

Exhibit CL-2

\BATEXYZ45724\XYZ\Lib\objectUtils.cpp

```
1  /*
2  *    objectUtils.cpp
3  *    Utility Routines
4  *    Copyright 2003, Bad Guys, Inc. All rights reserved.
5  */
6
7  #include <CPlusLib.h>
8
9
10 /*
11 *    callConstructors - construct array of objects
12 *
13 *    Call the constructor for each object in the array
14 */
15
16 void *callConstructors(void *ptr, ConstructorDestructor constructor, length_t objectSize, length_t h
17 ▶owMany)
18 {
19     char *p;
20
21     if ((p = (char *) ptr) != 0)
22     {
23         ((length_t *) p)[0] = objectSize;
24         ((length_t *) p)[1] = howMany;
25         p += 2 * sizeof(length_t);
26         if (constructor)
27         {
28             for (; howMany-- > 0; p += objectSize)
29                 CTORCALL_COMPLETE(constructor, p);
30         }
31     }
32     return(ptr);
33 }
34
35 /*
36 *    duplicate - duplicate 'length' number of bytes source 'source' dest 'dest'
37 *
38 *    If the destination or length is zero, don't duplicate anything.
39 *    Return the destination.
40 */
```

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```
41
42 void *duplicate(char *dest, char *source, length_t length)
43 {
44     char *p;
45
46     if (dest && length)
47     {
48         p = dest;
49         do
50         {
51             *p = *source;
52             ++p;
53             ++source;
54             --length;
55         } while (length);
56     }
57
58     return(dest);
59 }
```