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Version 2, June 1991

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

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busybox-1.13.3

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Theodore Ts'o
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fontconfig-2.6.0

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2006-Jan-27

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--- end of FTL.TXT ---

glib-2.18.4

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glibc-2.5

This directory contains the version 2.5 release of the GNU C Library.

The GNU C Library is the standard system C library for all GNU systems, and is an important part of what makes up a GNU system. It provides the system API for all programs written in C and C-compatible languages such as C++ and Objective C; the runtime facilities of other programming languages use the C library to access the underlying operating system.

In GNU/Linux systems, the C library works with the Linux kernel to implement the operating system behavior seen by user applications. In GNU/Hurd systems, it works with a microkernel and Hurd servers.

Version 2.4 is the first release after a long period of development, and introduces changes to the API and a new ABI for all configurations. It has been tested and deployed in new production systems, but should still be considered somewhat experimental. The stable 2.3 release series continues to be maintained, and implements a widely-deployed ABI. Version 2.3.6 is available, and we will release 2.3.7 with more bug fixes.

The GNU C Library implements much of the POSIX.1 functionality in the GNU/Hurd system, using configurations `i[34567]86-*-gnu`.

When working with Linux kernels, the GNU C Library version 2.4 is intended primarily for use with Linux kernel version 2.6.0 and later. We only support using the NPTL implementation of pthreads, which is now the default configuration. Most of the C library will continue to work on older Linux kernels and many programs will not require a 2.6 kernel to run correctly. However, pthreads and related functionality will not work at all on old kernels and we do not recommend using glibc 2.4 with any Linux kernel prior to 2.6.

All Linux kernel versions prior to 2.6.16 are known to have some bugs that may cause some of the tests related to pthreads in "make check" to fail.

If you see such problems, please try the test suite on the most recent Linux kernel version that you can use, before pursuing those bugs further.

The old LinuxThreads add-on implementation of pthreads for older Linux kernels is no longer supported, and we are not distributing it with this release. Someone has volunteered to revive its maintenance unofficially for at least a short time for the benefit of those using Linux kernels older than 2.6, but a working version is not presently available. When it is in working condition, we will make it available alongside future glibc releases. LinuxThreads will not be supported.

The GNU C Library supports these configurations for using Linux kernels:

```
i[34567]86-*-linux-gnu
x86_64-*-linux-gnu
powerpc-*-linux-gnu
powerpc64-*-linux-gnu
s390-*-linux-gnu
s390x-*-linux-gnu
ia64-*-linux-gnu
sparc*-*-linux-gnu
sparc64*-*-linux-gnu
```

```
alpha*-*-linux-gnu Requires Linux 2.6.9 for NPTL
sh[34]-*-linux-gnu Requires Linux 2.6.11
```

The code for other CPU configurations supported by volunteers outside of the core glibc maintenance effort is contained in the separate 'ports' add-on. You can find glibc-ports-2.5 distributed separately in the same place where you got the main glibc distribution files.

Currently these configurations are known to work using the 'ports' add-on:

```
arm-*-linux-gnu           Requires Linux 2.6.15 for NPTL, no SMP support
arm-*-linux-gnueabi       Requires Linux 2.6.16-rc1 for NPTL, no SMP
mips-*-linux-gnu          Requires Linux 2.6.12 for NPTL
mips64-*-linux-gnu        Requires Linux 2.6.12 for NPTL
```

The ports distribution also contains code for other configurations that do not work or have not been maintained recently, but will be of use to anyone trying to make a new configuration work. If you are interested in doing a port, please contact the glibc maintainers; see <http://www.gnu.org/software/libc/> for more information.

See the file INSTALL to find out how to configure, build, and install the GNU C Library. You might also consider reading the WWW pages for the C library at <http://www.gnu.org/software/libc/>.

The GNU C Library is (almost) completely documented by the Texinfo manual found in the `manual/' subdirectory. The manual is still being updated and contains some known errors and omissions; we regret that we do not have the resources to work on the manual as much as we would like. For corrections to the manual, please file a bug in the `manual' component, following the bug-reporting instructions below. Please be sure to check the manual in the current development sources to see if your problem has already been corrected.

The file NOTES contains a description of the feature-test macros used in the GNU C library, explaining how you can tell the library what facilities you want it to make available.

Please see <http://www.gnu.org/software/libc/bugs.html> for bug reporting information. We are now using the Bugzilla system to track all bug reports. This web page gives detailed information on how to report bugs properly.

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Heimdall

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hostpad

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intltool-0.30

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libpng-1.4.9

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libstdc++-6.0.8

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linux-2.6.28

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racoona

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http://support.ricoh.com/pub_j/src/trousers/source001/trousers_ricoh.0.2.7.tar.gz

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udev-091

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Zlib

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zlib-1.2.2.2

zlib.h -- interface of the 'zlib' general purpose compression library version 1.2.2.2, December 30th, 2004

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://www.ietf.org/rfc/rfc1950.txt> (zlib format), [rfc1951.txt](#) (deflate format) and [rfc1952.txt](#) (gzip format).

```
#ifndef ZLIB_H
#define ZLIB_H
#include "zconf.h"
#ifdef __cplusplus
extern "C" {
#endif
#define ZLIB_VERSION "1.2.2"
#define ZLIB_VERNUM 0x1222
```

The 'zlib' compression library provides in-memory compression and decompression functions, including integrity checks of the uncompressed data. This version of the library supports only one compression method (deflation) but other algorithms will be added later and will have the same stream interface.

Compression can be done in a single step if the buffers are large enough (for example if an input file is mmap'ed), or can be done by repeated calls of the compression function. In the latter case, the application must provide more input and/or consume the output (providing more output space) before each call.

The compressed data format used by default by the in-memory functions is the zlib format, which is a zlib wrapper documented in RFC 1950, wrapped around a deflate stream, which is itself documented in RFC 1951.

The library also supports reading and writing files in gzip (.gz) format with an interface similar to that of stdio using the functions that start with "gz". The gzip format is different from the zlib format. gzip is a gzip wrapper, documented in RFC 1952, wrapped around a deflate stream. This library can optionally read and write gzip streams in memory as well.

The zlib format was designed to be compact and fast for use in memory and on communications channels. The gzip format was designed for single- file compression on file

systems, has a larger header than zlib to maintain directory information, and uses a different, slower check method than zlib.

The library does not install any signal handler. The decoder checks the consistency of the compressed data, so the library should never crash even in case of corrupted input.

```
typedef voidpf (*alloc_func) OF((voidpf opaque, ulInt items, ulInt size));
```

```
typedef void (*free_func) OF((voidpf opaque, voidpf address));
```

```
struct internal_state;
```

```
typedef struct z_stream_s {
```

```
    Bytef *next_in; /* next input byte */
```

```
    ulInt avail_in; /* number of bytes available at next_in */
```

```
    uLong total_in; /* total nb of input bytes read so far */
```

```
    Bytef *next_out; /* next output byte should be put there */
```

```
    ulInt avail_out; /* remaining free space at next_out */
```

```
    uLong total_out; /* total nb of bytes output so far */
```

```
    char *msg; /* last error message, NULL if no error */
```

```
    struct internal_state FAR *state; /* not visible by applications */
```

```
    alloc_func zalloc; /* used to allocate the internal state */
```

```
    free_func zfree; /* used to free the internal state */
```

```
    voidpf opaque; /* private data object passed to zalloc and zfree */
```

```
    int data_type; /* best guess about the data type: binary or text */
```

```
    uLong Adler; /* Adler32 value of the uncompressed data */
```

```
    uLong reserved; /* reserved for future use */
```

```
} z_stream;
```

```
typedef z_stream FAR *z_stream;
```

gzip header information passed to and from zlib routines. See RFC 1952 for more details on the meanings of these fields.

```
typedef struct gz_header_s {
```

```
    int text; /* true if compressed data believed to be text */
```

```
    uLong time; /* modification time */
```

```
    int xflags; /* extra flags (not used when writing a gzip file) */
```

```
    int os; /* operating system */
```

```
    Bytef *extra; /* pointer to extra field or Z_NULL if none */
```

```
    ulInt extra_len; /* extra field length (valid if extra != Z_NULL) */
```

```
    ulInt extra_max; /* space at extra (only when reading header) */
```

```
    Bytef *name; /* pointer to zero-terminated file name or Z_NULL */
```

```
    ulInt name_max; /* space at name (only when reading header) */
```

```

Bytef *comment; /* pointer to zero-terminated comment or Z_NULL */
uInt comm_max; /* space at comment (only when reading header) */
int hcrc; /* true if there was or will be a header crc */
int done; /* true when done reading gzip header (not used when writing a gzip file)
} gz_header;
typedef gz_header FAR *gz_headerp;

```

The application must update next_in and avail_in when avail_in has dropped to zero. It must update next_out and avail_out when avail_out has dropped to zero. The application must initialize zalloc, zfree and opaque before calling the init function. All other fields are set by the compression library and must not be updated by the application.

The opaque value provided by the application will be passed as the first parameter for calls of zalloc and zfree. This can be useful for custom memory management. The compression library attaches no meaning to the opaque value.

zalloc must return Z_NULL if there is not enough memory for the object. If zlib is used in a multi-threaded application, zalloc and zfree must be thread safe.

On 16-bit systems, the functions zalloc and zfree must be able to allocate exactly 65536 bytes, but will not be required to allocate more than this if the symbol MAXSEG_64K is defined (see zconf.h). WARNING: On MSDOS, pointers returned by zalloc for objects of exactly 65536 bytes *must* have their offset normalized to zero. The default allocation function provided by this library ensures this (see zutil.c). To reduce memory requirements and avoid any allocation of 64K objects, at the expense of compression ratio, compile the library with -DMAX_WBITS=14 (see zconf.h).

The fields total_in and total_out can be used for statistics or progress reports. After compression, total_in holds the total size of the uncompressed data and may be saved for use in the decompressor (particularly if the decompressor wants to decompress everything in a single step).

constants

```

#define Z_NO_FLUSH 0
#define Z_PARTIAL_FLUSH 1 /* will be removed, use Z_SYNC_FLUSH instead */
#define Z_SYNC_FLUSH 2
#define Z_FULL_FLUSH 3
#define Z_FINISH 4
#define Z_BLOCK 5
/* Allowed flush values; see deflate() and inflate() below for details */
#define Z_OK 0
#define Z_STREAM_END 1

```



```

#define Z_NEED_DICT 2
#define Z_ERRNO (-1)
#define Z_STREAM_ERROR (-2)
#define Z_DATA_ERROR (-3)
#define Z_MEM_ERROR (-4)
#define Z_BUF_ERROR (-5)
#define Z_VERSION_ERROR (-6)
/* Return codes for the compression/decompression functions. Negative
 * values are errors, positive values are used for special but normal events.
 */
#define Z_NO_COMPRESSION 0
#define Z_BEST_SPEED 1
#define Z_BEST_COMPRESSION 9
#define Z_DEFAULT_COMPRESSION (-1)
/* compression levels */
#define Z_FILTERED 1
#define Z_HUFFMAN_ONLY 2
#define Z_RLE 3
#define Z_FIXED 4
#define Z_DEFAULT_STRATEGY 0
/* compression strategy; see deflateInit2() below for details */
#define Z_BINARY 0
#define Z_TEXT 1
#define Z_ASCII Z_TEXT /* for compatibility with 1.2.2 and earlier */
#define Z_UNKNOWN 2
/* Possible values of the data_type field (though see inflate()) */
#define Z_DEFLATED 8
/* The deflate compression method (the only one supported in this version) */
#define Z_NULL 0 /* for initializing zalloc, zfree, opaque */
#define zlib_version zlibVersion()
/* for compatibility with versions < 1.0.2 */

```

basic functions

```
ZEXTERN const char * ZEXPORT zlibVersion OF((void));
```

The application can compare `zlibVersion` and `ZLIB_VERSION` for consistency. If the first character differs, the library code actually used is not compatible with the `zlib.h` header file used by the application. This check is automatically made by `deflateInit` and `inflateInit`.

`ZEXTERN int ZEXPORT deflateInit OF((z_stream strm, int level));`

Initializes the internal stream state for compression. The fields `zalloc`, `zfree` and `opaque` must be initialized before by the caller. If `zalloc` and `zfree` are set to `Z_NULL`, `deflateInit` updates them to use default allocation functions.

The compression level must be `Z_DEFAULT_COMPRESSION`, or between 0 and 9:

1 gives best speed, 9 gives best compression, 0 gives no compression at all (the input data is simply copied a block at a time).

`Z_DEFAULT_COMPRESSION` requests a default compromise between speed and compression (currently equivalent to level 6).

`deflateInit` returns `Z_OK` if success, `Z_MEM_ERROR` if there was not enough memory, `Z_STREAM_ERROR` if level is not a valid compression level, `Z_VERSION_ERROR` if the zlib library version (`zlib_version`) is incompatible with the version assumed by the caller (`ZLIB_VERSION`).

`msg` is set to null if there is no error message. `deflateInit` does not perform any compression: this will be done by `deflate()`.

`ZEXTERN int ZEXPORT deflate OF((z_stream strm, int flush));`

`deflate` compresses as much data as possible, and stops when the input buffer becomes empty or the output buffer becomes full. It may introduce some output latency (reading input without producing any output) except when forced to flush.

The detailed semantics are as follows. `deflate` performs one or both of the following actions:

- Compress more input starting at `next_in` and update `next_in` and `avail_in` accordingly. If not all input can be processed (because there is not enough room in the output buffer), `next_in` and `avail_in` are updated and processing will resume at this point for the next call of `deflate()`.
- Provide more output starting at `next_out` and update `next_out` and `avail_out` accordingly.

This action is forced if the parameter `flush` is non zero.

Forcing flush frequently degrades the compression ratio, so this parameter should be set only when necessary (in interactive applications).

Some output may be provided even if `flush` is not set.

Before the call of `deflate()`, the application should ensure that at least one of the actions is possible, by providing more input and/or consuming more output, and updating `avail_in` or `avail_out` accordingly; `avail_out` should never be zero before the call. The application can consume the compressed output when it wants, for example when the output buffer is full (`avail_out == 0`), or after each call of `deflate()`. If `deflate` returns `Z_OK` and with zero `avail_out`, it must be called again after making room in the output buffer because there might be more output pending.

Normally the parameter `flush` is set to `Z_NO_FLUSH`, which allows `deflate` to decide how

much data to accumulate before producing output, in order to maximize compression.

If the parameter flush is set to `Z_SYNC_FLUSH`, all pending output is flushed to the output buffer and the output is aligned on a byte boundary, so that the decompressor can get all input data available so far. (In particular `avail_in` is zero after the call if enough output space has been provided before the call.) Flushing may degrade compression for some compression algorithms and so it should be used only when necessary.

If flush is set to `Z_FULL_FLUSH`, all output is flushed as with `Z_SYNC_FLUSH`, and the compression state is reset so that decompression can restart from this point if previous compressed data has been damaged or if random access is desired. Using `Z_FULL_FLUSH` too often can seriously degrade compression.

If deflate returns with `avail_out == 0`, this function must be called again with the same value of the flush parameter and more output space (updated `avail_out`), until the flush is complete (deflate returns with non-zero `avail_out`). In the case of a `Z_FULL_FLUSH` or `Z_SYNC_FLUSH`, make sure that `avail_out` is greater than six to avoid repeated flush markers due to `avail_out == 0` on return.

If the parameter flush is set to `Z_FINISH`, pending input is processed, pending output is flushed and deflate returns with `Z_STREAM_END` if there was enough output space; if deflate returns with `Z_OK`, this function must be called again with `Z_FINISH` and more output space (updated `avail_out`) but no more input data, until it returns with `Z_STREAM_END` or an error. After deflate has returned `Z_STREAM_END`, the only possible operations on the stream are `deflateReset` or `deflateEnd`.

`Z_FINISH` can be used immediately after `deflateInit` if all the compression is to be done in a single step. In this case, `avail_out` must be at least the value returned by `deflateBound` (see below). If deflate does not return `Z_STREAM_END`, then it must be called again as described above.

`deflate()` sets `strm->adler` to the Adler32 checksum of all input read so far (that is, `total_in` bytes).

`deflate()` may update `strm->data_type` if it can make a good guess about the input data type (`Z_BINARY` or `Z_TEXT`). In doubt, the data is considered binary. This field is only for information purposes and does not affect the compression algorithm in any manner.

`deflate()` returns `Z_OK` if some progress has been made (more input processed or more output produced), `Z_STREAM_END` if all input has been consumed and all output has been produced (only when flush is set to `Z_FINISH`), `Z_STREAM_ERROR` if the stream state was inconsistent (for example if `next_in` or `next_out` was `NULL`), `Z_BUF_ERROR` if no progress is possible (for example `avail_in` or `avail_out` was zero). Note that `Z_BUF_ERROR` is not fatal, and `deflate()` can be called again with more input and more output space to continue

compressing.

```
ZEXTERN int ZEXPORT deflateEnd OF((z_stream strm));
```

All dynamically allocated data structures for this stream are freed.

This function discards any unprocessed input and does not flush any pending output.

deflateEnd returns Z_OK if success, Z_STREAM_ERROR if the stream state was inconsistent, Z_DATA_ERROR if the stream was freed prematurely (some input or output was discarded). In the error case, msg may be set but then points to a static string (which must not be deallocated).

```
ZEXTERN int ZEXPORT inflateInit OF((z_stream strm));
```

Initializes the internal stream state for decompression. The fields next_in, avail_in, zalloc, zfree and opaque must be initialized before by the caller. If next_in is not Z_NULL and avail_in is large enough (the exact value depends on the compression method), inflateInit determines the compression method from the zlib header and allocates all data structures accordingly; otherwise the allocation will be deferred to the first call of inflate. If zalloc and zfree are set to Z_NULL, inflateInit updates them to use default allocation functions.

inflateInit returns Z_OK if success, Z_MEM_ERROR if there was not enough memory, Z_VERSION_ERROR if the zlib library version is incompatible with the version assumed by the caller. msg is set to null if there is no error message. inflateInit does not perform any decompression apart from reading the zlib header if present: this will be done by inflate(). (So next_in and avail_in may be modified, but next_out and avail_out are unchanged.)

```
ZEXTERN int ZEXPORT inflate OF((z_stream strm, int flush));
```

inflate decompresses as much data as possible, and stops when the input buffer becomes empty or the output buffer becomes full. It may introduce some output latency (reading input without producing any output) except when forced to flush.

The detailed semantics are as follows. inflate performs one or both of the following actions:

- Decompress more input starting at next_in and update next_in and avail_in accordingly. If not all input can be processed (because there is not enough room in the output buffer), next_in is updated and processing will resume at this point for the next call of inflate().
- Provide more output starting at next_out and update next_out and avail_out accordingly. inflate() provides as much output as possible, until there is no more input data or no more space in the output buffer (see below about the flush parameter).

Before the call of inflate(), the application should ensure that at least one of the actions is possible, by providing more input and/or consuming more output, and updating the next_* and avail_* values accordingly.

The application can consume the uncompressed output when it wants, for example when the output buffer is full (avail_out == 0), or after each call of inflate(). If inflate returns Z_OK and

with zero `avail_out`, it must be called again after making room in the output buffer because there might be more output pending.

The flush parameter of `inflate()` can be `Z_NO_FLUSH`, `Z_SYNC_FLUSH`, `Z_FINISH`, or `Z_BLOCK`. `Z_SYNC_FLUSH` requests that `inflate()` flush as much output as possible to the output buffer. `Z_BLOCK` requests that `inflate()` stop if and when it gets to the next deflate block boundary. When decoding the zlib or gzip format, this will cause `inflate()` to return immediately after the header and before the first block. When doing a raw inflate, `inflate()` will go ahead and process the first block, and will return when it gets to the end of that block, or when it runs out of data.

The `Z_BLOCK` option assists in appending to or combining deflate streams.

Also to assist in this, on return `inflate()` will set `strm->data_type` to the number of unused bits in the last byte taken from `strm->next_in`, plus 64 if `inflate()` is currently decoding the last block in the deflate stream, plus 128 if `inflate()` returned immediately after decoding an end-of-block code or decoding the complete header up to just before the first byte of the deflate stream. The end-of-block will not be indicated until all of the uncompressed data from that block has been written to `strm->next_out`. The number of unused bits may in general be greater than seven, except when bit 7 of `data_type` is set, in which case the number of unused bits will be less than eight. `inflate()` should normally be called until it returns `Z_STREAM_END` or an error. However if all decompression is to be performed in a single step (a single call of `inflate`), the parameter flush should be set to `Z_FINISH`. In this case all pending input is processed and all pending output is flushed; `avail_out` must be large enough to hold all the uncompressed data. (The size of the uncompressed data may have been saved by the compressor for this purpose.) The next operation on this stream must be `inflateEnd` to deallocate the decompression state. The use of `Z_FINISH` is never required, but can be used to inform `inflate` that a faster approach may be used for the single `inflate()` call. In this implementation, `inflate()` always flushes as much output as possible to the output buffer, and always uses the faster approach on the first call. So the only effect of the flush parameter in this implementation is on the return value of `inflate()`, as noted below, or when it returns early because `Z_BLOCK` is used.

If a preset dictionary is needed after this call (see `inflateSetDictionary` below), `inflate` sets `strm->adler` to the Adler32 checksum of the dictionary chosen by the compressor and returns `Z_NEED_DICT`; otherwise it sets `strm->adler` to the Adler32 checksum of all output produced so far (that is, `total_out` bytes) and returns `Z_OK`, `Z_STREAM_END` or an error code as described below. At the end of the stream, `inflate()` checks that its computed Adler32 checksum is equal to that saved by the compressor and returns `Z_STREAM_END` only if the checksum is correct.

inflate() will decompress and check either zlib-wrapped or gzip-wrapped deflate data. The header type is detected automatically. Any information contained in the gzip header is not retained, so applications that need that information should instead use raw inflate, see inflateInit2() below, or inflateBack() and perform their own processing of the gzip header and trailer.

inflate() returns Z_OK if some progress has been made (more input processed or more output produced), Z_STREAM_END if the end of the compressed data has been reached and all uncompressed output has been produced, Z_NEED_DICT if a preset dictionary is needed at this point, Z_DATA_ERROR if the input data was corrupted (input stream not conforming to the zlib format or incorrect check value), Z_STREAM_ERROR if the stream structure was inconsistent (for example if next_in or next_out was NULL), Z_MEM_ERROR if there was not enough memory, Z_BUF_ERROR if no progress is possible or if there was not enough room in the output buffer when Z_FINISH is used. Note that Z_BUF_ERROR is not fatal, and inflate() can be called again with more input and more output space to continue decompressing. If Z_DATA_ERROR is returned, the application may then call inflateSync() to look for a good compression block if a partial recovery of the data is desired.

```
ZEXTERN int ZEXPORT inflateEnd OF((z_streamp strm));
```

All dynamically allocated data structures for this stream are freed.

This function discards any unprocessed input and does not flush any pending output.

inflateEnd returns Z_OK if success, Z_STREAM_ERROR if the stream state was inconsistent.

In the error case, msg may be set but then points to a static string (which must not be deallocated).

Advanced functions

The following functions are needed only in some special applications.

```
ZEXTERN int ZEXPORT deflateInit2 OF((z_streamp strm,  
int level,  
int method,  
int windowBits,  
int memLevel,  
int strategy));
```

This is another version of deflateInit with more compression options. The fields next_in, zalloc, zfree and opaque must be initialized before by the caller.

The method parameter is the compression method. It must be Z_DEFLATED in this version of the library.

The windowBits parameter is the base two logarithm of the window size (the size of the history buffer). It should be in the range 8..15 for this version of the library. Larger values of

this parameter result in better compression at the expense of memory usage. The default value is 15 if deflateInit is used instead.

windowBits can also be -8..-15 for raw deflate. In this case, -windowBits determines the window size. deflate() will then generate raw deflate data with no zlib header or trailer, and will not compute an Adler32 check value.

windowBits can also be greater than 15 for optional gzip encoding. Add 16 to windowBits to write a simple gzip header and trailer around the compressed data instead of a zlib wrapper. The gzip header will have no file name, no extra data, no comment, no modification time (set to zero), no header CRC, and the operating system will be set to 255 (unknown). If a gzip stream is being written, strm->adler is a CRC32 instead of an Adler32.

The memLevel parameter specifies how much memory should be allocated for the internal compression state. memLevel=1 uses minimum memory but is slow and reduces compression ratio; memLevel=9 uses maximum memory for optimal speed. The default value is 8. See zconf.h for total memory usage as a function of windowBits and memLevel.

The strategy parameter is used to tune the compression algorithm. Use the value Z_DEFAULT_STRATEGY for normal data, Z_FILTERED for data produced by a filter (or predictor), Z_HUFFMAN_ONLY to force Huffman encoding only (no string match), or Z_RLE to limit match distances to one (run-length encoding). Filtered data consists mostly of small values with a somewhat random distribution. In this case, the compression algorithm is tuned to compress them better. The effect of Z_FILTERED is to force more Huffman coding and less string matching; it is somewhat intermediate between Z_DEFAULT and Z_HUFFMAN_ONLY. Z_RLE is designed to be almost as fast as Z_HUFFMAN_ONLY, but give better compression for PNG image data. The strategy parameter only affects the compression ratio but not the correctness of the compressed output even if it is not set appropriately. Z_FIXED prevents the use of dynamic Huffman codes, allowing for a simpler decoder for special applications.

deflateInit2 returns Z_OK if success, Z_MEM_ERROR if there was not enough memory, Z_STREAM_ERROR if a parameter is invalid (such as an invalid method). msg is set to null if there is no error message. deflateInit2 does not perform any compression: this will be done by deflate().

```
ZEXTERN int ZEXPORT deflateSetDictionary OF((z_streamp strm,  
const Bytef *dictionary,  
uInt dictLength));
```

Initializes the compression dictionary from the given byte sequence without producing any compressed output. This function must be called immediately after deflateInit, deflateInit2 or deflateReset, before any call of deflate. The compressor and decompressor must use exactly

the same dictionary (see `inflateSetDictionary`).

The dictionary should consist of strings (byte sequences) that are likely to be encountered later in the data to be compressed, with the most commonly used strings preferably put towards the end of the dictionary. Using a dictionary is most useful when the data to be compressed is short and can be predicted with good accuracy; the data can then be compressed better than with the default empty dictionary.

Depending on the size of the compression data structures selected by `deflateInit` or `deflateInit2`, a part of the dictionary may in effect be discarded, for example if the dictionary is larger than the window size in `deflate` or `deflate2`. Thus the strings most likely to be useful should be put at the end of the dictionary, not at the front.

Upon return of this function, `strm->adler` is set to the `adler32` value of the dictionary; the decompressor may later use this value to determine which dictionary has been used by the compressor. (The `adler32` value applies to the whole dictionary even if only a subset of the dictionary is actually used by the compressor.) If a raw deflate was requested, then the `adler32` value is not computed and `strm->adler` is not set.

`deflateSetDictionary` returns `Z_OK` if success, or `Z_STREAM_ERROR` if a parameter is invalid (such as `NULL` dictionary) or the stream state is inconsistent (for example if `deflate` has already been called for this stream or if the compression method is `bsort`).

`deflateSetDictionary` does not perform any compression: this will be done by `deflate()`.

```
ZEXTERN int ZEXPORT deflateCopy OF((z_stream* dest,  
z_stream* source));
```

Sets the destination stream as a complete copy of the source stream.

This function can be useful when several compression strategies will be tried, for example when there are several ways of pre-processing the input data with a filter. The streams that will be discarded should then be freed by calling `deflateEnd`. Note that `deflateCopy` duplicates the internal compression state which can be quite large, so this strategy is slow and can consume lots of memory.

`deflateCopy` returns `Z_OK` if success, `Z_MEM_ERROR` if there was not enough memory, `Z_STREAM_ERROR` if the source stream state was inconsistent (such as `zalloc` being `NULL`). `msg` is left unchanged in both source and destination.

```
ZEXTERN int ZEXPORT deflateReset OF((z_stream* strm));
```

This function is equivalent to `deflateEnd` followed by `deflateInit`, but does not free and reallocate all the internal compression state.

The stream will keep the same compression level and any other attributes that may have been set by `deflateInit2`.

`deflateReset` returns `Z_OK` if success, or `Z_STREAM_ERROR` if the source stream state was

inconsistent (such as zalloc or state being NULL).

```
ZEXTERN int ZEXPORT deflateParams OF((z_streamp strm,  
int level,  
int strategy));
```

Dynamically update the compression level and compression strategy. The interpretation of level and strategy is as in deflateInit2. This can be used to switch between compression and straight copy of the input data, or to switch to a different kind of input data requiring a different strategy. If the compression level is changed, the input available so far is compressed with the old level (and may be flushed); the new level will take effect only at the next call of deflate().

Before the call of deflateParams, the stream state must be set as for a call of deflate(), since the currently available input may have to be compressed and flushed. In particular, strm->avail_out must be non-zero.

deflateParams returns Z_OK if success, Z_STREAM_ERROR if the source stream state was inconsistent or if a parameter was invalid, Z_BUF_ERROR if strm->avail_out was zero.

```
ZEXTERN uLong ZEXPORT deflateBound OF((z_streamp strm,  
uLong sourceLen));
```

deflateBound() returns an upper bound on the compressed size after deflation of sourceLen bytes. It must be called after deflateInit() or deflateInit2(). This would be used to allocate an output buffer for deflation in a single pass, and so would be called before deflate().

```
ZEXTERN int ZEXPORT deflatePrime OF((z_streamp strm,  
int bits,  
int value));
```

deflatePrime() inserts bits in the deflate output stream. The intent is that this function is used to start off the deflate output with the bits leftover from a previous deflate stream when appending to it. As such, this function can only be used for raw deflate, and must be used before the first deflate() call after a deflateInit2() or deflateReset(). bits must be less than or equal to 16, and that many of the least significant bits of value will be inserted in the output. deflatePrime returns Z_OK if success, or Z_STREAM_ERROR if the source stream state was inconsistent.

```
ZEXTERN int ZEXPORT deflateSetHeader OF((z_streamp strm,  
gz_headerp head));
```

deflateSetHeader() provides gzip header information for when a gzip stream is requested by deflateInit2(). deflateSetHeader() may be called after deflateInit2() or deflateReset() and before the first call of deflate(). The text, time, os, extra field, name, and comment information in the provided gz_header structure are written to the gzip header (xflag is ignored -- the extra

flags are set according to the compression level). The caller must assure that, if not Z_NULL, name and comment are terminated with a zero byte, and that if extra is not Z_NULL, that extra_len bytes are available there. If hcrc is true, a gzip header crc is included. Note that the current versions of the command-line version of gzip (up through version 1.3.x) do not support header crc's, and will report that it is a "multi-part gzip file" and give up.

If deflateSetHeader is not used, the default gzip header has text false, the time set to zero, and os set to 255, with no extra, name, or comment fields. The gzip header is returned to the default state by deflateReset().

deflateSetHeader returns Z_OK if success, or Z_STREAM_ERROR if the source stream state was inconsistent.

```
ZEXTERN int ZEXPORT inflateInit2 OF((z_streamp strm,  
int windowBits));
```

This is another version of inflateInit with an extra parameter. The fields next_in, avail_in, zalloc, zfree and opaque must be initialized before by the caller.

The windowBits parameter is the base two logarithm of the maximum window size (the size of the history buffer). It should be in the range 8..15 for this version of the library. The default value is 15 if inflateInit is used instead. windowBits must be greater than or equal to the windowBits value provided to deflateInit2() while compressing, or it must be equal to 15 if deflateInit2() was not used. If a compressed stream with a larger window size is given as input, inflate() will return with the error code Z_DATA_ERROR instead of trying to allocate a larger window.

windowBits can also be -8..-15 for raw inflate. In this case, -windowBits determines the window size. inflate() will then process raw deflate data, not looking for a zlib or gzip header, not generating a check value, and not looking for any check values for comparison at the end of the stream. This is for use with other formats that use the deflate compressed data format such as zip. Those formats provide their own check values. If a custom format is developed using the raw deflate format for compressed data, it is recommended that a check value such as an Adler32 or a CRC32 be applied to the uncompressed data as is done in the zlib, gzip, and zip formats. For most applications, the zlib format should be used as is. Note that comments above on the use in deflateInit2() applies to the magnitude of windowBits.

windowBits can also be greater than 15 for optional gzip decoding. Add 32 to windowBits to enable zlib and gzip decoding with automatic header detection, or add 16 to decode only the gzip format (the zlib format will return a Z_DATA_ERROR). If a gzip stream is being decoded, strm->adler is a CRC32 instead of an Adler32.

inflateInit2 returns Z_OK if success, Z_MEM_ERROR if there was not enough memory, Z_STREAM_ERROR if a parameter is invalid (such as a negative memLevel). msg is set to

null if there is no error message. inflateInit2 does not perform any decompression apart from reading the zlib header if present: this will be done by inflate(). (So next_in and avail_in may be modified, but next_out and avail_out are unchanged.)

```
ZEXTERN int ZEXPORT inflateSetDictionary OF((z_streamp strm,  
const Bytef *dictionary,  
uInt dictLength));
```

Initializes the decompression dictionary from the given uncompressed byte sequence. This function must be called immediately after a call of inflate, if that call returned Z_NEED_DICT. The dictionary chosen by the compressor can be determined from the Adler32 value returned by that call of inflate.

The compressor and decompressor must use exactly the same dictionary (see deflateSetDictionary). For raw inflate, this function can be called immediately after inflateInit2() or inflateReset() and before any call of inflate() to set the dictionary. The application must insure that the dictionary that was used for compression is provided. inflateSetDictionary returns Z_OK if success, Z_STREAM_ERROR if a parameter is invalid (such as NULL dictionary) or the stream state is inconsistent, Z_DATA_ERROR if the given dictionary doesn't match the expected one (incorrect Adler32 value). inflateSetDictionary does not perform any decompression: this will be done by subsequent calls of inflate().

```
ZEXTERN int ZEXPORT inflateSync OF((z_streamp strm));
```

Skips invalid compressed data until a full flush point (see above the description of deflate with Z_FULL_FLUSH) can be found, or until all available input is skipped. No output is provided. inflateSync returns Z_OK if a full flush point has been found, Z_BUF_ERROR if no more input was provided, Z_DATA_ERROR if no flush point has been found, or Z_STREAM_ERROR if the stream structure was inconsistent. In the success case, the application may save the current value of total_in which indicates where valid compressed data was found. In the error case, the application may repeatedly call inflateSync, providing more input each time, until success or end of the input data.

```
ZEXTERN int ZEXPORT inflateCopy OF((z_streamp dest,  
z_streamp source));
```

Sets the destination stream as a complete copy of the source stream.

This function can be useful when randomly accessing a large stream. The first pass through the stream can periodically record the inflate state, allowing restarting inflate at those points when randomly accessing the stream.

inflateCopy returns Z_OK if success, Z_MEM_ERROR if there was not enough memory, Z_STREAM_ERROR if the source stream state was inconsistent (such as zalloc being NULL). msg is left unchanged in both source and destination.

```
ZEXTERN int ZEXPORT inflateReset OF((z_streamp strm));
```

This function is equivalent to `inflateEnd` followed by `inflateInit`, but does not free and reallocate all the internal decompression state.

The stream will keep attributes that may have been set by `inflateInit2`.

`inflateReset` returns `Z_OK` if success, or `Z_STREAM_ERROR` if the source stream state was inconsistent (such as `zalloc` or state being `NULL`).

```
ZEXTERN int ZEXPORT inflateGetHeader OF((z_streamp strm,  
gz_headerp head));
```

```
/*
```

`inflateGetHeader()` requests that gzip header information be stored in the provided `gz_header` structure. `inflateGetHeader()` may be called after `inflateInit2()` or `inflateReset()`, and before the first call of `inflate()`.

As `inflate()` processes the gzip stream, `head->done` is zero until the header is completed, at which time `head->done` is set to one. If a zlib stream is being decoded, then `head->done` is set to -1 to indicate that there will be no gzip header information forthcoming. Note that `Z_BLOCK` can be used to force `inflate()` to return immediately after header processing is complete and before any actual data is decompressed.

The `text`, `time`, `xflags`, and `os` fields are filled in with the gzip header contents. `hcrc` is set to true if there is a header CRC. (The header CRC was valid if `done` is set to one.) If `extra` is not `Z_NULL`, then `extra_max` contains the maximum number of bytes to write to `extra`. Once `done` is true, `extra_len` contains the actual extra field length, and `extra` contains the extra field, or that field truncated if `extra_max` is less than `extra_len`.

If `name` is not `Z_NULL`, then up to `name_max` characters are written there, terminated with a zero unless the length is greater than `name_max`. If `comment` is not `Z_NULL`, then up to `comm_max` characters are written there, terminated with a zero unless the length is greater than `comm_max`. When any of `extra`, `name`, or `comment` are not `Z_NULL` and the respective field is not present in the header, then that field is set to `Z_NULL` to signal its absence. This allows the use of `deflateSetHeader()` with the returned structure to duplicate the header.

However if those fields are set to allocated memory, then the application will need to save those pointers elsewhere so that they can be eventually freed.

If `inflateGetHeader` is not used, then the header information is simply discarded. The header is always checked for validity, including the header CRC if present. `inflateReset()` will reset the process to discard the header information. The application would need to call `inflateGetHeader()` again to retrieve the header from the next gzip stream.

`inflateGetHeader` returns `Z_OK` if success, or `Z_STREAM_ERROR` if the source stream state was inconsistent.

```
ZEXTERN int ZEXPORT inflateBackInit OF((z_stream strm, int windowBits,  
unsigned char FAR *window));
```

Initialize the internal stream state for decompression using `inflateBack()` calls. The fields `zalloc`, `zfree` and `opaque` in `strm` must be initialized before the call. If `zalloc` and `zfree` are `Z_NULL`, then the default library-derived memory allocation routines are used. `windowBits` is the base two logarithm of the window size, in the range 8..15. `window` is a caller supplied buffer of that size. Except for special applications where it is assured that deflate was used with small window sizes, `windowBits` must be 15 and a 32K byte window must be supplied to be able to decompress general deflate streams.

See `inflateBack()` for the usage of these routines.

`inflateBackInit` will return `Z_OK` on success, `Z_STREAM_ERROR` if any of the parameters are invalid, `Z_MEM_ERROR` if the internal state could not be allocated, or `Z_VERSION_ERROR` if the version of the library does not match the version of the header file.

```
typedef unsigned (*in_func) OF((void FAR *, unsigned char FAR * FAR *));
```

```
typedef int (*out_func) OF((void FAR *, unsigned char FAR *, unsigned));
```

```
ZEXTERN int ZEXPORT inflateBack OF((z_stream strm,  
in_func in, void FAR *in_desc,  
out_func out, void FAR *out_desc));
```

`inflateBack()` does a raw inflate with a single call using a call-back interface for input and output. This is more efficient than `inflate()` for file i/o applications in that it avoids copying between the output and the sliding window by simply making the window itself the output buffer. This function trusts the application to not change the output buffer passed by the output function, at least until `inflateBack()` returns.

`inflateBackInit()` must be called first to allocate the internal state and to initialize the state with the user-provided window buffer.

`inflateBack()` may then be used multiple times to inflate a complete, raw deflate stream with each call. `inflateBackEnd()` is then called to free the allocated state.

A raw deflate stream is one with no zlib or gzip header or trailer.

This routine would normally be used in a utility that reads zip or gzip files and writes out uncompressed files. The utility would decode the header and process the trailer on its own, hence this routine expects only the raw deflate stream to decompress. This is different from the normal behavior of `inflate()`, which expects either a zlib or gzip header and trailer around the deflate stream.

`inflateBack()` uses two subroutines supplied by the caller that are then called by `inflateBack()` for input and output. `inflateBack()` calls those routines until it reads a complete deflate stream

and writes out all of the uncompressed data, or until it encounters an error. The function's parameters and return types are defined above in the `in_func` and `out_func` typedefs. `inflateBack()` will call `in(in_desc, &buf)` which should return the number of bytes of provided input, and a pointer to that input in `buf`. If there is no input available, `in()` must return zero--`buf` is ignored in that case--and `inflateBack()` will return a buffer error. `inflateBack()` will call `out(out_desc, buf, len)` to write the uncompressed data `buf[0..len-1]`. `out()` should return zero on success, or non-zero on failure. If `out()` returns non-zero, `inflateBack()` will return with an error. Neither `in()` nor `out()` are permitted to change the contents of the window provided to `inflateBackInit()`, which is also the buffer that `out()` uses to write from.

The length written by `out()` will be at most the window size. Any non-zero amount of input may be provided by `in()`.

For convenience, `inflateBack()` can be provided input on the first call by setting `strm->next_in` and `strm->avail_in`. If that input is exhausted, then `in()` will be called. Therefore `strm->next_in` must be initialized before calling `inflateBack()`. If `strm->next_in` is `Z_NULL`, then `in()` will be called immediately for input. If `strm->next_in` is not `Z_NULL`, then `strm->avail_in` must also be initialized, and then if `strm->avail_in` is not zero, input will initially be taken from `strm->next_in[0 .. strm->avail_in - 1]`.

The `in_desc` and `out_desc` parameters of `inflateBack()` is passed as the first parameter of `in()` and `out()` respectively when they are called. These descriptors can be optionally used to pass any information that the caller-supplied `in()` and `out()` functions need to do their job.

On return, `inflateBack()` will set `strm->next_in` and `strm->avail_in` to pass back any unused input that was provided by the last `in()` call. The return values of `inflateBack()` can be `Z_STREAM_END` on success, `Z_BUF_ERROR` if `in()` or `out()` returned an error, `Z_DATA_ERROR` if there was a format error in the deflate stream (in which case `strm->msg` is set to indicate the nature of the error), or `Z_STREAM_ERROR` if the stream was not properly initialized. In the case of `Z_BUF_ERROR`, an input or output error can be distinguished using `strm->next_in` which will be `Z_NULL` only if `in()` returned an error. If `strm->next` is not `Z_NULL`, then the `Z_BUF_ERROR` was due to `out()` returning non-zero. (`in()` will always be called before `out()`, so `strm->next_in` is assured to be defined if `out()` returns non-zero.) Note that `inflateBack()` cannot return `Z_OK`.

```
ZEXTERN int ZEXPORT inflateBackEnd OF((z_streamp strm));
```

All memory allocated by `inflateBackInit()` is freed.

`inflateBackEnd()` returns `Z_OK` on success, or `Z_STREAM_ERROR` if the stream state was inconsistent.

```
ZEXTERN uLong ZEXPORT zlibCompileFlags OF((void));
```

Return flags indicating compile-time options.

Type sizes, two bits each, 00 = 16 bits, 01 = 32, 10 = 64, 11 = other:

1.0: size of ulnt

3.2: size of uLong

5.4: size of voidpf (pointer)

7.6: size of z_off_t

Compiler, assembler, and debug options:

8: DEBUG

9: ASMV or ASMINF -- use ASM code

10: ZLIB_WINAPI -- exported functions use the WINAPI calling convention

11: 0 (reserved)

One-time table building (smaller code, but not thread-safe if true):

12: BUILDFIXED -- build static block decoding tables when needed

13: DYNAMIC_CRC_TABLE -- build CRC calculation tables when needed

14,15: 0 (reserved)

Library content (indicates missing functionality):

16: NO_GZCOMPRESS -- gz* functions cannot compress (to avoid linking deflate code when not needed)

17: NO_GZIP -- deflate can't write gzip streams, and inflate can't detect and decode gzip streams (to avoid linking crc code)

18-19: 0 (reserved)

Operation variations (changes in library functionality):

20: PKZIP_BUG_WORKAROUND -- slightly more permissive inflate

21: FASTEST -- deflate algorithm with only one, lowest compression level

22,23: 0 (reserved)

The sprintf variant used by gzprintf (zero is best):

24: 0 = vs*, 1 = s* -- 1 means limited to 20 arguments after the format

25: 0 = *nprintf, 1 = *printf -- 1 means gzprintf() not secure!

26: 0 = returns value, 1 = void -- 1 means inferred string length returned

Remainder:

27-31: 0 (reserved)

utility functions

The following utility functions are implemented on top of the basic stream-oriented functions. To simplify the interface, some default options are assumed (compression level and memory usage, standard memory allocation functions). The source code of these utility functions can easily be modified if you need special options.

ZEXTERN int ZEXPORT compress OF((Bytef *dest, uLongf *destLen,

```
const Bytef *source, uLong sourceLen));
```

Compresses the source buffer into the destination buffer. sourceLen is the byte length of the source buffer. Upon entry, destLen is the total size of the destination buffer, which must be at least the value returned by compressBound(sourceLen). Upon exit, destLen is the actual size of the compressed buffer.

This function can be used to compress a whole file at once if the input file is mmap'ed.

compress returns Z_OK if success, Z_MEM_ERROR if there was not enough memory, Z_BUF_ERROR if there was not enough room in the output buffer.

```
ZEXTERN int ZEXPORT compress2 OF((Bytef *dest,    uLongf *destLen,
const Bytef *source, uLong sourceLen,
int level));
```

Compresses the source buffer into the destination buffer. The level parameter has the same meaning as in deflateInit. sourceLen is the byte length of the source buffer. Upon entry, destLen is the total size of the destination buffer, which must be at least the value returned by compressBound(sourceLen). Upon exit, destLen is the actual size of the compressed buffer.

compress2 returns Z_OK if success, Z_MEM_ERROR if there was not enough memory, Z_BUF_ERROR if there was not enough room in the output buffer, Z_STREAM_ERROR if the level parameter is invalid.

```
ZEXTERN uLong ZEXPORT compressBound OF((uLong sourceLen));
```

compressBound() returns an upper bound on the compressed size after compress() or compress2() on sourceLen bytes. It would be used before a compress() or compress2() call to allocate the destination buffer.

```
ZEXTERN int ZEXPORT uncompress OF((Bytef *dest,    uLongf *destLen,
const Bytef *source, uLong sourceLen));
```

Decompresses the source buffer into the destination buffer. sourceLen is the byte length of the source buffer. Upon entry, destLen is the total size of the destination buffer, which must be large enough to hold the entire uncompressed data. (The size of the uncompressed data must have been saved previously by the compressor and transmitted to the decompressor by some mechanism outside the scope of this compression library.)

Upon exit, destLen is the actual size of the compressed buffer.

This function can be used to decompress a whole file at once if the input file is mmap'ed.

uncompress returns Z_OK if success, Z_MEM_ERROR if there was not enough memory, Z_BUF_ERROR if there was not enough room in the output buffer, or Z_DATA_ERROR if the input data was corrupted or incomplete.

```
typedef voidp gzFile;
```

```
ZEXTERN gzFile ZEXPORT gzopen  OF((const char *path, const char *mode));
```


Opens a gzip (.gz) file for reading or writing. The mode parameter is as in fopen ("rb" or "wb") but can also include a compression level ("wb9") or a strategy: 'f' for filtered data as in "wb6f", 'h' for Huffman only compression as in "wb1h", or 'R' for run-length encoding as in "wb1R".

(See the description of deflateInit2 for more information about the strategy parameter.)

gzopen can be used to read a file which is not in gzip format; in this case gzread will directly read from the file without decompression.

gzopen returns NULL if the file could not be opened or if there was insufficient memory to allocate the (de)compression state; errno can be checked to distinguish the two cases (if errno is zero, the zlib error is Z_MEM_ERROR).

ZEXTERN gzFile ZEXPORT gzopen OF((int fd, const char *mode));

gzopen() associates a gzFile with the file descriptor fd. File descriptors are obtained from calls like open, dup, creat, pipe or fileno (in the file has been previously opened with fopen).

The mode parameter is as in gzopen.

The next call of gzclose on the returned gzFile will also close the file descriptor fd, just like fclose(fdopen(fd), mode) closes the file descriptor fd. If you want to keep fd open, use gzopen(dup(fd), mode). gzopen returns NULL if there was insufficient memory to allocate the (de)compression state.

ZEXTERN int ZEXPORT gzsetparams OF((gzFile file, int level, int strategy));

Dynamically update the compression level or strategy. See the description of deflateInit2 for the meaning of these parameters.

gzsetparams returns Z_OK if success, or Z_STREAM_ERROR if the file was not opened for writing.

ZEXTERN int ZEXPORT gzread OF((gzFile file, voidp buf, unsigned len));

Reads the given number of uncompressed bytes from the compressed file. If the input file was not in gzip format, gzread copies the given number of bytes into the buffer.

gzread returns the number of uncompressed bytes actually read (0 for end of file, -1 for error).

ZEXTERN int ZEXPORT gzwrite OF((gzFile file, voidpc buf, unsigned len));

Writes the given number of uncompressed bytes into the compressed file. gzwrite returns the number of uncompressed bytes actually written (0 in case of error).

ZEXTERN int ZEXPORTVA gzprintf OF((gzFile file, const char *format, ...));

Converts, formats, and writes the args to the compressed file under control of the format string, as in fprintf. gzprintf returns the number of uncompressed bytes actually written (0 in case of error). The number of uncompressed bytes written is limited to 4095. The caller should assure that this limit is not exceeded. If it is exceeded, then gzprintf() will return an error (0) with nothing written. In this case, there may also be a buffer overflow with

unpredictable consequences, which is possible only if zlib was compiled with the insecure functions `sprintf()` or `vsprintf()` because the secure `snprintf()` or `vsnprintf()` functions were not available.

`ZEXTERN int ZEXPORT gzputs OF((gzFile file, const char *s));`

Writes the given null-terminated string to the compressed file, excluding the terminating null character.

`gzputs` returns the number of characters written, or -1 in case of error.

`ZEXTERN char * ZEXPORT gzgets OF((gzFile file, char *buf, int len));`

Reads bytes from the compressed file until `len-1` characters are read, or a newline character is read and transferred to `buf`, or an end-of-file condition is encountered. The string is then terminated with a null character.

`gzgets` returns `buf`, or `Z_NULL` in case of error.

`ZEXTERN int ZEXPORT gzputc OF((gzFile file, int c));`

Writes `c`, converted to an unsigned char, into the compressed file. `gzputc` returns the value that was written, or -1 in case of error.

`ZEXTERN int ZEXPORT gzgetc OF((gzFile file));`

Reads one byte from the compressed file. `gzgetc` returns this byte or -1 in case of end of file or error.

`ZEXTERN int ZEXPORT gzungetc OF((int c, gzFile file));`

Push one character back onto the stream to be read again later. Only one character of push-back is allowed. `gzungetc()` returns the character pushed, or -1 on failure. `gzungetc()` will fail if a character has been pushed but not read yet, or if `c` is -1. The pushed character will be discarded if the stream is repositioned with `gzseek()` or `gzrewind()`.

`ZEXTERN int ZEXPORT gzflush OF((gzFile file, int flush));`

Flushes all pending output into the compressed file. The parameter `flush` is as in the `deflate()` function. The return value is the zlib error number (see function `gzerror` below). `gzflush` returns `Z_OK` if the flush parameter is `Z_FINISH` and all output could be flushed.

`gzflush` should be called only when strictly necessary because it can degrade compression.

`ZEXTERN z_off_t ZEXPORT gzseek OF((gzFile file,
z_off_t offset, int whence));`

Sets the starting position for the next `gzread` or `gzwrite` on the given compressed file. The offset represents a number of bytes in the uncompressed data stream. The whence parameter is defined as in `lseek(2)`; the value `SEEK_END` is not supported.

If the file is opened for reading, this function is emulated but can be extremely slow. If the file

is opened for writing, only forward seeks are supported; gzseek then compresses a sequence of zeroes up to the new starting position.

gzseek returns the resulting offset location as measured in bytes from the beginning of the uncompressed stream, or -1 in case of error, in particular if the file is opened for writing and the new starting position would be before the current position.

ZEXTERN int ZEXPORT gzrewind OF((gzFile file));

Rewinds the given file. This function is supported only for reading.

gzrewind(file) is equivalent to (int)gzseek(file, 0L, SEEK_SET)

ZEXTERN z_off_t ZEXPORT gztell OF((gzFile file));

Returns the starting position for the next gzread or gzwrite on the given compressed file. This position represents a number of bytes in the uncompressed data stream.

gtell(file) is equivalent to gzseek(file, 0L, SEEK_CUR)

ZEXTERN int ZEXPORT gzeof OF((gzFile file));

Returns 1 when EOF has previously been detected reading the given input stream, otherwise zero.

ZEXTERN int ZEXPORT gzclose OF((gzFile file));

Flushes all pending output if necessary, closes the compressed file and deallocates all the (de)compression state. The return value is the zlib error number (see function gzerror below).

ZEXTERN const char * ZEXPORT gzerror OF((gzFile file, int *errnum));

Returns the error message for the last error which occurred on the given compressed file.

errnum is set to zlib error number. If an error occurred in the file system and not in the compression library, errnum is set to Z_ERRNO and the application may consult errno to get the exact error code.

ZEXTERN void ZEXPORT gzclearerr OF((gzFile file));

Clears the error and end-of-file flags for file. This is analogous to the clearerr() function in stdio. This is useful for continuing to read a gzip file that is being written concurrently.

checksum functions

These functions are not related to compression but are exported anyway because they might be useful in applications using the compression library.

ZEXTERN uLong ZEXPORT Adler32 OF((uLong Adler, const Bytef *buf, uInt len));

Update a running Adler-32 checksum with the bytes buf[0..len-1] and return the updated checksum. If buf is NULL, this function returns the required initial value for the checksum. An Adler-32 checksum is almost as reliable as a CRC32 but can be computed much faster.

Usage example:

```
uLong Adler = Adler32(0L, Z_NULL, 0);
```

```
while (read_buffer(buffer, length) != EOF) {Adler = Adler32(Adler, buffer, length);
```

```
}
```

```
if (adler != original_adler) error();
```

```
ZEXTERN uLong ZEXPORT Adler32_combine OF((uLong Adler1, uLong Adler2,  
z_off_t len2));
```

Combine two Adler-32 checksums into one. For two sequences of bytes, seq1 and seq2 with lengths len1 and len2, Adler-32 checksums were calculated for each, Adler1 and Adler2.

Adler32_combine() returns the Adler-32 checksum of seq1 and seq2 concatenated, requiring only Adler1, Adler2, and len2.

```
ZEXTERN uLong ZEXPORT Crc32 OF((uLong Crc, const Bytef *buf, UInt len));
```

Update a running CRC-32 with the bytes buf[0..len-1] and return the updated CRC-32. If buf is NULL, this function returns the required initial value for the CRC. Pre- and post-conditioning (one's complement) is performed within this function so it shouldn't be done by the application.

Usage example:

```
uLong Crc = Crc32(0L, Z_NULL, 0);
```

```
while (read_buffer(buffer, length) != EOF) {
```

```
Crc = Crc32(Crc, buffer, length);
```

```
}
```

```
if (Crc != original_crc) error();
```

```
ZEXTERN uLong ZEXPORT Crc32_combine OF((uLong Crc1, uLong Crc2, z_off_t len2));
```

Combine two CRC-32 check values into one. For two sequences of bytes, seq1 and seq2 with lengths len1 and len2, CRC-32 check values were calculated for each, Crc1 and Crc2.

Crc32_combine() returns the CRC-32 check value of seq1 and seq2 concatenated, requiring only Crc1, Crc2, and len2.

```
/* various hacks, don't look :) */
```

deflateInit and inflateInit are macros to allow checking the zlib version and the compiler's view of z_stream:

```
ZEXTERN int ZEXPORT deflateInit_ OF((z_stream *strm, int level,  
const char *version, int stream_size));
```

```
ZEXTERN int ZEXPORT inflateInit_ OF((z_stream *strm,  
const char *version, int stream_size));
```

```
ZEXTERN int ZEXPORT deflateInit2_ OF((z_stream *strm, int level, int method,  
int windowBits, int memLevel,  
int strategy, const char *version,  
int stream_size));
```

```
ZEXTERN int ZEXPORT inflateInit2_ OF((z_stream *strm, int windowBits,
```

```

const char *version, int stream_size));
ZEXTERN int ZEXPORT inflateBackInit_ OF((z_stream * strm, int windowBits,
unsigned char FAR *window,
const char *version,
int stream_size));
#define deflateInit(strm, level) \
deflateInit_((strm), (level), ZLIB_VERSION, sizeof(z_stream))
#define inflateInit(strm) \
inflateInit_((strm), ZLIB_VERSION, sizeof(z_stream))
#define deflateInit2(strm, level, method, windowBits, memLevel, strategy) \
deflateInit2_((strm), (level), (method), (windowBits), (memLevel), \
(strategy), ZLIB_VERSION, sizeof(z_stream))
#define inflateInit2(strm, windowBits) \
inflateInit2_((strm), (windowBits), ZLIB_VERSION, sizeof(z_stream))
#define inflateBackInit(strm, windowBits, window) \
inflateBackInit_((strm), (windowBits), (window), \
ZLIB_VERSION, sizeof(z_stream))
#if !defined(ZUTIL_H) && !defined(NO_DUMMY_DECL)
struct internal_state {int dummy;}; /* hack for buggy compilers */
#endif
ZEXTERN const char * ZEXPORT zError OF((int));
ZEXTERN int ZEXPORT inflateSyncPoint OF((z_stream * z));
ZEXTERN const uLongf * ZEXPORT get_crc_table OF((void));
#ifdef __cplusplus
}
#endif
#endif /* ZLIB_H */

```

zlib-1.2.7

zlib.h -- interface of the 'zlib' general purpose compression library version 1.2.7, May 2nd, 2012

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