// PE

// All tree nodes below use the hex editor to modify the PE file

//

// 00000000 - 0000003F DOS Header

//

// IMAGE_DOS_HEADER:

// 00000000 - 00000001 5A4D = e_magic

// 00000002 - 00000003 0090 = e_cblp

// 00000004 - 00000005 0003 = e_cp

// 00000006 - 00000007 0000 = e_crlc

// 00000008 - 00000009 0004 = e_cparhdr

// 0000000A - 0000000B 0000 = e_minalloc

// 0000000C - 0000000D FFFF = e_maxalloc

// 0000000E - 0000000F 0000 = e_ss

// 00000010 - 00000011 00B8 = e_sp

// 00000012 - 00000013 0000 = e_csum

// 00000014 - 00000015 0000 = e_ip

// 00000016 - 00000017 0000 = e_cs

// 00000018 - 00000019 0040 = e_lfarlc

// 0000001A - 0000001B 0000 = e_ovno

// 0000001C - 0000001D 0000 = e_res[0]

// 0000001E - 0000001F 0000 = e_res[1]

// 00000020 - 00000021 0000 = e_res[2]

// 00000022 - 00000023 0000 = e_res[3]

// 00000024 - 00000025 0000 = e_oemid

// 00000026 - 00000027 0000 = e_oeminfo

// 00000028 - 00000029 0000 = e_res2[0]

// 0000002A - 0000002B 0000 = e_res2[1]

// 0000002C - 0000002D 0000 = e_res2[2]

// 0000002E - 0000002F 0000 = e_res2[3]

// 00000030 - 00000031 0000 = e_res2[4]

// 00000032 - 00000033 0000 = e_res2[5]

// 00000034 - 00000035 0000 = e_res2[6]

// 00000036 - 00000037 0000 = e_res2[7]

// 00000038 - 00000039 0000 = e_res2[8]

// 0000003A - 0000003B 0000 = e_res2[9]

// 0000003C - 0000003F 00000108 = e_lfanew

//

// 0000010C - 0000011F File Header

//

// IMAGE_FILE_HEADER:

// 0000010C - 0000010D 8664 = Machine

// 0000010E - 0000010F 0007 = NumberOfSections

// 00000110 - 00000113 63DCA149 = TimeDateStamp

// 00000114 - 00000117 00000000 = PointerToSymbolTable

// 00000118 - 0000011B 00000000 = NumberOfSymbols

// 0000011C - 0000011D 00F0 = SizeOfOptionalHeader

// 0000011E - 0000011F 0022 = Characteristics

//

// 00000120 - 0000020F Optional Header (64-bit)

//

// IMAGE_OPTIONAL_HEADER64:

// 00000120 - 00000121 020B = Magic

// 00000122 - 00000122 0E = MajorLinkerVersion

// 00000123 - 00000123 22 = MinorLinkerVersion

// 00000124 - 00000127 00028A00 = SizeOfCode

// 00000128 - 0000012B 00025400 = SizeOfInitializedData

// 0000012C - 0000012F 00000000 = SizeOfUninitializedData

// 00000130 - 00000133 0000A6A0 = AddressOfEntryPoint

// 00000134 - 00000137 00001000 = BaseOfCode

// 00000138 - 0000013F 0000000140000000 = ImageBase

// 00000140 - 00000143 00001000 = SectionAlignment

// 00000144 - 00000147 00000200 = FileAlignment

// 00000148 - 00000149 0005 = MajorOperatingSystemVersion

// 0000014A - 0000014B 0002 = MinorOperatingSystemVersion

// 0000014C - 0000014D 0000 = MajorImageVersion

// 0000014E - 0000014F 0000 = MinorImageVersion

// 00000150 - 00000151 0005 = MajorSubsystemVersion

// 00000152 - 00000153 0002 = MinorSubsystemVersion

// 00000154 - 00000157 00000000 = Win32VersionValue

// 00000158 - 0000015B 00063000 = SizeOfImage

// 0000015C - 0000015F 00000400 = SizeOfHeaders

// 00000160 - 00000163 0065DCE9 = CheckSum

// 00000164 - 00000165 0003 = Subsystem

// 00000166 - 00000167 C160 = DllCharacteristics

// 00000168 - 0000016F 00000000001E8480 = SizeOfStackReserve

// 00000170 - 00000177 0000000000001000 = SizeOfStackCommit

// 00000178 - 0000017F 0000000000100000 = SizeOfHeapReserve

// 00000180 - 00000187 0000000000001000 = SizeOfHeapCommit

// 00000188 - 0000018B 00000000 = LoaderFlags

// 0000018C - 0000018F 00000010 = NumberOfRvaAndSizes

// 00000190 - 00000193 00000000 = Export.VirtualAddress

// 00000194 - 00000197 00000000 = Export.Size

// 00000198 - 0000019B 0003BB94 = Import.VirtualAddress

// 0000019C - 0000019F 0000003C = Import.Size

// 000001A0 - 000001A3 00052000 = Resource.VirtualAddress

// 000001A4 - 000001A7 0000F00C = Resource.Size

// 000001A8 - 000001AB 0004E000 = Exception.VirtualAddress

// 000001AC - 000001AF 000020E8 = Exception.Size

// 000001B0 - 000001B3 00000000 = Security.VirtualAddress

// 000001B4 - 000001B7 00000000 = Security.Size

// 000001B8 - 000001BB 00062000 = Base Reloc.VirtualAddress

// 000001BC - 000001BF 0000075C = Base Reloc.Size

// 000001C0 - 000001C3 00039350 = Debug.VirtualAddress

// 000001C4 - 000001C7 0000001C = Debug.Size

// 000001C8 - 000001CB 00000000 = Architecture.VirtualAddress

// 000001CC - 000001CF 00000000 = Architecture.Size

// 000001D0 - 000001D3 00000000 = Global Ptr.VirtualAddress

// 000001D4 - 000001D7 00000000 = Global Ptr.Size

// 000001D8 - 000001DB 00000000 = TLS.VirtualAddress

// 000001DC - 000001DF 00000000 = TLS.Size

// 000001E0 - 000001E3 00039210 = Load Config.VirtualAddress

// 000001E4 - 000001E7 00000140 = Load Config.Size

// 000001E8 - 000001EB 00000000 = Bound Import.VirtualAddress

```
// 000001EC - 000001EF 00000000 = Bound Import.Size

// 000001F0 - 000001F3 0002A000 = IAT.VirtualAddress

// 000001F4 - 000001F7 00000350 = IAT.Size

// 000001F8 - 000001FB 00000000 = Delay Import.VirtualAddress

// 000001FC - 000001FF 00000000 = Delay Import.Size

// 00000200 - 00000203 00000000 = .NET.VirtualAddress

// 00000204 - 00000207 00000000 = .NET.Size

// 00000208 - 0000020B 00000000 = Reserved15.VirtualAddress

// 0000020C - 0000020F 00000000 = Reserved15.Size

//

// 00000210 - 00000237 Section #0: .text

//

// IMAGE_SECTION_HEADER:

// 00000210 - 00000217 .text = Name

// 00000218 - 0000021B 00028890 = VirtualSize

// 0000021C - 0000021F 00001000 = VirtualAddress

// 00000220 - 00000223 00028A00 = SizeOfRawData

// 00000224 - 00000227 00000400 = PointerToRawData

// 00000228 - 0000022B 00000000 = PointerToRelocations

// 0000022C - 0000022F 00000000 = PointerToLinenumbers

// 00000230 - 00000231 0000 = NumberOfRelocations

// 00000232 - 00000233 0000 = NumberOfLinenumbers

// 00000234 - 00000237 60000020 = Characteristics

//

// 00000238 - 0000025F Section #1: .rdata

//
```

// IMAGE_SECTION_HEADER:

// 00000238 - 0000023F .rdata = Name

// 00000240 - 00000243 0001271A = VirtualSize

// 00000244 - 00000247 0002A000 = VirtualAddress

// 00000248 - 0000024B 00012800 = SizeOfRawData

// 0000024C - 0000024F 00028E00 = PointerToRawData

// 00000250 - 00000253 00000000 = PointerToRelocations

// 00000254 - 00000257 00000000 = PointerToLinenumbers

// 00000258 - 00000259 0000 = NumberOfRelocations

// 0000025A - 0000025B 0000 = NumberOfLinenumbers

// 0000025C - 0000025F 40000040 = Characteristics

//

// 00000260 - 00000287 Section #2: .data

//

// IMAGE_SECTION_HEADER:

// 00000260 - 00000267 .data = Name

// 00000268 - 0000026B 000103F8 = VirtualSize

// 0000026C - 0000026F 0003D000 = VirtualAddress

// 00000270 - 00000273 00000E00 = SizeOfRawData

// 00000274 - 00000277 0003B600 = PointerToRawData

// 00000278 - 0000027B 00000000 = PointerToRelocations

// 0000027C - 0000027F 00000000 = PointerToLinenumbers

// 00000280 - 00000281 0000 = NumberOfRelocations

// 00000282 - 00000283 0000 = NumberOfLinenumbers

// 00000284 - 00000287 C0000040 = Characteristics

//

// 00000288 - 000002AF Section #3: .pdata

//

// IMAGE_SECTION_HEADER:

// 00000288 - 0000028F .pdata = Name

// 00000290 - 00000293 000020E8 = VirtualSize

// 00000294 - 00000297 0004E000 = VirtualAddress

// 00000298 - 0000029B 00002200 = SizeOfRawData

// 0000029C - 0000029F 0003C400 = PointerToRawData

// 000002A0 - 000002A3 00000000 = PointerToRelocations

// 000002A4 - 000002A7 00000000 = PointerToLinenumbers

// 000002A8 - 000002A9 0000 = NumberOfRelocations

// 000002AA - 000002AB 0000 = NumberOfLinenumbers

// 000002AC - 000002AF 40000040 = Characteristics

//

// 000002B0 - 000002D7 Section #4: _RDATA

//

// IMAGE_SECTION_HEADER:

// 000002B0 - 000002B7 _RDATA = Name

// 000002B8 - 000002BB 0000015C = VirtualSize

// 000002BC - 000002BF 00051000 = VirtualAddress

// 000002C0 - 000002C3 00000200 = SizeOfRawData

// 000002C4 - 000002C7 0003E600 = PointerToRawData

// 000002C8 - 000002CB 00000000 = PointerToRelocations

// 000002CC - 000002CF 00000000 = PointerToLinenumbers

// 000002D0 - 000002D1 0000 = NumberOfRelocations

// 000002D2 - 000002D3 0000 = NumberOfLinenumbers

// 000002D4 - 000002D7 40000040 = Characteristics

//

// 000002D8 - 000002FF Section #5: .rsrc

//

// IMAGE_SECTION_HEADER:

// 000002D8 - 000002DF .rsrc = Name

// 000002E0 - 000002E3 0000F00C = VirtualSize

// 000002E4 - 000002E7 00052000 = VirtualAddress

// 000002E8 - 000002EB 0000F200 = SizeOfRawData

// 000002EC - 000002EF 0003E800 = PointerToRawData

// 000002F0 - 000002F3 00000000 = PointerToRelocations

// 000002F4 - 000002F7 00000000 = PointerToLinenumbers

// 000002F8 - 000002F9 0000 = NumberOfRelocations

// 000002FA - 000002FB 0000 = NumberOfLinenumbers

// 000002FC - 000002FF 40000040 = Characteristics

//

// 00000300 - 00000327 Section #6: .reloc

//

// IMAGE_SECTION_HEADER:

// 00000300 - 00000307 .reloc = Name

// 00000308 - 0000030B 0000075C = VirtualSize

// 0000030C - 0000030F 00062000 = VirtualAddress

// 00000310 - 00000313 00000800 = SizeOfRawData

// 00000314 - 00000317 0004DA00 = PointerToRawData

// 00000318 - 0000031B 00000000 = PointerToRelocations

// 0000031C - 0000031F 00000000 = PointerToLinenumbers

// 00000320 - 00000321 0000 = NumberOfRelocations

// 00000322 - 00000323 0000 = NumberOfLinenumbers

// 00000324 - 00000327 42000040 = Characteristics

Run Tic Tac Toe Game on [Mobile](https://play.google.com/store/apps/details?id=ru.iiec.pydroid3&hl=en_IN&gl=US) ...

<table>
  <tr>
    <td><img src="https://github.com/imvickykumar999/TIC-TAC-TOE-Game.exe/blob/main/Screenshots/android%20code.jpeg
    <td><img src="https://github.com/imvickykumar999/TIC-TAC-TOE-Game.exe/blob/main/Screenshots/android%20output.jpe
  </tr>
</table>

Run Tic Tac Toe Game on [CMD](https://replit.com/@imvickykumar999/TIC-TAC-TOE-Game#replit/main.py) ...

[![image](https://user-images.githubusercontent.com/50515418/216515333-2ae5c826-392e-426d-aa37-cb2762ac2e03.png)](htt

---

Try either command to run game...

```
>>> python TicTacToe.py
```

or ...

```
>>> cd dist
>>> TicTacToe.exe
```

or, just double tap on `dist/TicTacToe.exe` file.

```
import os


board = {
  1: ' 1',
  2: ' 2',
  3: ' 3',
  4: ' 4',
  5: ' 5',
  6: ' 6',
  7: ' 7',
  8: ' 8',
  9: ' 9'
}



def printBoard(board):
  n = 16
  print()
  print('-' * n)
  print('| ' + board[1] + ' | ' + board[2] + ' | ' + board[3] + ' |')
  print('-' * n)
  print('| ' + board[4] + ' | ' + board[5] + ' | ' + board[6] + ' |')
  print('-' * n)
  print('| ' + board[7] + ' | ' + board[8] + ' | ' + board[9] + ' |')
  print('-' * n)
```

```
  print()



printBoard(board)



def checkBoard(board):
  # check who won

  if board[1] == board[2] == board[3]:
    print(board[1] + ' Won')
    toreturn = True
  elif board[4] == board[5] == board[6]:
    print(board[4] + ' Won')
    toreturn = True
  elif board[7] == board[8] == board[9]:
    print(board[7] + ' Won')
    toreturn = True

  elif board[1] == board[4] == board[7]:
    print(board[1] + ' Won')
    toreturn = True
  elif board[2] == board[5] == board[8]:
    print(board[2] + ' Won')
    toreturn = True
  elif board[3] == board[6] == board[9]:
```

```
    print(board[3] + ' Won')
    toreturn = True

  elif board[1] == board[5] == board[9]:
    print(board[1] + ' Won')
    toreturn = True
  elif board[3] == board[5] == board[7]:
    print(board[3] + ' Won')
    toreturn = True

  else:
    toreturn = False
  return toreturn



ox = next = 1
mykey = []
print('Enter any number from 1 to 9')

while next:
  ox %= 2
  value = ['ðŸ˜„', 'â•Œ']
  key = int(input(f"{value[ox]}'s turn : "))

  if key not in mykey:
    mykey.append(key)
```

```
    board[key] = value[ox]
    ox += 1


    os.system('cls')
    printBoard(board)
    if checkBoard(board):
      break
  else:
    print('You tried to Over-Write, Try again...
')
    next = 0
  next += 1


  if set(mykey) == set(range(1, 10)):
    print('Match Draw...')
    break


input('
Press `Enter` to Exit.')
```

```
# -*- mode: python ; coding: utf-8 -*-



block_cipher = None



a = Analysis(
    ['TicTacToe.py'],
    pathex=[],
    binaries=[],
    datas=[],
    hiddenimports=[],
    hookspath=[],
    hooksconfig={},
    runtime_hooks=[],
    excludes=[],
    win_no_prefer_redirects=False,
    win_private_assemblies=False,
    cipher=block_cipher,
    noarchive=False,
)
pyz = PYZ(a.pure, a.zipped_data, cipher=block_cipher)

exe = EXE(
    pyz,
    a.scripts,
```

```
    a.binaries,
    a.zipfiles,
    a.datas,
    [],
    name='TicTacToe',
    debug=False,
    bootloader_ignore_signals=False,
    strip=False,
    upx=True,
    upx_exclude=[],
    runtime_tmpdir=None,
    console=True,
    disable_windowed_traceback=False,
    argv_emulation=False,
    target_arch=None,
    codesign_identity=None,
    entitlements_file=None,
)
```

```
from ursina import *


if __name__ == '__main__':
    app = Ursina()


camera.orthographic = True
camera.fov = 4
camera.position = (1, 1)
Text.default_resolution *= 2


player = Entity(name='o', color=color.azure)
cursor = Tooltip(player.name, color=player.color, origin=(0,0), scale=4, enabled=True)
cursor.background.color = color.clear
bg = Entity(parent=scene, model='quad', texture='shore', scale=(16,8), z=10, color=color.light_gray)
mouse.visible = False


# create a matrix to store the buttons in. makes it easier to check for victory
board = [[None for x in range(3)] for y in range(3)]


for y in range(3):
    for x in range(3):
        b = Button(parent=scene, position=(x,y))
        board[x][y] = b


        def on_click(b=b):
```

```
            b.text = player.name
            b.color = player.color
            b.collision = False
            check_for_victory()

            if player.name == 'o':
                player.name = 'x'
                player.color = color.orange
            else:
                player.name = 'o'
                player.color = color.azure

            cursor.text = player.name
            cursor.color = player.color

        b.on_click = on_click



def check_for_victory():
    name = player.name

    won = (
    (board[0][0].text == name and board[1][0].text == name and board[2][0].text == name) or # across the bottom
    (board[0][1].text == name and board[1][1].text == name and board[2][1].text == name) or # across the middle
    (board[0][2].text == name and board[1][2].text == name and board[2][2].text == name) or # across the top
    (board[0][0].text == name and board[0][1].text == name and board[0][2].text == name) or # down the left side
```

```
    (board[1][0].text == name and board[1][1].text == name and board[1][2].text == name) or # down the middle
    (board[2][0].text == name and board[2][1].text == name and board[2][2].text == name) or # down the right side
    (board[0][0].text == name and board[1][1].text == name and board[2][2].text == name) or # diagonal /
    (board[0][2].text == name and board[1][1].text == name and board[2][0].text == name))   # diagonal \


    if won:
        print('winner is:', name)
        destroy(cursor)
        mouse.visible = True
        Panel(z=1, scale=10, model='quad')
        t = Text(f'player
{name}
won!', scale=3, origin=(0,0), background=True)
        t.create_background(padding=(.5,.25), radius=Text.size/2)
        t.background.color = player.color.tint(-.2)


if __name__ == '__main__':
    app.run()
```

```
(['C:\Users\Vicky\Desktop\Repository\TicTok-Game.exe\TicTacToe.py'],
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'C:\Users\Vicky\Desktop\Repository\TicTok-Game.exe\TicTacToe.py',

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'C:\Users\Vicky\anaconda3\api-ms-win-crt-time-l1-1-0.dll',

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'C:\Users\Vicky\anaconda3\api-ms-win-crt-conio-l1-1-0.dll',

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'C:\Users\Vicky\anaconda3\api-ms-win-core-libraryloader-l1-1-0.dll',

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'BINARY'),

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('_socket.pyd',

'C:\Users\Vicky\anaconda3\DLLs_socket.pyd',

'EXTENSION'),

('_decimal.pyd',

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'EXTENSION'),

('_hashlib.pyd',

'C:\Users\Vicky\anaconda3\DLLs_hashlib.pyd',

'EXTENSION'),

('_lzma.pyd', 'C:\Users\Vicky\anaconda3\DLLs_lzma.pyd', 'EXTENSION'),

('_bz2.pyd', 'C:\Users\Vicky\anaconda3\DLLs_bz2.pyd', 'EXTENSION'),

('unicodedata.pyd',

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'EXTENSION'),

('_ssl.pyd', 'C:\Users\Vicky\anaconda3\DLLs_ssl.pyd', 'EXTENSION'),

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'BINARY'),

('libssl-1_1-x64.dll',

'C:\Users\Vicky\anaconda3\Library\bin\libssl-1_1-x64.dll',

'BINARY'),

('api-ms-win-crt-utility-l1-1-0.dll',

'C:\Users\Vicky\anaconda3\Library\bin\api-ms-win-crt-utility-l1-1-0.dll',

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'C:\Users\Vicky\Desktop\Repository\TicTok-Game.exe\build\TicTacToe\base_library.zip',

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False,

False,

[],

None,

None,

None)

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  ('zipfile', 'C:\Users\Vicky\anaconda3\lib\zipfile.py', 'PYMODULE'),
  ('py_compile', 'C:\Users\Vicky\anaconda3\lib\py_compile.py', 'PYMODULE'),
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  ('importlib._bootstrap',
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  ('importlib._bootstrap_external',
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   'C:\Users\Vicky\anaconda3\lib\importlib\metadata.py',
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 'C:\Users\Vicky\anaconda3\lib_compat_pickle.py',

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'C:\Users\Vicky\anaconda3\lib_threading_local.py',

'PYMODULE'),

('struct', 'C:\Users\Vicky\anaconda3\lib\struct.py', 'PYMODULE'),

('importlib.util',

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('subprocess', 'C:\Users\Vicky\anaconda3\lib\subprocess.py', 'PYMODULE'),

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```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<assembly xmlns="urn:schemas-microsoft-com:asm.v1" manifestVersion="1.0">
  <assemblyIdentity type="win32" name="TicTacToe" processorArchitecture="amd64" version="1.0.0.0"/>
  <trustInfo xmlns="urn:schemas-microsoft-com:asm.v3">
    <security>
      <requestedPrivileges>
        <requestedExecutionLevel level="asInvoker" uiAccess="false"/>
      </requestedPrivileges>
    </security>
  </trustInfo>
  <dependency>
    <dependentAssembly>
      <assemblyIdentity type="win32" name="Microsoft.Windows.Common-Controls" language="*" processorArchitecture="*" vers
    </dependentAssembly>
  </dependency>
  <compatibility xmlns="urn:schemas-microsoft-com:compatibility.v1">
    <application>
      <supportedOS Id="{e2011457-1546-43c5-a5fe-008deee3d3f0}"/>
      <supportedOS Id="{35138b9a-5d96-4fbd-8e2d-a2440225f93a}"/>
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  </compatibility>
  <application xmlns="urn:schemas-microsoft-com:asm.v3">
    <windowsSettings>
```

```
      <longPathAware xmlns="http://schemas.microsoft.com/SMI/2016/WindowsSettings">true</longPathAware>
    </windowsSettings>
  </application>
</assembly>
```

This file lists modules PyInstaller was not able to find. This does not
necessarily mean this module is required for running your program. Python and
Python 3rd-party packages include a lot of conditional or optional modules. For
example the module 'ntpath' only exists on Windows, whereas the module
'posixpath' only exists on Posix systems.

Types if import:
* top-level: imported at the top-level - look at these first
* conditional: imported within an if-statement
* delayed: imported within a function
* optional: imported within a try-except-statement

IMPORTANT: Do NOT post this list to the issue-tracker. Use it as a basis for
        tracking down the missing module yourself. Thanks!

missing module named 'org.python' - imported by copy (optional)
missing module named _frozen_importlib_external - imported by importlib._bootstrap (delayed), importlib (optional), importlib.ab
excluded module named _frozen_importlib - imported by importlib (optional), importlib.abc (optional)
missing module named pep517 - imported by importlib.metadata (delayed)
missing module named org - imported by pickle (optional)
missing module named posix - imported by os (conditional, optional), shutil (conditional), importlib._bootstrap_external (condition
missing module named resource - imported by posix (top-level)
missing module named grp - imported by shutil (optional), tarfile (optional), pathlib (delayed, optional), subprocess (optional)
missing module named pwd - imported by posixpath (delayed, conditional), shutil (optional), tarfile (optional), pathlib (delayed, c
missing module named _scproxy - imported by urllib.request (conditional)

missing module named termios - imported by getpass (optional)

missing module named _posixsubprocess - imported by subprocess (optional)

a

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d „ d e

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„ d

ƒ Z G d d „ d ƒ Z G d d „ d e ƒ Z d S) é Né é é é c @ s e Z d Z d Z d d „ Z d S) Ú FilePosz`

This class keeps track of the file object representing and current position in a file.

c C s d | _ d | _ d S) Nr) Ú fileÚ pos© Ú self© r ú&PyInstaller\loader\pyimod01_archive.pyÚ __init__- s

__module__Ú __qualname__Ú __doc__r

r r r r r) s r c @ s8 e Z d Z d Z d d „ Z d d „ Z d d „ Z d d „ Z d

d „ Z d S)

Ú ArchiveFilez~

File class support auto open when access member from file object This class is use to avoid file locking on windows.

c O s | | _ | | _ i | _ d S) N) Ú argsÚ kwargsÚ _filePos) r

r r r r r r

8 s z ArchiveFile.__init__c C s(t ¡ } | | j v r t ƒ | j | < | j | S) zÆ

Return an instance of FilePos for the current thread. This is a crude # re-implementation of threading.local,

which isn't a built-in module # and therefore isn't available.

) Ú threadÚ get_identr r) r

Ú tir r r Ú local= s

z ArchiveFile.localc C s | ¡ j } | s J , t | | ƒ S) zj

Make this class act like a file, by invoking most methods on its underlying file object.

) r r Ú getattr) r

Ú namer r r r Ú __getattr__G s

z ArchiveFile.__getattr__c C s8 | ¡ } | j r J , t | j i | j ¤ Ž | _ | j | j ¡ d S) zC

Open file and seek to pos record from last close.

N) r r Ú openr r Ú seekr) r

Ú fpr r r Ú __enter__O s

z ArchiveFile.__enter__c C s2 | ¡ } | j s J , | j ¡ | _ | j ¡ d | _ d S) z,

Close file and record pos.

N) r r Ú tellr Ú close) r

Ú typeÚ valueÚ tracebackr r r r Ú __exit__Z s

z ArchiveFile.__exit__N) r r r r r

r r r r& r r r r r 4 s

r c @ s e Z d Z d S) Ú ArchiveReadErrorN) r r r r r r r r' h s r' c @ sV e Z d

„ Z

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d „ Z d d „ Z

d d „ Z d S) Ú

ArchiveReadera

A base class for a repository of python code objects. The extract method is used by imputil.ArchiveImporter to

get code objects by name (fully qualified name), so an end-user "import a.b" becomes:

extract('a.__init__')

extract('a.b')

s PYL é é Nr c C st d | _ | | _ | | _ d d l } | j j | _ | d u rpt | j d ƒ | _ | j • | ¡ |

¡ W d ƒ n 1 sf0 Y d S) zY

Initialize an Archive. If path is omitted, it will be an empty Archive.

Nr Ú rb) Ú tocÚ pathÚ startÚ _frozen_importlibÚ _bootstrap_externalÚ MAGIC_NUMBERÚ pymagicr Ú libÚ

checkmagicÚ loadtoc) r

r- r. r/ r r r r

y s

z ArchiveReader.__init__c C sV | j | j | j ¡ t d | j d ¡ ¡ \ } | j | j | ¡ t t | j ¡ ¡ *f* | _

d S) z³

Overridable. Default: After magic comes an int (4 byte native) giving the position of the TOC within

self.lib. Default: The TOC is a marshal-able string.

z !ié N) r3 r r. Ú TOCPOSÚ structÚ unpackÚ readÚ dictÚ marshalÚ loadsr,) r

Ú offsetr r r r5 Œ s z ArchiveReader.loadtocc C s& | j | d ¡ \ } } | d u r d S t | *f* S) N© r N) r, Ú

r Ú ispkgr r r r Ú

is_package™ s z ArchiveReader.is_packagec C sn | j | d ¡ \ } } | d u r d S | j •2 | j | j | ¡ t | j ¡ ¡ } W d

Get the object corresponding to name, or None. For use with imputil ArchiveImporter, object is a python code

object. 'name' is the name as specified in an 'import name'. 'import a.b' becomes:

extract('a') (return None because 'a' is not a code object)

extract('a.__init__') (return a code object)

extract('a.b') (return a code object)

Default implementation:

self.toc is a dict

self.toc[name] is pos

self.lib has the code object marshal-ed at pos

r? N) r, r@ r3 r r. r< r= r:) r

r rB r Ú objr r r Ú extract s . z ArchiveReader.extractc C s t | j ¡ *f* S) z—

Return a list of the contents Default implementation assumes self.toc is a dict like object. Not required by

ArchiveImporter.

) Ú listr, Ú keysr r r r Ú contents¶ s z ArchiveReader.contentsc C sr | j | j ¡ | j t | j *f* ¡ | j k r<t d

f ¡ | j

k rbt d | j ƒ , | j d ¡ d S) zj

Overridable. Check to see if the file object self.lib actually has a file we understand.

z!%s is not a valid %s archive filez %s has version mismatch to dllr6 N) r3 r r. r: Ú lenÚ MAGICr' r- Ú __class__r

r5 rC rE rH r4 r r r r r(l s

r(c @ s(e Z d Z d Z d d „ Z d d „ Z d d „ Z d S) Ú Cipherz<

This class is used only to decrypt Python modules.

c C sr d d l } | j } t | ƒ t u s J , t | ƒ t k r:| d t … | _ n | t ¡ | _ t | j ƒ t k sXJ , d d l } | | _ t j

d = d S) Nr Ú tinyaes) Ú pyimod00_crypto_keyÚ keyr# Ú strrI Ú CRYPT_BLOCK_SIZEÚ zfillrP Ú _aesmodÚ sysÚ modul

rQ rR rP r r r r

Ð s z Cipher.__init__c C s | j | j ¡ | ¡ S) N) rV Ú AESrR Ú encode) r

Ú ivr r r Ú __create_cipherã s z Cipher.__create_cipherc C s$ | | d t … ¡ } | | t d … ¡ S) N) Ú _Ci

Ú dataÚ cipherr r r Ú decryptè s z Cipher.decryptN) r r r r r

r] ra r r r r rO Ì s rO c sL e Z d Z d Z d Z d Z e j d Z d ‡ f d d „ Z d d „ Z d

d „ Z

d d

„ Z ‡ Z S) Ú ZlibArchiveReadera1

ZlibArchive - an archive with compressed entries. Archive is read from the executable created by PyInstaller.

This archive is used for bundling python modules inside the executable.

NOTE: The whole ZlibArchive (PYZ) is compressed, so it is not necessary to compress individual modules.

s PYZ r* é Nc sÀ | d u r d } nr| d u r€t t | ƒ d d ƒ D]P} | | d k r*z t | | d … ƒ } W n t yh Y q*Y n

Ú rangerI Ú intÚ

ValueErrorÚ superr

rQ rO r` Ú ImportError) r

r- r> Ú irQ © rK r r r

ù s$

z ZlibArchiveReader.__init__c C s, | j | d ¡ \ } } } | d u r d S | t t f v S) N© r Nr) r, r@ Ú PYZ_TYP

r Ú typr Ú lengthr r r rC s z ZlibArchiveReader.is_packagec C s(| j | d ¡ \ } } } | d u r d S | t

C s | j | d ¡ \ } } } | d u r d S zH| j •. | j | j | ¡ | j | ¡ } W d ƒ n 1 s Y W n" t yŠ t | j › d • ƒ , Y n 0 z8| j r | j

| ¡ } t | ¡ } | t

t t f v rÂt | ¡ } W n2 t yö } z t d | ƒ | , W Y d } ~ n

d } ~ 0 0 | | f S) Nrm z… appears to have been moved or deleted since this application was launched. Continouation from this

SystemExitr- r` ra Ú zlibÚ

decompressÚ PYZ_TYPE_MODULErn ro r< r= Ú EOFErrorrj) r

r rq r rr rD Ú er r r rE s(.

ÿ

$ z ZlibArchiveReader.extract) NN)

r r r r rJ r7 r(rL r

rC rs rE Ú

__classcell__r r rl r rb í s

rb) Ú _threadr r< r8 rW rv rT rx rn Ú

PYZ_TYPE_DATAro r r Ú RuntimeErrorr' r(rO rb r r r r Ú <module> s 4 `!

a

ã @ s¾ d Z d d l Z d d l Z d d l Z d d l Z d d l Z d d l Z d d l m Z m Z e j

e j Z e

e *f* Z e e *f* Z e j j rxe j rxd d „ Z n d d „ Z G d d „ d *f* Z d d

„ Z G d d „ d *f* Z G d

d „ d *f* Z d d „ Z d S) z8

PEP-302 and PEP-451 importers for frozen applications.

é N) Ú ArchiveReadErrorÚ ZlibArchiveReaderc G s t j | | ¡ t j d ¡ d S) NÚ

) Ú sysÚ stderrÚ write© Ú msgÚ a© r ú(PyInstaller\loader\pyimod02_importers.pyÚ trace' s r

c G s d S) Nr r r r r r

, s c @ s e Z d Z d Z d d „ Z d d „ Z d S) Ú FrozenPackageImporteraW

Wrapper class for FrozenImporter that imports one specific fullname from a module named by an alternate fullname.

The alternate fullname is derived from the __path__ of the package module containing that module.

This is called by FrozenImporter.find_module whenever a module is found as a result of searching module.__path__

c C s | | _ | | _ d S) N) Ú _entry_nameÚ _importer) Ú selfÚ importerÚ

entry_namer r r Ú __init__7 s z FrozenPackageImporter.__init__c C s | j | | j ¡ S) N) r Ú load_modu

__module__Ú __qualname__Ú __doc__r r r r r r r 0 s r c C s8 t | ¡ j } t | ¡ } t j d d d • } | |

Decode bytes representing source code and return the string. Universal newline support is used in the decoding.

Based on CPython's implementation of the same functionality:

https://github.com/python/cpython/blob/3.9/Lib/importlib/_bootstrap_external.py#L679-L688

NT) Ú decoderÚ translater) Ú ioÚ BytesIOÚ readlineÚ tokenizeÚ detect_encodingÚ IncrementalNewlineDecoderÚ decode

r) c @ s~ e Z d Z d Z d d „ Z d d „ Z d d d „ Z d d d

„ Z d d „ Z d

d „ Z d d „ Z

d d „ Z d d „ Z d d d „ Z

d d „ Z d d „ Z d d „ Z d S) Ú FrozenImporteraé

Load bytecode of Python modules from the executable created by PyInstaller.

Python bytecode is zipped and appended to the executable.

NOTE: PYZ format cannot be replaced by zipimport module.

The problem is that we have no control over zipimport; for instance, it does not work if the zip file is embedded into a PKG that is appended to an executable, like we create in one-file mode.

This is PEP-302 finder and loader class for the ``sys.meta_path`` hook. A PEP-302 finder requires method find_module() to return loader class with method load_module(). Both these methods are implemented in one class.

This is also a PEP-451 finder and loader class for the ModuleSpec type import system. A PEP-451 finder requires method find_spec(), a PEP-451 loader requires methods exec_module(), load_module(9 and (optionally) create_module(). All these methods are implemented in this one class.

To use this class just call:

FrozenImporter.install()

c C s~ t j D]j} z:t | *f* | _ t j | ¡ t | j j ¡ *f* | _ t d | *f* W d S t yZ Y q Y q t

yn Y q Y q 0 q t d *f* , d S) zY

Load, unzip and initialize the Zip archive bundled with the executable.

z!# PyInstaller: FrozenImporter(%s)Nz Cannot load frozen modules.) r Ú pathr Ú _pyz_archiveÚ removeÚ setÚ tocÚ ke

Ú IOErrorr Ú ImportError) r Z pyz_filepathr r r r a s

z FrozenImporter.__init__c

C s^ | | j v rNz | j | ¡ W S t yJ } z t d | ƒ | , W Y d } ~ qZd } ~ 0 0 n t d | ƒ , d S) Nú+Loader FrozenImporter cannot hanc

& z+FrozenImporter._is_pep420_namespace_packageNc C sÌ d } | | j v r | } t d | ƒ n˜| d u r¶| d ¡ d } | D]|}

| | ƒ } t d | | | ƒ q¶q8| d u rÈt d | ƒ | S) a«

PEP-302 finder.find_module() method for the ``sys.meta_path`` hook.

fullname fully qualified name of the module

path None for a top-level module, or package.__path__ for submodules or subpackages.

Return a loader object if the module was found, or None if it was not. If find_module() raises an exception,

it will be propagated to the caller, aborting the import.

Nú import %s # PyInstaller PYZÚ .éÿÿÿÿr é ú9import %s as %s # PyInstaller PYZ (__path__ override: %s)ú # %s not fo

Ú splitÚ

startswithÚ

SYS_PREFIXÚ

SYS_PREFIXLENÚ osÚ sepÚ appendÚ joinr) r r r+ Z

module_loaderÚ modnameÚ pÚ partsr r r r Ú find_moduleŒ s0

z FrozenImporter.find_modulec C sè d } | d u r | } z¨t j | ¡ } | d u r¶| j | ¡ \ } } t | ƒ } | ¡ | _ | r`t j

| j ¡ g | _ | | _ | rr| | _

n | d d ¡ d | _

t j | | | d • | _ | t j | < t | | j ƒ t j | } W n* t yâ | t j v rÜt j | ¡ , Y n 0 | S) aÖ

PEP-302 loader.load_module() method for the ``sys.meta_path`` hook.

Return the loaded module (instance of imp_new_module()) or raise an exception, preferably ImportError if an existing exception is not being propagated.

When called from FrozenPackageImporter, `entry_name` is the name of the module as it is stored in the archive.

This module will be loaded and installed into sys.modules using `fullname` as its name.

Nr: r< r © Ú

is_package) r Ú modulesÚ getr, Ú extractÚ imp_new_moduleÚ get_filenameÚ __file__rC r+ Ú dirnameÚ __path__Ú

__loader__Ú __package__Ú rsplitÚ _frozen_importlibÚ

ModuleSpecÚ __spec__Ú execÚ __dict__r5 Ú pop) r r r Ú moduleÚ is_pkgÚ bytecoder r r r · s0

z FrozenImporter.load_modulec

C s^ | | j v rNz | j | ¡ W S t yJ } z t d | ƒ | , W Y d } ~ qZd } ~ 0 0 n t d | ƒ , d S) Nr3) r/ r, rL r5 r2 r6 r r r r

& z FrozenImporter.is_packagec

C s` z(| d k r t j d j W S | j | ¡ d W S t yZ } z t d | ƒ | , W Y d } ~ n

d } ~ 0 0 d S) z|

Get the code object associated with the module.

ImportError should be raised if module not found.

Ú __main__r< r3 N) r rM Z _pyi_main_cor, rO r5 r2 r6 r r r Ú get_code s z FrozenImporter.get_

| ƒ W S t y† Y n 0 d S t d | ƒ , d S) zò

Method should return the source code for the module as a string.

But frozen modules does not contain source code.

Return None, unless the corresponding source file was explicitly collected to the filesystem.

z .__init__r: z .pyÚ rbNz No module named)

r/ rL rC r+ rF rA Ú replacerD Ú openÚ readr) Ú FileNotFoundErrorr2) r r Ú filenameÚ fpr% r r r Ú

get_source. s

&

z FrozenImporter.get_sourcec C sj | t ¡ s J , | t d ... } | | j v r4| j | ¡ d S t | d ƒ • } | ¡ W d ƒ S 1 s

Returns the data as a string, or raises IOError if the "file" was not found. The data is always returned as if

"binary" mode was used.

This method is useful for getting resources with 'pkg_resources' that are bundled with Python modules in the

PYZ archive.

The 'path' argument is a path that can be constructed by munging module.__file__ (or pkg.__path__ items).

Nr< rc) r@ rA rB r/ r, rO re rf) r r+ r ri r r r Ú get_dataF s

z FrozenImporter.get_datac C sJ | | ¡ r(t j t | d t j j ¡ d ¡ } n t j t | d t j j ¡ d ¡ } | S) z¸

This method should return the value that __file__ would be set to if the named module was loaded. If the module

is not found, an ImportError should be raised.

r: z __init__.pycz .pyc) rL rC r+ rF rA rd rD) r r rh r r r rQ [s

z FrozenImporter.get_filenamec C sP d } | d u r–| d ¡ d } | D]r} | t ¡ s.q | t d ... } | t j ¡ } | sLq | d s`| d d ...

d | | ƒ q–q d } | d u r¶| j v r¶| } } t

d | ƒ | d u rÌt

d | ƒ d S | | ¡ r• r t j

| d d d

• } t j | | ¡ ¡ g | _ | S | | ¡ } | | ¡ }

t j

| | |

| | d • } d | _ |

• rLt j | | ¡ ¡ g | _ | S) aì

PEP-451 finder.find_spec() method for the ``sys.meta_path`` hook.

fullname fully qualified name of the module

path None for a top-level module, or package.__path__ for

submodules or subpackages.

target unused by this Finder

Finders are still responsible for identifying, and typically creating, the loader that should be used to load a module. That loader will now be stored in the module spec returned by find_spec() rather than returned directly. As is currently the case without the PEP-452, if a loader would be costly to create, that loader can be designed to defer the cost until later.

Finders must return ModuleSpec objects when find_spec() is called. This new method replaces find_module() and find_loader() (in the PathEntryFinder case). If a loader does not have find_spec(), find_module() and find_loader() are used instead, for backward-compatibility.

Nr: r; r r< r= r9 r> TrK) rL Ú originÚ loader_state) rW r@ rA rB r? rC rD rE rF r/ r

r8 rX rY r+ rS rQ Ú submodule_search_locationsrL Ú has_location) r r r+ Ú targetr rG rH rI Ú specrl r_ r

ú

z FrozenImporter.find_specc C s d S) a†

PEP-451 loader.create_module() method for the ``sys.meta_path`` hook.

Loaders may also implement create_module() that will return a new module to exec. It may return None to indicate that the default module creation code should be used. One use case, though atypical, for create_module() is to provide a module that is a subclass of the builtin module type. Most loaders will not need to implement create_module().

create_module() should properly handle the case where it is called more than once for the same spec/module. This may include returning None or raising ImportError.

Nr) r rq r r r Ú

create_moduleÄ s z FrozenImporter.create_modulec C sL | j } | | j ¡ } t | d *f* s J , | j d u r<t j | j ¡ g | _ t | | j *f* d S) aô

PEP-451 loader.exec_module() method for the ``sys.meta_path`` hook.

Loaders will have a new method, exec_module(). Its only job is to "exec" the module and consequently populate the module's namespace. It is not responsible for creating or preparing the module object, nor for any cleanup afterward. It has no return value. exec_module() will be used during both loading and reloading.

exec_module() should properly handle the case where it is called more than once. For some kinds of modules this may mean raising ImportError every time after the first time the method is called. This is particularly relevant

for reloading, where some kinds of modules do not support in-place reloading.

rR N) rZ rb rm Ú hasattrrn rC r+ rS rR rT r[r\ ) r r^ rq r` r r r Ú exec_moduleÕ s

z FrozenImporter.exec_modulec C s

t | | ƒ S) zG

Return importlib.resource-compatible resource reader.

) Ú FrozenResourceReaderr r r r Ú get_resource_readerõ s z"FrozenImporter.get_resource_reader) N) N) NN)

+

\

Z r* c @ s@ e Z d Z d Z d d „ Z d d „ Z d d „ Z d d „ Z d

d „ Z d d

„ Z d S) rv ag

Resource reader for importlib.resources / importlib_resources support.

Currently supports only on-disk resources (support for resources from the embedded archive is missing).

However, this should cover the typical use cases (access to data files), as PyInstaller collects data files onto filesystem, and only .pyc modules are collected into embedded archive. One exception are resources collected from zipped eggs (which end up collected into embedded archive), but those should be rare anyway.

When listing resources, source .py files will not be listed as they are not collected by default. Similarly, sub-directories that contained only .py files are not reconstructed on filesystem, so they will not be listed, either. If access to .py files is required for whatever reason, they need to be explicitly collected as data files anyway, which will place them on filesystem and make them appear as resources.

For on-disk resources, we *must* return path compatible with pathlib.Path() in order to avoid copy to a temporary file, which might break under some circumstances, e.g., metpy with importlib_resources back-port, due to: https://github.com/Unidata/MetPy/blob/a3424de66a44bf3a92b0dcacf4dff82ad7b86712/src/metpy/plots/wx_symbols.py#L24-L

(importlib_resources tries to use 'fonts/wx_symbols.ttf' as a temporary filename suffix, which fails as it contains a separator).

Furthermore, some packages expect files() to return either pathlib.Path or zipfile.Path, e.g.,
https://github.com/tensorflow/datasets/blob/master/tensorflow_datasets/core/utils/resource_utils.py#L81-L97
This makes implementation of mixed support for on-disk and embedded resources using importlib.abc.Traversable protocol rather difficult.

So in order to maximize compatibility with unfrozen behavior, the below implementation is basically equivalent of importlib.readers.FileReader from python 3.10:
https://github.com/python/cpython/blob/839d7893943782ee803536a47f1d4de160314f85/Lib/importlib/readers.py#L11
and its underlying classes, importlib.abc.TraversableResources and importlib.abc.ResourceReader:
https://github.com/python/cpython/blob/839d7893943782ee803536a47f1d4de160314f85/Lib/importlib/abc.py#L422
https://github.com/python/cpython/blob/839d7893943782ee803536a47f1d4de160314f85/Lib/importlib/abc.py#L312

c C s$ | | _ t t j ¡ j | d ¡ Ž | _ d S) Nr:) r Ú pathlibÚ Pathr Ú _MEIPASSÚ joinpathr? r+) r r Ú name
open_resource s z"FrozenResourceReader.open_resourcec C s t | j | ¡ ƒ S) N) Ú strr+ r{ r~ r r r U
resource_path# s z"FrozenResourceReader.resource_pathc C s | ¡ | ¡ ¡ S) N) r} r{ Ú is_file) r r+ r
r r r r r r€ r, r„ r‹ r} r r r r rv ü s rv c C s¼ t ƒ } t j | ¡ t j D](} t | d ƒ r | j d k r t
d _ W n t y¶ Y n 0 d S) a

Install FrozenImporter class and other classes into the import machinery.

This function installs the FrozenImporter class into the import machinery of the running process. The importer is added to sys.meta_path. It could be added to sys.path_hooks, but sys.meta_path is processed by Python before looking at sys.path!

The order of processing import hooks in sys.meta_path:

1. built-in modules

2. modules from the bundled ZIP archive

3. C extension modules

4. Modules from sys.path

r Ú WindowsRegistryFinderNÚ

PathFinderra)

r* r Ú meta_pathrE rt r r- Ú reversedÚ getattrÚ extendrM rU r5) Z fimpr† Z pathFindersr r r Ú install0 s"

r’) r r rC rx r r! rX Ú pyimod01_archiver r rz rD rA Ú lenrB Ú typerP Ú flagsÚ verboser r

r r) r* rv r’ r r r r Ú <module> s*

• • • 3 4

a

ã @ sX d Z d d l Z d d „ Z e j d ¡ rTz d d l m Z e j d e j ¡ W n e

yR Y n 0 d S) zE

Hooks to make ctypes.CDLL, .PyDLL, etc. look in sys._MEIPASS first.

é Nc s: d d l ‰ z d d l ‰ W n t y(Y d S 0 ‡ f d d „ ‰ G d d „ d t ƒ ‰ G ‡ ‡ f d d „ d ˆ j ƒ } | ˆ _ ˆ | ¡ ˆ _ G ‡

„ d

ˆ j ƒ } | ˆ _ ˆ | ¡ ˆ _ t j

d ¡ • r6G ‡ ‡ f d d

„ d

ˆ j ƒ } | ˆ _ ˆ | ¡ ˆ _

G ‡ ‡ f d d „ d ˆ j ƒ } | ˆ _ ˆ | ¡ ˆ _ z d d l ‰ W n t • y Y d S 0 ‡ ‡ f d d „ } | ˆ j _ d S) zÇ

Install the hooks.

This must be done from a function as opposed to at module-level, because when the module is imported/executed,

the import machinery is not completely set up yet.

r Nc s< | r8ˆ j | ¡ s8ˆ j t j ˆ j | ¡ ¡ } ˆ j | ¡ r8| } | S) N) Ú pathÚ isfileÚ joinÚ sysÚ _MEIPASSÚ basename) Ú

z install.<locals>._frozen_namec @ s e Z d Z d d „ Z d S) z'install.<locals>.PyInstallerImportErrorc

r

r Ú __init__* s

ÿ ÿ z0install.<locals>.PyInstallerImportError.__init__N) Ú __name__Ú

__module__Ú __qualname__r r

r

r

r Ú PyInstallerImportError) s r c s e Z d Z ‡ ‡ f d d „ Z ‡ Z S) z install.<locals>.PyInstallerCDLLc

sZ ˆ | ƒ } z t ƒ j | g | ¢ R i | ¤ Ž W n. t yT } z ˆ | ƒ | , W Y d } ~ n

d } ~ 0 0 d S) N© Ú superr Ú Exception© r r r Ú kwargsZ

base_error© r Ú __class__r r

r r 2 s

z)install.<locals>.PyInstallerCDLL.__init__© r r r r Ú

__classcell__r

© r r © r r Ú PyInstallerCDLL1 s r c s e Z d Z ‡ ‡ ‡ f d d „ Z ‡ Z S) z!install.<locals>.PyInstaller

sZ ˆ | ƒ } z t ƒ j | g | ¢ R i | ¤ Ž W n. t yT } z ˆ | ƒ | , W Y d } ~ n

d } ~ 0 0 d S) Nr r r r

r r = s

z*install.<locals>.PyInstallerPyDLL.__init__r r

r r r Ú PyInstallerPyDLL< s r! Ú winc s e Z d Z ‡ ‡ ‡ f d d „ Z ‡ Z S) z"install.<locals>.PyInstallerV

sZ ˆ | ƒ } z t ƒ j | g | ¢ R i | ¤ Ž W n. t yT } z ˆ | ƒ | , W Y d } ~ n

d } ~ 0 0 d S) Nr r r r

r r J s

z+install.<locals>.PyInstallerWinDLL.__init__r r

r r r Ú PyInstallerWinDLLI s r# c s e Z d Z ‡ ‡ ‡ f d d „ Z ‡ Z S) z"install.<locals>.PyInstallerOleD

sZ ˆ | ƒ } z t ƒ j | g | ¢ R i | ¤ Ž W n. t yT } z ˆ | ƒ | , W Y d } ~ n

d } ~ 0 0 d S) Nr r r r

r r U s

z+install.<locals>.PyInstallerOleDLL.__init__r r

r r r Ú PyInstallerOleDLLT s r$ c sˆ | d v r ˆ j ¡ S t j g ˆ j d ˆ j ¡ } | D]R} ˆ j | | ¡ } ˆ j | ¡ rV| S |

¡ d ¡ rfq0| d } ˆ j | ¡ r0| S q0d S) N) Ú cÚ mÚ PATHz .dll) Ú utilÚ find_msvcrtr r Ú environÚ splitÚ pathsepr r r Ú lo

r Ú pyinstaller_find_libraryf s

z)install.<locals>.pyinstaller_find_library) r r2 Ú ImportErrorÚ OSErrorÚ CDLLÚ

LibraryLoaderÚ cdllÚ PyDLLÚ pydllr Ú platformÚ

startswithÚ WinDLLÚ windllÚ OleDLLÚ oledllÚ ctypes.utilr(Ú find_library) r r! r# r$ r3 r

) r r r2 r r Ú install s4 rC Ú darwin) Ú dyld) Ú __doc__r rC r; r< Z ctypes.ma

r

r

r Ú <module> s m

a

ã @ s d Z d d l Z d d l Z d d „ Z d S) zŸ

Set search path for pywin32 DLLs. Due to the large number of pywin32 modules, we use a single loader-level script

instead of per-module runtime hook scripts.

é Nc C st t j t j d ¡ } t j | ¡ s d S t j | ¡ t t d ƒ r@t | ¡ t j

d d ¡ } | sX| } n | t j | } | t j d < d S) NÚ pywin32_system32Ú add_dll_directoryÚ PATH) Ú osÚ pathÚ joinÚ sysZ _MEIPASSÚ i

r) Ú __doc__r r r r r r r Ú <module> s

a

ã @ s, g d ¢ Z d d l T d d l m Z d d l m Z d S)) Ú calcsizeÚ packÚ pack_intoÚ unpackÚ unpack_fromÚ