```
final "next" pointer of each individual branch points; each
#
            branch starts with the operand node of a BRANCH node.
BRANCH
            node
                    Match this alternative, or the next...
# BACK
            Normal "next" pointers all implicitly point forward; BACK
            exists to make loop structures possible.
# not used
BACK
            no
                    Match "", "next" ptr points backward.
# Literals
FXACT
                    Match this string (preceded by length).
            SV
EXACTF
                    Match this string, folded (prec. by length).
            sv
EXACTFL
                    Match this string, folded in locale (w/len).
            SV
# Do nothing
NOTHING
                    Match empty string.
            no
# A variant of above which delimits a group, thus stops optimizations
                    Match empty string. Can jump here from outside.
# STAR, PLUS '?', and complex '*' and '+', are implemented as circular
#
            BRANCH structures using BACK. Simple cases (one character
#
            per match) are implemented with STAR and PLUS for speed
#
            and to minimize recursive plunges.
STAR
            node
                    Match this (simple) thing 0 or more times.
            node
                    Match this (simple) thing 1 or more times.
PLUS
CURLY
            sv 2
                    Match this simple thing {n,m} times.
CURLYN
            no 2
                    Match next-after-this simple thing
                    {n,m} times, set parens.
CURLYM
            no 2
                    Match this medium-complex thing \{n,m\} times.
CURLYX
            sv 2
                    Match this complex thing \{n,m\} times.
# This terminator creates a loop structure for CURLYX
                    Do curly processing and see if rest matches.
WHILEM
# OPEN, CLOSE, GROUPP ... are numbered at compile time.
                    Mark this point in input as start of #n.
OPEN
            num 1
CLOSE
            num 1
                    Analogous to OPEN.
REF
            num 1
                    Match some already matched string
                    Match already matched string, folded
REFE
            num 1
REFFL
            num 1
                    Match already matched string, folded in loc.
# grouping assertions
IFMATCH
            off 1 2 Succeeds if the following matches.
UNLESSM
            off 1 2 Fails if the following matches.
SUSPEND
            off 1 1 "Independent" sub-regex.
            off 1 1 Switch, should be preceded by switcher .
TETHEN
GROUPP
                    Whether the group matched.
            num 1
# Support for long regex
LONGJMP
            off 1 1 Jump far away.
BRANCHJ
            off 1 1 BRANCH with long offset.
```