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1.6 curl 7.21.2

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/*

curlx.c Authors: Peter Sylvester, Jean-Paul Merlin

This is a little program to demonstrate the usage of

- an ssl initialisation callback setting a user key and trustbases

coming from a pkcs12 file

- using an ssl application callback to find a URI in the

certificate presented during ssl session establishment.

*/

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  This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

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must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

  If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

 5. A program that contains no derivative of any portion of the
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 However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the
library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

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that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

 If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
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work. (Executables containing this object code plus portions of the
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```

1.11 libjpeg 6b :37

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1.11.2 Available under license :

The Independent JPEG Group's JPEG software
==

README for release 6b of 27-Mar-1998
===================================

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Serious users of this software (particularly those incorporating it into
larger programs) should contact IJG at jpeg-info@uunet.uu.net to be added to
our electronic mailing list. Mailing list members are notified of updates
and have a chance to participate in technical discussions, etc.

This software is the work of Tom Lane, Philip Gladstone, Jim Boucher,

Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the official ISO JPEG standards committee.

DOCUMENTATION ROADMAP
=====================

This file contains the following sections:

OVERVIEW   General description of JPEG and the IJG software.
LEGAL ISSUES   Copyright, lack of warranty, terms of distribution.
REFERENCES   Where to learn more about JPEG.
ARCHIVE LOCATIONS   Where to find newer versions of this software.
RELATED SOFTWARE   Other stuff you should get.
FILE FORMAT WARS   Software *not* to get.
TO DO   Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
 install.doc   How to configure and install the IJG software.
 usage.doc   Usage instructions for cjpeg, djpeg, jpegtran,
                  rdjpgcom, and wrjpgcom.
 *.1   Unix-style man pages for programs (same info as usage.doc).
 wizard.doc   Advanced usage instructions for JPEG wizards only.
 change.log   Version-to-version change highlights.
Programmer and internal documentation:
 libjpeg.doc   How to use the JPEG library in your own programs.
 example.c   Sample code for calling the JPEG library.
 structure.doc   Overview of the JPEG library's internal structure.
 filelist.doc   Road map of IJG files.
 coderules.doc   Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW
========

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

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============

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that you must include source code if you redistribute it. (See the file
ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part
of any program generated from the IJG code, this does not limit you more than
the foregoing paragraphs do.

The Unix configuration script "configure" was produced with GNU Autoconf.
It is copyright by the Free Software Foundation but is freely distributable.
The same holds for its supporting scripts (config.guess, config.sub,
ltconfig, ltmain.sh). Another support script, install-sh, is copyright
by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by
patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot
legally be used without obtaining one or more licenses. For this reason,
support for arithmetic coding has been removed from the free JPEG software.
(Since arithmetic coding provides only a marginal gain over the unpatented
Huffman mode, it is unlikely that very many implementations will support it.)
So far as we are aware, there are no patent restrictions on the remaining
code.

The IJG distribution formerly included code to read and write GIF files.
To avoid entanglement with the Unisys LZW patent, GIF reading support has
been removed altogether, and the GIF writer has been simplified to produce
"uncompressed GIFs". This technique does not use the LZW algorithm; the
resulting GIF files are larger than usual, but are readable by all standard
GIF decoders.

We are required to state that
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    CompuServe Incorporated. GIF(sm) is a Service Mark property of
    CompuServe Incorporated."

REFERENCES
==========

We highly recommend reading one or more of these references before trying to
understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is
    Wallace, Gregory K. "The JPEG Still Picture Compression Standard",
    Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.
(Adjacent articles in that issue discuss MPEG motion picture compression,
applications of JPEG, and related topics.) If you don't have the CACM issue

handy, a PostScript file containing a revised version of Wallace's article is available at ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:
 Literature Department
 C-Cube Microsystems, Inc.

1778 McCarthy Blvd.

Milpitas, CA 95035

phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at
ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text
version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing
the figures.

The TIFF 6.0 file format specification can be obtained by FTP from
ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme
found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems.
IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6).
Instead, we recommend the JPEG design proposed by TIFF Technical Note #2
(Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or
from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision
of the TIFF spec will replace the 6.0 JPEG design with the Note's design.
Although IJG's own code does not support TIFF/JPEG, the free libtiff library
uses our library to implement TIFF/JPEG per the Note. libtiff is available
from ftp://ftp.sgi.com/graphics/tiff/.

ARCHIVE LOCATIONS
==================

The "official" archive site for this software is ftp.uu.net (Internet
address 192.48.96.9). The most recent released version can always be found
there in directory graphics/jpeg. This particular version will be archived
as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't have
direct Internet access, UUNET's archives are also available via UUCP; contact
help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only
ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from
the SimTel archives (ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/), or
on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12
"JPEG Tools". Again, these versions may sometimes lag behind the ftp.uu.net
release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of
general information about JPEG. It is updated constantly and therefore is
not included in this distribution. The FAQ is posted every two weeks to
Usenet newsgroups comp.graphics.misc, news.answers, and other groups.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and other news.answers archive sites, including the official news.answers
archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.
If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu

with body
 send usenet/news.answers/jpeg-faq/part1
 send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE
================

Numerous viewing and image manipulation programs now support JPEG. (Quite a
few of them use this library to do so.) The JPEG FAQ described above lists
some of the more popular free and shareware viewers, and tells where to
obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free
PBMPLUS software, which provides many useful operations on PPM-format image
files. In particular, it can convert PPM images to and from a wide range of
other formats, thus making cjpeg/djpeg considerably more useful. The latest
version is distributed by the NetPBM group, and is available from numerous
sites, notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/.
Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is;
you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford,
is available from ftp://havefun.stanford.edu/pub/jpeg/. This program
is designed for research and experimentation rather than production use;
it is slower, harder to use, and less portable than the IJG code, but it
is easier to read and modify. Also, the PVRG code supports lossless JPEG,
which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS
================

Some JPEG programs produce files that are not compatible with our library.
The root of the problem is that the ISO JPEG committee failed to specify a
concrete file format. Some vendors "filled in the blanks" on their own,
creating proprietary formats that no one else could read. (For example, none
of the early commercial JPEG implementations for the Macintosh were able to
exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format
has been agreed to by a number of major commercial JPEG vendors, and it has
become the de facto standard. JFIF is a minimal or "low end" representation.
We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF
Technical Note #2) for "high end" applications that need to record a lot of
additional data about an image. TIFF/JPEG is fairly new and not yet widely
supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO
=====

The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.12 libpng 1.5.2

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A "png_get_copyright" function is available, for convenient use in "about"
boxes and the like:

  printf("%s",png_get_copyright(NULL));

Also, the PNG logo (in PNG format, of course) is supplied in the
files "pngbar.png" and "pngbar.jpg (88x31) and "pngnow.png" (98x31).

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Glenn Randers-Pehrson

glennrp at users.sourceforge.net

March 31, 2011

1.13 libupnp 1.2.1a

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1.14 Linux Kernel 2.6.37

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That's all there is to it!
/* zlib.h -- interface of the 'zlib' general purpose compression library

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 The data format used by the zlib library is described by RFCs (Request for
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*
* Patched version for ISDN syncPPP written 1997/1998 by Michael Hipp
* The whole module is now SKB based.
*
*/

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* rijndael-alg-fst.c
*
* @version 3.0 (December 2000)
*
* Optimised ANSI C code for the Rijndael cipher (now AES)
*
* @author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

* @author Paulo Barreto <paulo.barreto@terra.com.br>

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/* apps/ecparam.c */

/*

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1.24 uClibc 0.9.32.1

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*/
From gsf@research.att.com Wed Mar 1 20:30:54 2006
Return-Path: <gsf@research.att.com>
X-Original-To: mps@bridge.intra
Delivered-To: mps@bridge.intra
Received: from localhost (localhost [127.0.0.1])
 by localhost (Postfix) with ESMTP id B8C814E4F
 for <mps@bridge.intra>; Wed, 1 Mar 2006 20:30:53 +0100 (CET)
Received: from mail.bridge.intra ([127.0.0.1])
by localhost (lnx.bridge.intra [127.0.0.1]) (amavisd-new, port 10024)
with LMTP id 05987-03 for <mps@bridge.intra>;
Wed, 1 Mar 2006 20:30:42 +0100 (CET)
Received: from pop.gmx.net (localhost [127.0.0.1])
 by mail.bridge.intra (Postfix) with ESMTP id C8C73794D
 for <mps@bridge.intra>; Wed, 1 Mar 2006 20:30:38 +0100 (CET)
X-Flags: 0000
Delivered-To: GMX delivery to ps.m@gmx.net
Received: (qmail invoked by alias); 01 Mar 2006 19:23:46 -0000
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you may include it directly

retain the testregex.c header comment

it uses a very free license to maximize distribution

you can copy that .c comment to any test data files you use

using # comment style to be complete

let me know how it works with your libc

also pass on any new tests you cook up

On Wed, 1 Mar 2006 20:15:02 +0100 (CET) Peter S. Mazinger wrote:

> Hello Glenn!

> I would want to add testregex.c and the related *.dat files to the uClibc

> testsuite. uClibc is licensed under LGPL v2.1. I haven't found any

> licensing related info on testregex.

> Is it allowed to use the code there, or should I accomodate the testsuite

> to download the needed files from the original site each time it is ran?

> Thanks, Peter

> --

> Peter S. Mazinger <ps dot m at gmx dot net>   ID: 0xA5F059F2

> Key fingerprint = 92A4 31E1 56BC 3D5A 2D08 BB6E C389 975E A5F0 59F2

1.25 zlib 1.2.7

1.25.1 Available under license :

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

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  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 http://tools.ietf.org/html/rfc1950
  (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).
*/

#ifndef ZLIB_H
#define ZLIB_H

#include "zconf.h"

#ifdef __cplusplus
extern "C" {
#endif

#define ZLIB_VERSION "1.2.7"

```
#define ZLIB_VERNUM 0x1270
#define ZLIB_VER_MAJOR 1
#define ZLIB_VER_MINOR 2
#define ZLIB_VER_REVISION 7
#define ZLIB_VER_SUBREVISION 0

/*
  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,
  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, uInt items, uInt size));
typedef void   (*free_func)  OF((voidpf opaque, voidpf address));

struct internal_state;

typedef struct z_stream_s {
    z_const Bytef *next_in;     /* next input byte */
    uInt     avail_in; /* number of bytes available at next_in */
    uLong    total_in; /* total number of input bytes read so far */
```

```
    Bytef    *next_out; /* next output byte should be put there */
    uInt     avail_out; /* remaining free space at next_out */
    uLong    total_out; /* total number of bytes output so far */

    z_const 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_streamp;

/*
    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 */
    uInt   extra_len;  /* extra field length (valid if extra != Z_NULL) */
    uInt   extra_max;  /* space at extra (only when reading header) */
    Bytef  *name;      /* pointer to zero-terminated file name or Z_NULL */
    uInt   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
#define Z_SYNC_FLUSH   2
#define Z_FULL_FLUSH   3
#define Z_FINISH   4
#define Z_BLOCK   5
#define Z_TREES   6
/* 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_streamp 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, or
  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_streamp 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. This
completes the current deflate block and follows it with an empty stored block
that is three bits plus filler bits to the next byte, followed by four bytes
(00 00 ff ff).

  If flush is set to Z_PARTIAL_FLUSH, all pending output is flushed to the
output buffer, but the output is not aligned to a byte boundary. All of the
input data so far will be available to the decompressor, as for Z_SYNC_FLUSH.
This completes the current deflate block and follows it with an empty fixed
codes block that is 10 bits long. This assures that enough bytes are output
in order for the decompressor to finish the block before the empty fixed code
block.

  If flush is set to Z_BLOCK, a deflate block is completed and emitted, as
for Z_SYNC_FLUSH, but the output is not aligned on a byte boundary, and up to
seven bits of the current block are held to be written as the next byte after
the next deflate block is completed. In this case, the decompressor may not
be provided enough bits at this point in order to complete decompression of
the data provided so far to the compressor. It may need to wait for the next
block to be emitted. This is for advanced applications that need to control
the emission of deflate blocks.

  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). Then deflate is guaranteed to
return Z_STREAM_END. If not enough output space is provided, deflate will
not return Z_STREAM_END, and 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 Z_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_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.

  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_streamp 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, or Z_STREAM_ERROR if the parameters are
invalid, such as a null pointer to the structure. msg is set to null if
there is no error message. inflateInit does not perform any decompression
apart from possibly reading the zlib header if present: actual decompression
will be done by inflate(). (So next_in and avail_in may be modified, but
next_out and avail_out are unused and unchanged.) The current implementation
of inflateInit() does not process any header information -- that is deferred
until inflate() is called.
*/

ZEXTERN int ZEXPORT inflate OF((z_streamp 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,
Z_BLOCK, or Z_TREES. 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. data_type is set as noted here every time inflate() returns for all flush options, and so can be used to determine the amount of currently consumed input in bits.

The Z_TREES option behaves as Z_BLOCK does, but it also returns when the end of each deflate block header is reached, before any actual data in that block is decoded. This allows the caller to determine the length of the deflate block header for later use in random access within a deflate block. 256 is added to the value of strm->data_type when inflate() returns immediately after reaching the end of the deflate block header.

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 of the uncompressed data for the operation to complete. (The size of the uncompressed data may have been saved by the compressor for this purpose.) The use of Z_FINISH is not required to perform an inflation in one step. However it may be used to inform inflate that a faster approach can be used for the single inflate() call. Z_FINISH also informs inflate to not maintain a sliding window if the stream completes, which reduces inflate's memory footprint. If the stream does not complete, either because not all of the stream is provided or not enough output space is provided, then a sliding window will be allocated and inflate() can be called again to continue the operation as if Z_NO_FLUSH had been used.

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 effects of the flush parameter in this implementation are on the return value of inflate() as noted below, when inflate() returns early when Z_BLOCK or Z_TREES is used, and when inflate() avoids the allocation of memory for a sliding window when Z_FINISH is used.

If a preset dictionary is needed after this call (see inflateSetDictionary below), inflate sets strm->adler to the Adler-32 checksum of the dictionary chosen by the compressor and returns Z_NEED_DICT; otherwise it sets strm->adler to the Adler-32 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() can decompress and check either zlib-wrapped or gzip-wrapped deflate data. The header type is detected automatically, if requested when initializing with inflateInit2(). 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. When processing gzip-wrapped deflate data, strm->adler32 is set to the CRC-32 of the output produced so far. The CRC-32 is checked against the gzip 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 next_in or next_out was Z_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_STRATEGY 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 any parameter is invalid (such as an invalid method), or 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. 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. When using the zlib format, this function must be called immediately after deflateInit, deflateInit2 or deflateReset, and before any call of deflate. When doing raw deflate, this function must be called either before any call of deflate, or immediately after the completion of a deflate block, i.e. after all input has been consumed and all output has been delivered when using any of the flush options Z_BLOCK, Z_PARTIAL_FLUSH, Z_SYNC_FLUSH, or Z_FULL_FLUSH. 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 provided in deflateInit or deflateInit2. Thus the strings most likely to be useful should be put at the end of the dictionary, not at the front. In addition, the current implementation of deflate will use at most the window size minus 262 bytes of the provided dictionary.

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 (e.g. dictionary being Z_NULL) or the stream state is
inconsistent (for example if deflate has already been called for this stream
or if not at a block boundary for raw deflate). deflateSetDictionary does
not perform any compression: this will be done by deflate().
*/

ZEXTERN int ZEXPORT deflateCopy 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 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 Z_NULL). msg is left unchanged in both source and
destination.
*/

ZEXTERN int ZEXPORT deflateReset OF((z_streamp 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 Z_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 int ZEXPORT deflateTune OF((z_streamp strm,
                     int good_length,
                     int max_lazy,
                     int nice_length,
                     int max_chain));
/*
   Fine tune deflate's internal compression parameters. This should only be
used by someone who understands the algorithm used by zlib's deflate for
searching for the best matching string, and even then only by the most
fanatic optimizer trying to squeeze out the last compressed bit for their
specific input data. Read the deflate.c source code for the meaning of the
max_lazy, good_length, nice_length, and max_chain parameters.

   deflateTune() can be called after deflateInit() or deflateInit2(), and
returns Z_OK on success, or Z_STREAM_ERROR for an invalid deflate stream.
*/

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(), and after deflateSetHeader(), if used. This would be used
to allocate an output buffer for deflation in a single pass, and so would be
called before deflate(). If that first deflate() call is provided the
sourceLen input bytes, an output buffer allocated to the size returned by
deflateBound(), and the flush value Z_FINISH, then deflate() is guaranteed
to return Z_STREAM_END. Note that it is possible for the compressed size to
be larger than the value returned by deflateBound() if flush options other
than Z_FINISH or Z_NO_FLUSH are used.
*/

```
ZEXTERN int ZEXPORT deflatePending OF((z_streamp strm,
                            unsigned *pending,
                            int *bits));
```
/*
   deflatePending() returns the number of bytes and bits of output that have
been generated, but not yet provided in the available output. The bytes not
provided would be due to the available output space having being consumed.
The number of bits of output not provided are between 0 and 7, where they
await more bits to join them in order to fill out a full byte. If pending
or bits are Z_NULL, then those values are not set.

   deflatePending returns Z_OK if success, or Z_STREAM_ERROR if the source
stream state was inconsistent.
*/

```
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, Z_BUF_ERROR if there was not enough
room in the internal buffer to insert the bits, 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 zero to request that inflate use the window size in the zlib header of the compressed stream.

   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_VERSION_ERROR if the zlib library version is incompatible with the

version assumed by the caller, or Z_STREAM_ERROR if the parameters are
invalid, such as a null pointer to the structure. msg is set to null if
there is no error message. inflateInit2 does not perform any decompression
apart from possibly reading the zlib header if present: actual decompression
will be done by inflate(). (So next_in and avail_in may be modified, but
next_out and avail_out are unused and unchanged.) The current implementation
of inflateInit2() does not process any header information -- that is
deferred until inflate() is called.
*/

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 at any
  time to set the dictionary. If the provided dictionary is smaller than the
  window and there is already data in the window, then the provided dictionary
  will amend what's there. 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 (e.g. dictionary being Z_NULL) 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 possible full flush point (see above
  for the description of deflate with Z_FULL_FLUSH) can be found, or until all
  available input is skipped. No output is provided.

    inflateSync searches for a 00 00 FF FF pattern in the compressed data.
  All full flush points have this pattern, but not all occurences of this
  pattern are full flush points.

    inflateSync returns Z_OK if a possible 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 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 Z_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 Z_NULL).
*/

ZEXTERN int ZEXPORT inflateReset2 OF((z_streamp strm,
                        int windowBits));
/*
   This function is the same as inflateReset, but it also permits changing
the wrap and window size requests. The windowBits parameter is interpreted
the same as it is for inflateInit2.

   inflateReset2 returns Z_OK if success, or Z_STREAM_ERROR if the source
stream state was inconsistent (such as zalloc or state being Z_NULL), or if
the windowBits parameter is invalid.
*/

ZEXTERN int ZEXPORT inflatePrime OF((z_streamp strm,
                        int bits,
                        int value));
/*
   This function inserts bits in the inflate input stream. The intent is
that this function is used to start inflating at a bit position in the

middle of a byte. The provided bits will be used before any bytes are used from next_in. This function should only be used with raw inflate, and should be used before the first inflate() call after inflateInit2() or inflateReset(). bits must be less than or equal to 16, and that many of the least significant bits of value will be inserted in the input.

   If bits is negative, then the input stream bit buffer is emptied. Then inflatePrime() can be called again to put bits in the buffer. This is used to clear out bits leftover after feeding inflate a block description prior to feeding inflate codes.

   inflatePrime returns Z_OK if success, or Z_STREAM_ERROR if the source stream state was inconsistent.
*/

ZEXTERN long ZEXPORT inflateMark OF((z_streamp strm));
/*
   This function returns two values, one in the lower 16 bits of the return value, and the other in the remaining upper bits, obtained by shifting the return value down 16 bits. If the upper value is -1 and the lower value is zero, then inflate() is currently decoding information outside of a block. If the upper value is -1 and the lower value is non-zero, then inflate is in the middle of a stored block, with the lower value equaling the number of bytes from the input remaining to copy. If the upper value is not -1, then it is the number of bits back from the current bit position in the input of the code (literal or length/distance pair) currently being processed. In that case the lower value is the number of bytes already emitted for that code.

   A code is being processed if inflate is waiting for more input to complete decoding of the code, or if it has completed decoding but is waiting for more output space to write the literal or match data.

   inflateMark() is used to mark locations in the input data for random access, which may be at bit positions, and to note those cases where the output of a code may span boundaries of random access blocks. The current location in the input stream can be determined from avail_in and data_type as noted in the description for the Z_BLOCK flush parameter for inflate.

   inflateMark returns the value noted above or -1 << 16 if the provided source stream state was inconsistent.
*/

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 or Z_TREES 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_streamp 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_streamp 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_in 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 uInt
    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)
 */

#ifndef Z_SOLO

                 /* 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 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.

     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 uncompressed buffer.

     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. In
the case where there is not enough room, uncompress() will fill the output
buffer with the uncompressed data up to that point.
*/

                    /* gzip file access functions */

/*
    This library 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.
*/

typedef struct gzFile_s *gzFile;   /* semi-opaque gzip file descriptor */

/*
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", 'R' for run-length encoding as in "wb1R", or 'F'
  for fixed code compression as in "wb9F". (See the description of
  deflateInit2 for more information about the strategy parameter.) 'T' will
  request transparent writing or appending with no compression and not using
  the gzip format.

    "a" can be used instead of "w" to request that the gzip stream that will
  be written be appended to the file. "+" will result in an error, since
  reading and writing to the same gzip file is not supported. The addition of
  "x" when writing will create the file exclusively, which fails if the file
  already exists. On systems that support it, the addition of "e" when
  reading or writing will set the flag to close the file on an execve() call.

    These functions, as well as gzip, will read and decode a sequence of gzip
  streams in a file. The append function of gzopen() can be used to create
  such a file. (Also see gzflush() for another way to do this.) When
  appending, gzopen does not test whether the file begins with a gzip stream,
  nor does it look for the end of the gzip streams to begin appending. gzopen
  will simply append a gzip stream to the existing file.

    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. When
  reading, this will be detected automatically by looking for the magic two-
  byte gzip header.

    gzopen returns NULL if the file could not be opened, if there was

insufficient memory to allocate the gzFile state, or if an invalid mode was
specified (an 'r', 'w', or 'a' was not provided, or '+' was provided).
errno can be checked to determine if the reason gzopen failed was that the
file could not be opened.
*/

ZEXTERN gzFile ZEXPORT gzdopen OF((int fd, const char *mode));
/*
   gzdopen associates a gzFile with the file descriptor fd. File descriptors
are obtained from calls like open, dup, creat, pipe or fileno (if 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 fd = dup(fd_keep); gz = gzdopen(fd,
mode);. The duplicated descriptor should be saved to avoid a leak, since
gzdopen does not close fd if it fails. If you are using fileno() to get the
file descriptor from a FILE *, then you will have to use dup() to avoid
double-close()ing the file descriptor. Both gzclose() and fclose() will
close the associated file descriptor, so they need to have different file
descriptors.

   gzdopen returns NULL if there was insufficient memory to allocate the
gzFile state, if an invalid mode was specified (an 'r', 'w', or 'a' was not
provided, or '+' was provided), or if fd is -1. The file descriptor is not
used until the next gz* read, write, seek, or close operation, so gzdopen
will not detect if fd is invalid (unless fd is -1).
*/

ZEXTERN int ZEXPORT gzbuffer OF((gzFile file, unsigned size));
/*
   Set the internal buffer size used by this library's functions. The
default buffer size is 8192 bytes. This function must be called after
gzopen() or gzdopen(), and before any other calls that read or write the
file. The buffer memory allocation is always deferred to the first read or
write. Two buffers are allocated, either both of the specified size when
writing, or one of the specified size and the other twice that size when
reading. A larger buffer size of, for example, 64K or 128K bytes will
noticeably increase the speed of decompression (reading).

   The new buffer size also affects the maximum length for gzprintf().

   gzbuffer() returns 0 on success, or -1 on failure, such as being called
too late.
*/

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 is not in gzip format, gzread copies the given number of
bytes into the buffer directly from the file.

   After reaching the end of a gzip stream in the input, gzread will continue
to read, looking for another gzip stream. Any number of gzip streams may be
concatenated in the input file, and will all be decompressed by gzread().
If something other than a gzip stream is encountered after a gzip stream,
that remaining trailing garbage is ignored (and no error is returned).

   gzread can be used to read a gzip file that is being concurrently written.
Upon reaching the end of the input, gzread will return with the available
data. If the error code returned by gzerror is Z_OK or Z_BUF_ERROR, then
gzclearerr can be used to clear the end of file indicator in order to permit
gzread to be tried again. Z_OK indicates that a gzip stream was completed
on the last gzread. Z_BUF_ERROR indicates that the input file ended in the
middle of a gzip stream. Note that gzread does not return -1 in the event
of an incomplete gzip stream. This error is deferred until gzclose(), which
will return Z_BUF_ERROR if the last gzread ended in the middle of a gzip
stream. Alternatively, gzerror can be used before gzclose to detect this
case.

   gzread returns the number of uncompressed bytes actually read, less than
len for end of file, or -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 written or 0 in case of
error.
*/

ZEXTERN int ZEXPORTVA gzprintf Z_ARG((gzFile file, const char *format, ...));
/*
   Converts, formats, and writes the arguments to the compressed file under
control of the format string, as in fprintf. gzprintf returns the number of
uncompressed bytes actually written, or 0 in case of error. The number of

uncompressed bytes written is limited to 8191, or one less than the buffer
size given to gzbuffer(). 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. This can be determined using
zlibCompileFlags().
*/

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. If any characters are read or if len == 1, the
  string is terminated with a null character. If no characters are read due
  to an end-of-file or len < 1, then the buffer is left untouched.

    gzgets returns buf which is a null-terminated string, or it returns NULL
  for end-of-file or in case of error. If there was an error, the contents at
  buf are indeterminate.
*/

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. This is implemented as a macro for speed.
  As such, it does not do all of the checking the other functions do. I.e.
  it does not check to see if file is NULL, nor whether the structure file
  points to has been clobbered or not.
*/

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

Push one character back onto the stream to be read as the first character
on the next read. At least one character of push-back is allowed.
gzungetc() returns the character pushed, or -1 on failure. gzungetc() will
fail if c is -1, and may fail if a character has been pushed but not read
yet. If gzungetc is used immediately after gzopen or gzdopen, at least the
output buffer size of pushed characters is allowed. (See gzbuffer above.)
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 is only permitted when writing.

   If the flush parameter is Z_FINISH, the remaining data is written and the
gzip stream is completed in the output. If gzwrite() is called again, a new
gzip stream will be started in the output. gzread() is able to read such
concatented gzip streams.

   gzflush should be called only when strictly necessary because it will
degrade compression if called too often.
*/

/*
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, and is zero when starting, even if appending or
   reading a gzip stream from the middle of a file using gzdopen().

   gztell(file) is equivalent to gzseek(file, 0L, SEEK_CUR)
*/

/*
ZEXTERN z_off_t ZEXPORT gzoffset OF((gzFile file));

   Returns the current offset in the file being read or written. This offset
   includes the count of bytes that precede the gzip stream, for example when
   appending or when using gzdopen() for reading. When reading, the offset
   does not include as yet unused buffered input. This information can be used
   for a progress indicator. On error, gzoffset() returns -1.
*/

ZEXTERN int ZEXPORT gzeof OF((gzFile file));
/*
   Returns true (1) if the end-of-file indicator has been set while reading,
   false (0) otherwise. Note that the end-of-file indicator is set only if the
   read tried to go past the end of the input, but came up short. Therefore,
   just like feof(), gzeof() may return false even if there is no more data to
   read, in the event that the last read request was for the exact number of
   bytes remaining in the input file. This will happen if the input file size
   is an exact multiple of the buffer size.

   If gzeof() returns true, then the read functions will return no more data,
   unless the end-of-file indicator is reset by gzclearerr() and the input file
   has grown since the previous end of file was detected.
*/

ZEXTERN int ZEXPORT gzdirect OF((gzFile file));
/*
   Returns true (1) if file is being copied directly while reading, or false
   (0) if file is a gzip stream being decompressed.

   If the input file is empty, gzdirect() will return true, since the input
   does not contain a gzip stream.

If gzdirect() is used immediately after gzopen() or gzdopen() it will
cause buffers to be allocated to allow reading the file to determine if it
is a gzip file. Therefore if gzbuffer() is used, it should be called before
gzdirect().

   When writing, gzdirect() returns true (1) if transparent writing was
requested ("wT" for the gzopen() mode), or false (0) otherwise. (Note:
gzdirect() is not needed when writing. Transparent writing must be
explicitly requested, so the application already knows the answer. When
linking statically, using gzdirect() will include all of the zlib code for
gzip file reading and decompression, which may not be desired.)
*/

ZEXTERN int ZEXPORT   gzclose OF((gzFile file));
/*
   Flushes all pending output if necessary, closes the compressed file and
deallocates the (de)compression state. Note that once file is closed, you
cannot call gzerror with file, since its structures have been deallocated.
gzclose must not be called more than once on the same file, just as free
must not be called more than once on the same allocation.

   gzclose will return Z_STREAM_ERROR if file is not valid, Z_ERRNO on a
file operation error, Z_MEM_ERROR if out of memory, Z_BUF_ERROR if the
last read ended in the middle of a gzip stream, or Z_OK on success.
*/

ZEXTERN int ZEXPORT gzclose_r OF((gzFile file));
ZEXTERN int ZEXPORT gzclose_w OF((gzFile file));
/*
   Same as gzclose(), but gzclose_r() is only for use when reading, and
gzclose_w() is only for use when writing or appending. The advantage to
using these instead of gzclose() is that they avoid linking in zlib
compression or decompression code that is not used when only reading or only
writing respectively. If gzclose() is used, then both compression and
decompression code will be included the application when linking to a static
zlib library.
*/

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.

   The application must not modify the returned string. Future calls to
this function may invalidate the previously returned string. If file is
closed, then the string previously returned by gzerror will no longer be

available.

    gzerror() should be used to distinguish errors from end-of-file for those
  functions above that do not distinguish those cases in their return values.
*/

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.
*/

#endif /* !Z_SOLO */

                /* 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 Z_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. Note
that the z_off_t type (like off_t) is a signed integer. If len2 is
negative, the result has no meaning or utility.
*/

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 Z_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_streamp strm, int level,
                     const char *version, int stream_size));
ZEXTERN int ZEXPORT inflateInit_ OF((z_streamp strm,
                     const char *version, int stream_size));
ZEXTERN int ZEXPORT deflateInit2_ OF((z_streamp strm, int level, int method,
                      int windowBits, int memLevel,
                      int strategy, const char *version,
                      int stream_size));
ZEXTERN int ZEXPORT inflateInit2_ OF((z_streamp strm, int windowBits,

```
                      const char *version, int stream_size));
ZEXTERN int ZEXPORT inflateBackInit_ OF((z_streamp strm, int windowBits,
                        unsigned char FAR *window,
                        const char *version,
                        int stream_size));
#define deflateInit(strm, level) \
     deflateInit_((strm), (level), ZLIB_VERSION, (int)sizeof(z_stream))
#define inflateInit(strm) \
     inflateInit_((strm), ZLIB_VERSION, (int)sizeof(z_stream))
#define deflateInit2(strm, level, method, windowBits, memLevel, strategy) \
     deflateInit2_((strm),(level),(method),(windowBits),(memLevel),\
              (strategy), ZLIB_VERSION, (int)sizeof(z_stream))
#define inflateInit2(strm, windowBits) \
     inflateInit2_((strm), (windowBits), ZLIB_VERSION, \
              (int)sizeof(z_stream))
#define inflateBackInit(strm, windowBits, window) \
     inflateBackInit_((strm), (windowBits), (window), \
              ZLIB_VERSION, (int)sizeof(z_stream))

#ifndef Z_SOLO

/* gzgetc() macro and its supporting function and exposed data structure.  Note
 * that the real internal state is much larger than the exposed structure.
 * This abbreviated structure exposes just enough for the gzgetc() macro.  The
 * user should not mess with these exposed elements, since their names or
 * behavior could change in the future, perhaps even capriciously.  They can
 * only be used by the gzgetc() macro.  You have been warned.
 */
struct gzFile_s {
  unsigned have;
  unsigned char *next;
  z_off64_t pos;
};
ZEXTERN int ZEXPORT gzgetc_ OF((gzFile file));  /* backward compatibility */
#ifdef Z_PREFIX_SET
#  undef z_gzgetc
#  define z_gzgetc(g) \
      ((g)->have ? ((g)->have--, (g)->pos++, *((g)->next)++) : gzgetc(g))
#else
#  define gzgetc(g) \
      ((g)->have ? ((g)->have--, (g)->pos++, *((g)->next)++) : gzgetc(g))
#endif

/* provide 64-bit offset functions if _LARGEFILE64_SOURCE defined, and/or
 * change the regular functions to 64 bits if _FILE_OFFSET_BITS is 64 (if
 * both are true, the application gets the *64 functions, and the regular
 * functions are changed to 64 bits) -- in case these are set on systems
 * without large file support, _LFS64_LARGEFILE must also be true
```

```
*/
#ifdef Z_LARGE64
   ZEXTERN gzFile ZEXPORT gzopen64 OF((const char *, const char *));
   ZEXTERN z_off64_t ZEXPORT gzseek64 OF((gzFile, z_off64_t, int));
   ZEXTERN z_off64_t ZEXPORT gztell64 OF((gzFile));
   ZEXTERN z_off64_t ZEXPORT gzoffset64 OF((gzFile));
   ZEXTERN uLong ZEXPORT adler32_combine64 OF((uLong, uLong, z_off64_t));
   ZEXTERN uLong ZEXPORT crc32_combine64 OF((uLong, uLong, z_off64_t));
#endif

#if !defined(ZLIB_INTERNAL) && defined(Z_WANT64)
#  ifdef Z_PREFIX_SET
#    define z_gzopen z_gzopen64
#    define z_gzseek z_gzseek64
#    define z_gztell z_gztell64
#    define z_gzoffset z_gzoffset64
#    define z_adler32_combine z_adler32_combine64
#    define z_crc32_combine z_crc32_combine64
#  else
#    define gzopen gzopen64
#    define gzseek gzseek64
#    define gztell gztell64
#    define gzoffset gzoffset64
#    define adler32_combine adler32_combine64
#    define crc32_combine crc32_combine64
#  endif
#  ifndef Z_LARGE64
   ZEXTERN gzFile ZEXPORT gzopen64 OF((const char *, const char *));
   ZEXTERN z_off_t ZEXPORT gzseek64 OF((gzFile, z_off_t, int));
   ZEXTERN z_off_t ZEXPORT gztell64 OF((gzFile));
   ZEXTERN z_off_t ZEXPORT gzoffset64 OF((gzFile));
   ZEXTERN uLong ZEXPORT adler32_combine64 OF((uLong, uLong, z_off_t));
   ZEXTERN uLong ZEXPORT crc32_combine64 OF((uLong, uLong, z_off_t));
#  endif
#else
   ZEXTERN gzFile ZEXPORT gzopen OF((const char *, const char *));
   ZEXTERN z_off_t ZEXPORT gzseek OF((gzFile, z_off_t, int));
   ZEXTERN z_off_t ZEXPORT gztell OF((gzFile));
   ZEXTERN z_off_t ZEXPORT gzoffset OF((gzFile));
   ZEXTERN uLong ZEXPORT adler32_combine OF((uLong, uLong, z_off_t));
   ZEXTERN uLong ZEXPORT crc32_combine OF((uLong, uLong, z_off_t));
#endif

#else /* Z_SOLO */

   ZEXTERN uLong ZEXPORT adler32_combine OF((uLong, uLong, z_off_t));
   ZEXTERN uLong ZEXPORT crc32_combine OF((uLong, uLong, z_off_t));
```

```
#endif /* !Z_SOLO */

/* hack for buggy compilers */
#if !defined(ZUTIL_H) && !defined(NO_DUMMY_DECL)
    struct internal_state {int dummy;};
#endif

/* undocumented functions */
ZEXTERN const char   * ZEXPORT zError        OF((int));
ZEXTERN int          ZEXPORT inflateSyncPoint OF((z_streamp));
ZEXTERN const z_crc_t FAR * ZEXPORT get_crc_table    OF((void));
ZEXTERN int          ZEXPORT inflateUndermine OF((z_streamp, int));
ZEXTERN int          ZEXPORT inflateResetKeep OF((z_streamp));
ZEXTERN int          ZEXPORT deflateResetKeep OF((z_streamp));
#if defined(_WIN32) && !defined(Z_SOLO)
ZEXTERN gzFile       ZEXPORT gzopen_w OF((const wchar_t *path,
                          const char *mode));
#endif

#ifdef __cplusplus
}
#endif

#endif /* ZLIB_H */
```

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1.26 zlib 1.2.3

1.26.1 Available under license :

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/* zlib.h -- interface of the 'zlib' general purpose compression library
 version 1.2.3, July 18th, 2005

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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).
 */