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#!/bin/bash
# build_repo.sh - Build a custom pacman repository.
# Features: Steampunk theme with automatic Lolcat Rainbow fallback for
headers.

# --- Steampunk Color Definitions (256-Color) ---
export NC='\033[0m'
export STEAM_WHITE='\033[38;5;253m'      # Steam / Fog
export STEAM_BRONZE='\033[38;5;136m'    # Dark Gold/Bronze
export STEAM_COPPER='\033[38;5;172m'    # Copper/Orange
export STEAM_GOLD='\033[38;5;220m'       # Bright Brass/Gold
export STEAM_IRON='\033[38;5;245m'       # Iron/Gray
export STEAM_RUST='\033[38;5;130m'        # Rust/Leather
export STEAM_GEAR='\033[38;5;240m'        # Dark Gear Gray

# --- Configuration ---
REPO_DIR="../my_custom_repo"
REPO_NAME="my_custom_repo"
AUR_LIST="data/aur.list"
PKG_LIST="data/packages.list"
BUILD_DIR="/tmp/repo_builder"

# --- Visual Functions ---

# Helper to print text, optionally piping through lolcat if available
print_rainbow() {
    if command -v lolcat &> /dev/null; then
        echo -e "$1" | lolcat
    else
        echo -e "$1"
    fi
}

show_header() {
    clear
    local ascii_art="
      .-----.
      /   o   /|   /\ \  \| \
      /_____ /o| /o \ \  o  \| \
      |   o   | | /   o\ \____ \| \
      |   o   |o/ \ \o   /o   / \
      |   o   | /   \ \ o/   o   /
      '-----'   \| /____ / \
    "
}

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A R C H F O U N D R Y & A R M O R Y
 Repository Fabrication Unit - Mk. III

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# If lolcat exists, rainbow it. If not, use Steampunk
Bronze/Copper manually.
if command -v lolcat &> /dev/null; then
    echo "$ascii_art" | lolcat
else
    echo -e "${STEAM_BRONZE}"
    echo "      .-----."
    echo "      /   o   /|   /\\\"  \\\""
    echo "      /_____/o|   /o \\\"  o   \\\""
    echo "      |   o   ||   /   o\\\"____\\\""
    echo "      |   o   |o/   \\\"o   /o   /"
    echo "      |       o| /   \\\"o/   o   /"
    echo "      '-----'   \\\"/____ /"
    echo -e "${NC}"
    echo -e "${STEAM_COPPER}"
${NC}"                                     $  

U N D R Y   &   A R M O R Y           ${STEAM_COPPER}          A R C H     F O  

echo -e "${STEAM_COPPER} || ${STEAM_IRON}          ${NC}"  

Fabrication Unit - Mk. III                 ${STEAM_COPPER}          Repository  

echo -e "${STEAM_COPPER}"  

${NC}"                                     $  

fi
echo
}  

check_dependencies() {
local deps=("git" "base-devel" "pacman-contrib")
local missing=()
for dep in "${deps[@]}"; do
    if ! pacman -Qi "$dep" &> /dev/null; then
        missing+=("$dep")
    fi
done

if [ ${#missing[@]} -gt 0 ]; then
    echo -e "${STEAM_RUST}>> Stoking furnaces... Installing
missing components: ${missing[*]}${NC}"
        sudo pacman -S --noconfirm --needed "${missing[@]}"
    fi

if ! command -v yay &> /dev/null; then
    echo -e "${STEAM_RUST}CRITICAL MALFUNCTION: 'yay' mechanism
not found.${NC}"
        exit 1
    fi
}

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}

# --- Build Functions ---

setup_environment() {
    echo -e "${STEAM_BRONZE}>> Calibrating workspace
coordinates...${NC}"
    mkdir -p "$REPO_DIR"
    mkdir -p "$BUILD_DIR"
    rm -rf "$BUILD_DIR/*"
}

build_aur_packages() {
    echo -e "\n${STEAM_COPPER}>> Phase 1: Forging AUR Artifacts${NC}"
    echo -e "${STEAM_IRON}-----${NC}"

    if [ ! -f "$AUR_LIST" ]; then
        echo -e "${STEAM_RUST}Schematic not found at $AUR_LIST${NC}"
        return
    fi

    local current_dir=$(pwd)

    while read -r pkg; do
        [[ -z "$pkg" ]] && continue
        if ls "$REPO_DIR/$pkg".tar.zst 1> /dev/null 2>&1; then
            echo -e "${STEAM_GOLD}>> Artifact $pkg already in vault.
Skipping.${NC}"
            continue
        fi

        echo -e "${STEAM_BRONZE}>> Smelting: ${STEAM_WHITE}${pkg}${NC}"
        cd "$BUILD_DIR" || exit

        if yay -G "$pkg" > /dev/null 2>&1; then
            cd "$pkg" || continue
            if makepkg -s --noconfirm --clean; then
                echo -e "${STEAM_GOLD}>> Forging complete: ${pkg}${NC}"
                mv *.tar.zst "$current_dir/$REPO_DIR/"
            else
                echo -e "${STEAM_RUST}>> Forging FAILED: ${pkg}${NC}"
            fi
        else
            echo -e "${STEAM_RUST}>> Could not acquire schematics for
$pkg.${NC}"
        fi
    done
    cd "$current_dir" || exit
}

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        done < "$AUR_LIST"
    }

download_official_packages() {
    echo -e "\n${STEAM_COPPER}>> Phase 2: Acquiring Standard
Supplies${NC}"
    echo -e
"${STEAM_IRON}-----${NC}"

    if [ ! -f "$PKG_LIST" ]; then
        echo -e "${STEAM_RUST}Manifest not found at $PKG_LIST${NC}"
        return
    fi

    mapfile -t pkgs < "$PKG_LIST"
    local valid_pkgs=()
    for p in "${pkgs[@]}"; do
        [[ -n "$p" ]] && valid_pkgs+=("$p")
    done

    echo -e "${STEAM_WHITE}>> Routing ${#valid_pkgs[@]} packages to
containment unit...${NC}"
    sudo pacman -Sw --cachedir "$REPO_DIR" --noconfirm --needed
"${valid_pkgs[@]}"
}

create_repository_db() {
    echo -e "\n${STEAM_COPPER}>> Phase 3: Engraving Repository
Database${NC}"
    echo -e
"${STEAM_IRON}-----${NC}"

    cd "$REPO_DIR" || exit
    local pkg_files=(*.pkg.tar.zst)

    if [ ${#pkg_files[@]} -eq 0 ]; then
        echo -e "${STEAM_RUST}No artifacts detected in the
vault.${NC}"
        return
    fi

    echo -e "${STEAM_BRONZE}>> Indexing ${#pkg_files[@]} items into
'$REPO_NAME.db.tar.gz'...${NC}"
    repo-add -n -R "$REPO_NAME.db.tar.gz" *.pkg.tar.zst
    cd ..
}

show_instructions() {

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local abs_path=$(realpath "$REPO_DIR")
local footer=""

F A B R I C A T I O N   C O M P L E T E

Vault Location: $abs_path

To engage this machinery, modify /etc/pacman.conf:

[$REPO_NAME]
SigLevel = Optional TrustAll
Server = file:///$abs_path

"
echo
if command -v lolcat &> /dev/null; then
    echo "$footer" | lolcat
else
    echo -e "${STEAM_GEAR}"
${NC}"                                     $ F A B R
I C A T I O N   C O M P L E T E           ${STEAM_GEAR}  ||${NC}"      I C A T I O N   C O M P L E T E
    echo -e "${STEAM_GEAR}"                   $${NC}"                                     $${NC}"      I C A T I O N   C O M P L E T E
${NC}"                                     $${NC}"                                     $${NC}"      I C A T I O N   C O M P L E T E
    echo -e "${STEAM_GEAR} || ${STEAM_BRONZE}  Vault Location:
${STEAM_WHITE}${abs_path} ${STEAM_GEAR}  ||${NC}"      I C A T I O N   C O M P L E T E
    echo -e "${STEAM_GEAR} ||${NC}"           $${NC}"                                     $${NC}"      I C A T I O N   C O M P L E T E
${NC}"                                     $${NC}"                                     $${NC}"      I C A T I O N   C O M P L E T E
    echo -e "${STEAM_GEAR} || ${STEAM_COPPER}  To engage this
machinery, modify ${STEAM_WHITE}/etc/pacman.conf${STEAM_COPPER}:
${STEAM_GEAR}||${NC}"                      I C A T I O N   C O M P L E T E
    echo -e "${STEAM_GEAR} ||${NC}"           $${NC}"                                     $${NC}"      I C A T I O N   C O M P L E T E
${NC}"                                     $${NC}"                                     $${NC}"      I C A T I O N   C O M P L E T E
    echo -e "${STEAM_GEAR} || ${STEAM_WHITE}   [$REPO_NAME]
${STEAM_GEAR}||${NC}"                      I C A T I O N   C O M P L E T E
    echo -e "${STEAM_GEAR} || ${STEAM_WHITE}   SigLevel = Optional
TrustAll                                ${STEAM_GEAR}||${NC}"      I C A T I O N   C O M P L E T E
    echo -e "${STEAM_GEAR} || ${STEAM_WHITE}   Server =
file:///${abs_path}                      ${STEAM_GEAR}||${NC}"      I C A T I O N   C O M P L E T E
    echo -e "${STEAM_GEAR}"                  $${NC}"                                     $${NC}"      I C A T I O N   C O M P L E T E
${NC}"                                     $${NC}"                                     $${NC}"      I C A T I O N   C O M P L E T E
    fi
    echo
}

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# --- Main ---
show_header

if [ "$EUID" -eq 0 ]; then
    echo -e "${STEAM_RUST}CAUTION: Root access detected.\${NC}"
    echo -e "${STEAM_WHITE}Protocol violation. Please operate this
machinery as a standard user.\${NC}"
    exit 1
fi

check_dependencies
setup_environment
build_aur_packages
download_official_packages
create_repository_db
show_instructions
```