structured string that looks something like this:

```
git_commit_id='ea0c2dbd5f5ac6845ecc7ec6696415bf8e27bd52'
git_describe='GitLive-blead-1076-gea0c2db'
git_branch='smartmatch'
git_uncommitted_changes=''
git_commit_id_title='Commit id:'
git_commit_date='2009-05-09 17:47:31 +0200'
```

Its format is not guaranteed not to change over time.

NOTE

This module contains a good example of how to use tie to implement a cache and an example of how to make a tied variable readonly to those outside of it.