THIS FILE is almost entirely based upon code by Jean-loup Gailly and Mark Adler. It has been modified by Lucian Wischik. The modifications were: incorporate the bugfixes of 1.1.4, allow unzipping to/from handles/pipes/files/memory, encryption, unicode, a windowsish api, and putting everything into a single .cpp file. The original code may be found at http://www.gzip.org/zlib/ The original copyright text follows.

zlib.h -- interface of the 'zlib' general purpose compression library version 1.1.3, July 9th, 1998

Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files ftp://ds.internic.net/rfc/rfc1950.txt (zlib format), rfc1951.txt (deflate format) and rfc1952.txt (gzip format).

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 library also supports reading and writing files in gzip (.gz) format with an interface similar to that of stdio.

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.