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1.20 curl 7.27.0

1.20.1 Available under license :

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License Mixing with apps, libcurl and Third Party Libraries

=====

libcurl can be built to use a fair amount of various third party libraries, libraries that are written and provided by other parties that are distributed using their own licenses. Even libcurl itself contains code that may cause problems to some. This document attempts to describe what licenses libcurl and the other libraries use and what possible dilemmas linking and mixing them all can lead to for end users.

I am not a lawyer and this is not legal advice!

One common dilemma is that GPL[1]-licensed code is not allowed to be linked with code licensed under the Original BSD license (with the announcement clause). You may still build your own copies that use them all, but distributing them as binaries would be to violate the GPL license - unless you accompany your license with an exception[2]. This particular problem was addressed when the Modified BSD license was created, which does not have the announcement clause that collides with GPL.

libcurl <http://curl.haxx.se/docs/copyright.html>

Uses an MIT (or Modified BSD)-style license that is as liberal as possible. Some of the source files that deal with KRB4 have Original BSD-style announce-clause licenses. You may not distribute binaries with krb4-enabled libcurl that also link with GPL-licensed code!

OpenSSL <http://www.openssl.org/source/license.html>

(May be used for SSL/TLS support) Uses an Original BSD-style license with an announcement clause that makes it "incompatible" with GPL. You are not allowed to ship binaries that link with OpenSSL that includes GPL code (unless that specific GPL code includes an exception for OpenSSL - a habit that is growing more and more common). If OpenSSL's licensing is a problem for you, consider using GnuTLS or yassl instead.

GnuTLS <http://www.gnutls.org/>

(May be used for SSL/TLS support) Uses the LGPL[3] license. If this is a problem for you, consider using OpenSSL instead. Also note that GnuTLS itself depends on and uses other libs (libgcrypt and libgpg-error) and they too are LGPL- or GPL-licensed.

yassl <http://www.yassl.com/>

(May be used for SSL/TLS support) Uses the GPL[1] license. If this is a problem for you, consider using OpenSSL or GnuTLS instead.

NSS <http://www.mozilla.org/projects/security/pki/nss/>

(May be used for SSL/TLS support) Is covered by the MPL[4] license, the GPL[1] license and the LGPL[3] license. You may choose to license the code under MPL terms, GPL terms, or LGPL terms. These licenses grant you different permissions and impose different obligations. You should select the license that best meets your needs.

axTLS <http://axtls.sourceforge.net/>

(May be used for SSL/TLS support) Uses a Modified BSD-style license.

c-ares <http://daniel.haxx.se/projects/c-ares/license.html>

(Used for asynchronous name resolves) Uses an MIT license that is very liberal and imposes no restrictions on any other library or part you may link with.

zlib http://www.gzip.org/zlib/zlib_license.html

(Used for compressed Transfer-Encoding support) Uses an MIT-style license that shouldn't collide with any other library.

krb4

While nothing in particular says that a Kerberos4 library must use any particular license, the one I've tried and used successfully so far (kth-krb4) is partly Original BSD-licensed with the announcement clause. Some of the code in libcurl that is written to deal with Kerberos4 is Modified BSD-licensed.

MIT Kerberos <http://web.mit.edu/kerberos/www/dist/>

(May be used for GSS support) MIT licensed, that shouldn't collide with any other parts.

Heimdal <http://www.pdc.kth.se/heimdal/>

(May be used for GSS support) Heimdal is Original BSD licensed with the announcement clause.

GNU GSS <http://www.gnu.org/software/gss/>

(May be used for GSS support) GNU GSS is GPL licensed. Note that you may not distribute binary curl packages that uses this if you build curl to also link and use any Original BSD licensed libraries!

fbopenssl

(Used for SPNEGO support) Unclear license. Based on its name, I assume that it uses the OpenSSL license and thus shares the same issues as described for OpenSSL above.

libidn <http://josefsson.org/libidn/>

(Used for IDNA support) Uses the GNU Lesser General Public License [3]. LGPL is a variation of GPL with slightly less aggressive "copyleft". This license requires more requirements to be met when distributing binaries, see the license for details. Also note that if you distribute a binary that includes this library, you must also include the full LGPL license text. Please properly point out what parts of the distributed package that the license addresses.

OpenLDAP <http://www.openldap.org/software/release/license.html>

(Used for LDAP support) Uses a Modified BSD-style license. Since libcurl uses OpenLDAP as a shared library only, I have not heard of anyone that ships OpenLDAP linked with libcurl in an app.

libssh2 <http://www.libssh2.org/>

(Used for scp and sftp support) libssh2 uses a Modified BSD-style license.

[1] = GPL - GNU General Public License: <http://www.gnu.org/licenses/gpl.html>

[2] = <http://www.fsf.org/licenses/gpl-faq.html#GPLIncompatibleLibs> details on how to write such an exception to the GPL

[3] = LGPL - GNU Lesser General Public License:
<http://www.gnu.org/licenses/lgpl.html>

[4] = MPL - Mozilla Public License:
<http://www.mozilla.org/MPL/>

1.21 deployjava.js 1.15

1.21.1 Available under license :

```
/*
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 * NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS
 * SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
 */

/*
 * deployJava.js
 *
 * This file is part of the Deployment Toolkit. It provides functions for web
 * pages to detect the presence of a JRE, install the latest JRE, and easily run
 * applets or Web Start programs. More Information on usage of the
 * Deployment Toolkit can be found in the Deployment Guide at:
 * http://docs.oracle.com/javase/6/docs/technotes/guides/jweb/index.html
 *
 * The "live" copy of this file may be found at :
 * http://java.com/js/deployJava.js.
 * For web pages provisioned using https, you may want to access the copy at:
 * https://java.com/js/deployJava.js.
 *
 * You are encouraged to link directly to the live copies.
```

* The above files are stripped of comments and whitespace for performance,
 * You can access this file w/o the whitespace and comments removed at:
 * <http://java.com/js/deployJava.txt>.
 *
 */

```

var deployJava = function() {
  /** HTML attribute filter implementation */
  var hattr = {
    core: [ 'id', 'class', 'title', 'style' ],
    i18n: [ 'lang', 'dir' ],
    events: [ 'onclick', 'ondblclick', 'onmousedown', 'onmouseup',
      'onmouseover', 'onmousemove', 'onmouseout', 'onkeypress',
      'onkeydown', 'onkeyup' ],
    applet: [ 'codebase', 'code', 'name', 'archive', 'object',
      'width', 'height', 'alt', 'align', 'hspace', 'vspace' ],
    object: [ 'classid', 'codebase', 'codetype', 'data', 'type',
      'archive', 'declare', 'standby', 'height', 'width', 'usemap',
      'name', 'tabindex', 'align', 'border', 'hspace', 'vspace' ]
  };

  var object_valid_attr = hattr.object.concat(hattr.core, hattr.i18n,
    hattr.events);
  var applet_valid_attr = hattr.applet.concat(hattr.core);

  function getWebStartLaunchIconURL() {
    var imageUrl = '//java.com/js/webstart.png';
    try {
      // for http/https; use protocol less url; use http for all other protocol
      return document.location.protocol.indexOf('http') != -1 ?
        imageUrl : 'http:' + imageUrl;
    } catch (err) {
      return 'http:' + imageUrl;
    }
  }

  function arHas(ar, attr) {
    var len = ar.length;
    for (var i = 0; i < len; i++) {
      if (ar[i] === attr) return true;
    }
    return false;
  }

  function isValidAppletAttr(attr) {
    return arHas(applet_valid_attr, attr.toLowerCase());
  }

```

```

function isValidObjectAttr(attr) {
    return arHas(object_valid_attrs, attr.toLowerCase());
}
/* HTML attribute filters */

var rv = {

debug: null,

firefoxJavaVersion: null,

myInterval: null,
preInstallJREList: null,
returnPage: null,
brand: null,
locale: null,
installType: null,

EAInstallEnabled: false,
EarlyAccessURL: null,

// GetJava page
getJavaURL: 'http://jdk.sun.com/webapps/getjava/BrowserRedirect?host=java.com',

// Apple redirect page
appleRedirectPage: 'http://www.apple.com/support/downloads/',

// mime-type of the DeployToolkit plugin object
oldMimeType: 'application/npruntime-scriptable-plugin;DeploymentToolkit',
mimeType: 'application/java-deployment-toolkit',

/* location of the Java Web Start launch button graphic is right next to
* deployJava.js at:
* http://java.com/js/webstart.png
*
* Use protocol less url here for http/https support
*/
launchButtonPNG: getWebStartLaunchIconURL(),

browserName: null,
browserName2: null,

/**
* Returns an array of currently-installed JRE version strings.
* Version strings are of the form #.#[.#[_#]], with the function returning
* as much version information as it can determine, from just family
* versions ("1.4.2", "1.5") through the full version ("1.5.0_06").
*
*/

```

- * Detection is done on a best-effort basis. Under some circumstances
 - * only the highest installed JRE version will be detected, and
 - * JREs older than 1.4.2 will not always be detected.
- */

```

getJREs: function() {
    var list = new Array();
    if (this.isPluginInstalled()) {
        var plugin = this.getPlugin();
        var VMs = plugin.jvms;
        for (var i = 0; i < VMs.getLength(); i++) {
            list[i] = VMs.get(i).version;
        }
    } else {
        var browser = this.getBrowser();

        if (browser == 'MSIE') {
            if (this.testUsingActiveX('1.7.0')) {
                list[0] = '1.7.0';
            } else if (this.testUsingActiveX('1.6.0')) {
                list[0] = '1.6.0';
            } else if (this.testUsingActiveX('1.5.0')) {
                list[0] = '1.5.0';
            } else if (this.testUsingActiveX('1.4.2')) {
                list[0] = '1.4.2';
            } else if (this.testForMSVM()) {
                list[0] = '1.1';
            }
        } else if (browser == 'Netscape Family') {
            this.getJPIVersionUsingMimeType();
            if (this.firefoxJavaVersion != null) {
                list[0] = this.firefoxJavaVersion;
            } else if (this.testUsingMimeTypes('1.7')) {
                list[0] = '1.7.0';
            } else if (this.testUsingMimeTypes('1.6')) {
                list[0] = '1.6.0';
            } else if (this.testUsingMimeTypes('1.5')) {
                list[0] = '1.5.0';
            } else if (this.testUsingMimeTypes('1.4.2')) {
                list[0] = '1.4.2';
            } else if (this.browserName2 == 'Safari') {
                if (this.testUsingPluginsArray('1.7.0')) {
                    list[0] = '1.7.0';
                } else if (this.testUsingPluginsArray('1.6')) {
                    list[0] = '1.6.0';
                } else if (this.testUsingPluginsArray('1.5')) {
                    list[0] = '1.5.0';
                } else if (this.testUsingPluginsArray('1.4.2')) {
                    list[0] = '1.4.2';
                }
            }
        }
    }
}

```

```

    }
  }
}

if (this.debug) {
  for (var i = 0; i < list.length; ++i) {
    alert('We claim to have detected Java SE ' + list[i]);
  }
}

return list;
},

/**
 * Triggers a JRE installation. The exact effect of triggering an
 * installation varies based on platform, browser, and if the
 * Deployment Toolkit plugin is installed.
 *
 * The requestVersion string is of the form #[.#[#[_#]]][+|*],
 * which includes strings such as "1.4", "1.5.0*", and "1.6.0_02+".
 * A star (*) means "any version starting within this family" and
 * a plus (+) means "any version greater or equal to this".
 * "1.5.0*" * matches 1.5.0_06 but not 1.6.0_01, whereas
 * "1.5.0+" matches both.
 *
 * installCallback is an optional argument which holds a reference
 * to a javascript callback function for reporting install status.
 *
 * If the Deployment Toolkit plugin is not present, this will just call
 * this.installLatestJRE().
 */
installJRE: function(requestVersion, installCallback) {
  var ret = false;
  if (this.isPluginInstalled() && this.isAutoInstallEnabled()) {
    var installSucceeded = false;
    if (this.isCallbackSupported()) {
      installSucceeded =
        this.getPlugin().installJRE(requestVersion, installCallback);
    } else {
      installSucceeded = this.getPlugin().installJRE(requestVersion);
    }
  }

  if (installSucceeded) {
    this.refresh();
    if (this.returnPage != null) {
      document.location = this.returnPage;
    }
  }
}

```

```

    }
    return installSucceeded;
  } else {
    return this.installLatestJRE();
  }
},

/**
 * returns true if jre auto install is enabled for the local system;
 * false otherwise
 *
 * we disabled auto install for IE browser and DT plugin version before
 * 10.0.0 due to a bug in old DT plugin (missing Oracle signature check
 * that leads to possible deadlock when trying to show warning dialog)
 */
isAutoInstallEnabled: function() {
  return this.isPluginInstalled() &&
    ('MSIE' != this.browserName ||
      this.compareVersionToPattern(this.getPlugin().version,
        ["10", "0", "0"], false, true));
},

/**
 * returns true if jre install callback is supported
 * callback support is added since dt plugin version 10.2.0 or above
 */
isCallbackSupported: function() {
  return this.isPluginInstalled() &&
    this.compareVersionToPattern(this.getPlugin().version,
      ["10", "2", "0"], false, true);
},

/**
 * Triggers a JRE installation. The exact effect of triggering an
 * installation varies based on platform, browser, and if the
 * Deployment Toolkit plugin is installed.
 *
 * In the simplest case, the browser window will be redirected to the
 * java.com JRE installation page, and (if possible) a redirect back to
 * the current URL upon successful installation. The return redirect is
 * not always possible, as the JRE installation may require the browser to
 * be restarted.
 *
 * installCallback is an optional argument which holds a reference
 * to a javascript callback function for reporting install status.
 *
 * In the best case (when the Deployment Toolkit plugin is present), this
 * function will immediately cause a progress dialog to be displayed

```

```

* as the JRE is downloaded and installed.
*/
installLatestJRE: function(installCallback) {
  if (this.isPluginInstalled() && this.isAutoInstallEnabled()) {
    var installSucceeded = false;
    if (this.isCallbackSupported()) {
      installSucceeded = this.getPlugin().installLatestJRE(installCallback);
    } else {
      installSucceeded = this.getPlugin().installLatestJRE();
    }
    if (installSucceeded) {
      this.refresh();
      if (this.returnPage != null) {
        document.location = this.returnPage;
      }
    }
    return installSucceeded;
  } else {
    var browser = this.getBrowser();
    var platform = navigator.platform.toLowerCase();
    if ((this.EAInstallEnabled == 'true') &&
        (platform.indexOf('win') != -1) &&
        (this.EarlyAccessURL != null)) {

      this.preInstallJREList = this.getJREs();
      if (this.returnPage != null) {
        this.myInterval =
          setInterval("deployJava.poll()", 3000);
      }

      location.href = this.EarlyAccessURL;

      // we have to return false although there may be an install
      // in progress now, when complete it may go to return page
      return false;
    } else {
      if (browser == 'MSIE') {
        return this.IEInstall();
      } else if ((browser == 'Netscape Family') &&
                 (platform.indexOf('win32') != -1)) {
        return this.FFInstall();
      } else {
        location.href = this.getJavaURL +
          ((this.returnPage != null) ?
            ('&returnPage=' + this.returnPage) : '') +
          ((this.locale != null) ?
            ('&locale=' + this.locale) : '') +
          ((this.brand != null) ?

```

```

        (&brand=' + this.brand) : ');
    }
    // we have to return false although there may be an install
    // in progress now, when complete it may go to return page
    return false;
    }
}
},

/**
 * Ensures that an appropriate JRE is installed and then runs an applet.
 * minimumVersion is of the form #.#[_#]], and is the minimum
 * JRE version necessary to run this applet. minimumVersion is optional,
 * defaulting to the value "1.1" (which matches any JRE).
 * If an equal or greater JRE is detected, runApplet() will call
 * writeAppletTag(attributes, parameters) to output the applet tag,
 * otherwise it will call installJRE(minimumVersion + '+').
 *
 * After installJRE() is called, the script will attempt to detect that the
 * JRE installation has completed and begin running the applet, but there
 * are circumstances (such as when the JRE installation requires a browser
 * restart) when this cannot be fulfilled.
 *
 * As with writeAppletTag(), this function should only be called prior to
 * the web page being completely rendered. Note that version wildcards
 * (star (*) and plus (+)) are not supported, and including them in the
 * minimumVersion will result in an error message.
 */
runApplet: function(attributes, parameters, minimumVersion) {
    if (minimumVersion == 'undefined' || minimumVersion == null) {
        minimumVersion = '1.1';
    }

    var regex = "^((\\d+)(?:\\.((\\d+)(?:\\.((\\d+)(?:_?(\\d+)?))?)?)?)?)?$";

    var matchData = minimumVersion.match(regex);

    if (this.returnPage == null) {
        // if there is an install, come back here and run the applet
        this.returnPage = document.location;
    }

    if (matchData != null) {
        var browser = this.getBrowser();
        if ((browser != '?') && ('Safari' != this.browserName2)) {
            if (this.versionCheck(minimumVersion + '+')) {
                this.writeAppletTag(attributes, parameters);
            }
        }
    }
}

```



```

    } else if (this.installJRE(minimumVersion + '+')) {
        // after successful install we need to refresh page to pick
        // pick up new plugin
        this.refresh();
        location.href = document.location;
        this.writeAppletTag(attributes, parameters);
    }
} else {
    // for unknown or Safari - just try to show applet
    this.writeAppletTag(attributes, parameters);
}
} else {
    if (this.debug) {
        alert('Invalid minimumVersion argument to runApplet():' +
            minimumVersion);
    }
}
},

```

```

/**
 * Outputs an applet tag with the specified attributes and parameters, where
 * both attributes and parameters are associative arrays. Each key/value
 * pair in attributes becomes an attribute of the applet tag itself, while
 * key/value pairs in parameters become <PARAM> tags. No version checking
 * or other special behaviors are performed; the tag is simply written to
 * the page using document.writeln().
 *
 * As document.writeln() is generally only safe to use while the page is
 * being rendered, you should never call this function after the page
 * has been completed.
 */

```

```

writeAppletTag: function(attributes, parameters) {
    var startApplet = '<' + 'applet ';
    var params = "";
    var endApplet = '<' + '/' + 'applet' + '>';
    var addCodeAttribute = true;

    if (null == parameters || typeof parameters != 'object') {
        parameters = new Object();
    }

    for (var attribute in attributes) {
        if (! isValidAppletAttr(attribute)) {
            parameters[attribute] = attributes[attribute];
        } else {
            startApplet += (' ' + attribute + '=' + attributes[attribute] + '');
            if (attribute == 'code') {

```

```

        addCodeAttribute = false;
    }
}

var codebaseParam = false;
for (var parameter in parameters) {
    if (parameter == 'codebase_lookup') {
        codebaseParam = true;
    }
    // Originally, parameter 'object' was used for serialized
    // applets, later, to avoid confusion with object tag in IE
    // the 'java_object' was added. Plugin supports both.
    if (parameter == 'object' || parameter == 'java_object' ||
        parameter == 'java_code') {
        addCodeAttribute = false;
    }
    params += '<param name="' + parameter + '" value="' +
        parameters[parameter] + "'/>';
}
if (!codebaseParam) {
    params += '<param name="codebase_lookup" value="false"/>';
}

if (addCodeAttribute) {
    startApplet += (' code="dummy"');
}
startApplet += '>';

document.write(startApplet + '\n' + params + '\n' + endApplet);
},

/**
 * Returns true if there is a matching JRE version currently installed
 * (among those detected by getJREs()). The versionPattern string is
 * of the form #[#.#[_#]]{+|*}, which includes strings such as "1.4",
 * "1.5.0*", and "1.6.0_02+".
 * A star (*) means "any version within this family" and a plus (+) means
 * "any version greater or equal to the specified version". "1.5.0*"
 * matches 1.5.0_06 but not 1.6.0_01, whereas "1.5.0+" matches both.
 *
 * If the versionPattern does not include all four version components
 * but does not end with a star or plus, it will be treated as if it
 * ended with a star. "1.5" is exactly equivalent to "1.5*", and will
 * match any version number beginning with "1.5".
 *
 * If getJREs() is unable to detect the precise version number, a match

```

- * could be ambiguous. For example if getJREs() detects "1.5", there is
- * no way to know whether the JRE matches "1.5.0_06+". versionCheck()
- * compares only as much of the version information as could be detected,
- * so versionCheck("1.5.0_06+") would return true in in this case.
- *
- * Invalid versionPattern will result in a JavaScript error alert.
- * versionPatterns which are valid but do not match any existing JRE
- * release (e.g. "32.65+") will always return false.
- */

```

versionCheck: function(versionPattern)
{
    var index = 0;
    var regex = "^((\\d+)(?:\\.((\\d+)(?:\\.((\\d+)(?:_((\\d+)))?))?)(\\*|\\+)?)$";

    var matchData = versionPattern.match(regex);

    if (matchData != null) {
        // default is exact version match
        // examples:
        // local machine has 1.7.0_04 only installed
        // exact match request is "1.7.0_05": return false
        // family match request is "1.7.0*": return true
        // minimum match request is "1.6+": return true
        var familyMatch = false;
        var minMatch = false;

        var patternArray = new Array();

        for (var i = 1; i < matchData.length; ++i) {
            // browser dependency here.
            // Fx sets 'undefined', IE sets " string for unmatched groups
            if ((typeof matchData[i] == 'string') && (matchData[i] != "")) {
                patternArray[index] = matchData[i];
                index++;
            }
        }

        if (patternArray[patternArray.length-1] == '+') {
            // + specified in request - doing a minimum match
            minMatch = true;
            familyMatch = false;
            patternArray.length--;
        } else if (patternArray[patternArray.length-1] == '*') {
            // * specified in request - doing a family match
            minMatch = false;
            familyMatch = true;
            patternArray.length--;
        } else if (patternArray.length < 4) {

```

```

        // versionPattern does not include all four version components
        // and does not end with a star or plus, it will be treated as
        // if it ended with a star. (family match)
        minMatch = false;
        familyMatch = true;
    }

    var list = this.getJREs();
    for (var i = 0; i < list.length; ++i) {
        if (this.compareVersionToPattern(list[i], patternArray,
            familyMatch, minMatch)) {
            return true;
        }
    }

    return false;
} else {
    alert('Invalid versionPattern passed to versionCheck: ' +
        versionPattern);
    return false;
}
},

/**
 * Returns true if an installation of Java Web Start of the specified
 * minimumVersion can be detected. minimumVersion is optional, and
 * if not specified, '1.4.2' will be used.
 * (Versions earlier than 1.4.2 may not be detected.)
 */
isWebStartInstalled: function(minimumVersion) {

    var browser = this.getBrowser();
    if ((browser === '?') || ('Safari' === this.browserName2)) {
        // we really don't know - better to try to use it than reinstall
        return true;
    }

    if (minimumVersion === 'undefined' || minimumVersion === null) {
        minimumVersion = '1.4.2';
    }

    var retval = false;
    var regex = "^((\\d+)(?:\\.\\d+)(?:\\.\\d+)(?:_?(\\d+))?)?$";
    var matchData = minimumVersion.match(regex);

    if (matchData !== null) {
        retval = this.versionCheck(minimumVersion + '+');
    }
}

```

```

    } else {
        if (this.debug) {
            alert('Invalid minimumVersion argument to isWebStartInstalled(): ' + minimumVersion);
        }
        retval = this.versionCheck('1.4.2+');
    }
    return retval;
},

// obtain JPI version using navigator.mimeTypes array
// if found, set the version to this.firefoxJavaVersion
getJPIVersionUsingMimeType: function() {
    // Walk through the full list of mime types.
    for (var i = 0; i < navigator.mimeTypes.length; ++i) {
        var s = navigator.mimeTypes[i].type;
        // The jpi-version is the plug-in version. This is the best
        // version to use.
        var m = s.match(/^application\/x-java-applet;jpi-version=(.*)$/);
        if (m != null) {
            this.firefoxJavaVersion = m[1];
            // Opera puts the latest sun JRE last not first
            if ('Opera' != this.browserName2) {
                break;
            }
        }
    }
},

// launch the specified JNLP application using the passed in jnlp file
// the jnlp file does not need to have a codebase
// this requires JRE 7 or above to work
// if machine has no JRE 7 or above, we will try to auto-install and then launch
// (function will return false if JRE auto-install failed)
launchWebStartApplication: function(jnlp) {
    var uaString = navigator.userAgent.toLowerCase();

    this.getJPIVersionUsingMimeType();

    // make sure we are JRE 7 or above
    if (this.isWebStartInstalled('1.7.0') == false) {

        // perform latest JRE auto-install
        if ((this.installJRE('1.7.0+') == false) ||
            ((this.isWebStartInstalled('1.7.0') == false))) {
            return false;
        }
    }
}

```

```

var jnlpDocbase = null;

// use document.documentURI for docbase
if (document.documentURI) {
jnlpDocbase = document.documentURI;
}

// fallback to document.URL if documentURI not available
if (jnlpDocbase == null) {
jnlpDocbase = document.URL;
}

var browser = this.getBrowser();

var launchTag;

if (browser == 'MSIE') {

    launchTag = '<' +
        'object classid="clsid:8AD9C840-044E-11D1-B3E9-00805F499D93" ' +
'width="0" height="0">' +
'<' + 'PARAM name="launchjnlp" value="' + jnlp + '"' + '>' +
    '<' + 'PARAM name="docbase" value="' + jnlpDocbase + '"' + '>' +
        '<' + '/' + 'object' + '>';
    } else if (browser == 'Netscape Family') {

    launchTag = '<' +
'embed type="application/x-java-applet;jpi-version=' +
this.firefoxJavaVersion + '"' +
        'width="0" height="0" ' +
        'launchjnlp="' + jnlp + '"' +
        'docbase="' + jnlpDocbase + '"' +
        '>';
    }

if (document.body == 'undefined' || document.body == null) {
    document.write(launchTag);
    // go back to original page, otherwise current page becomes blank
    document.location = jnlpDocbase;
} else {
    var divTag = document.createElement("div");
    divTag.id = "div1";
    divTag.style.position = "relative";
    divTag.style.left = "-10000px";
    divTag.style.margin = "0px auto";
    divTag.className = "dynamicDiv";
    divTag.innerHTML = launchTag;
    document.body.appendChild(divTag);
}

```

```

    }
  },

  createWebStartLaunchButtonEx: function(jnlp, minimumVersion) {

    if (this.returnPage == null) {
      // if there is an install, come back and run the jnlp file
      this.returnPage = jnlp;
    }

    var url = 'javascript:deployJava.launchWebStartApplication(\' + jnlp +
    '\');';

    document.write('<' + 'a href="' + url +
      '" onMouseOver="window.status=\'\'; ' +
      'return true;"><' + 'img ' +
      'src="' + this.launchButtonPNG + "' +
      'border="0" /><' + '/' + 'a' + '>');
  },

  /**
   * Outputs a launch button for the specified JNLP URL. When clicked, the
   * button will ensure that an appropriate JRE is installed and then launch
   * the JNLP application. minimumVersion is of the form #.#[.#[_#]], and
   * is the minimum JRE version necessary to run this JNLP application.
   * minimumVersion is optional, and if it is not specified, '1.4.2'
   * will be used.
   * If an appropriate JRE or Web Start installation is detected,
   * the JNLP application will be launched, otherwise installLatestJRE()
   * will be called.
   *
   * After installLatestJRE() is called, the script will attempt to detect
   * that the JRE installation has completed and launch the JNLP application,
   * but there are circumstances (such as when the JRE installation
   * requires a browser restart) when this cannot be fulfilled.
   */
  createWebStartLaunchButton: function(jnlp, minimumVersion) {

    if (this.returnPage == null) {
      // if there is an install, come back and run the jnlp file
      this.returnPage = jnlp;
    }

    var url = 'javascript:' +
      'if (!deployJava.isWebStartInstalled(&quot;' +
      minimumVersion + '&quot;)) {' +
      'if (deployJava.installLatestJRE()) {' +

```

```

        'if (deployJava.launch('&quot;' + jnlp + '&quot;')) {}' +
        '}' +
    '} else {' +
        'if (deployJava.launch('&quot;' + jnlp + '&quot;')) {}' +
        '}' +
    '};

document.write('<' + 'a href="' + url +
    '" onMouseOver="window.status=\'\';' +
    'return true;">' + 'img ' +
    'src="' + this.launchButtonPNG + '" ' +
    'border="0" />' + '/' + 'a' + '>');
},

/**
 * Launch a JNLP application, (using the plugin if available)
 */
launch: function(jnlp) {
/**
 * Using the plugin to launch Java Web Start is disabled for the time being
 */
    document.location=jnlp;
    return true;
},

/*
 * returns true if the ActiveX or XPI plugin is installed
 */
isPluginInstalled: function() {
    var plugin = this.getPlugin();
    if (plugin && plugin.jvms) {
        return true;
    } else {
        return false;
    }
},

/*
 * returns true if the plugin is installed and AutoUpdate is enabled
 */
isAutoUpdateEnabled: function() {
    if (this.isPluginInstalled()) {
        return this.getPlugin().isAutoUpdateEnabled();
    }
    return false;
},

```



```

/*
 * sets AutoUpdate on if plugin is installed
 */
setAutoUpdateEnabled: function() {
  if (this.isPluginInstalled()) {
    return this.getPlugin().setAutoUpdateEnabled();
  }
  return false;
},

/*
 * sets the preferred install type : null, online, kernel
 */
setInstallerType: function(type) {
  this.installType = type;
  if (this.isPluginInstalled()) {
    return this.getPlugin().setInstallerType(type);
  }
  return false;
},

/*
 * sets additional package list - to be used by kernel installer
 */
setAdditionalPackages: function(packageList) {
  if (this.isPluginInstalled()) {
    return this.getPlugin().setAdditionalPackages(
      packageList);
  }
  return false;
},

/*
 * sets preference to install Early Access versions if available
 */
setEarlyAccess: function(enabled) {
  this.EAInstallEnabled = enabled;
},

/*
 * Determines if the next generation plugin (Plugin II) is default
 */
isPlugin2: function() {
  if (this.isPluginInstalled()) {
    if (this.versionCheck('1.6.0_10+')) {
      try {
        return this.getPlugin().isPlugin2();
      } catch (err) {

```

```

        // older plugin w/o isPlugin2() function -
    }
}
return false;
},

allowPlugin: function() {
    this.getBrowser();

    // Safari and Opera browsers find the plugin but it
    // doesn't work, so until we can get it to work - don't use it.
    var ret = ('Safari' != this.browserName2 &&
        'Opera' != this.browserName2);

    return ret;
},

getPlugin: function() {
    this.refresh();

    var ret = null;
    if (this.allowPlugin()) {
        ret = document.getElementById('deployJavaPlugin');
    }
    return ret;
},

compareVersionToPattern: function(version, patternArray,
    familyMatch, minMatch) {
    if (version == undefined || patternArray == undefined) {
        return false;
    }
    var regex = "^((\\d+)?:(\\.\\d+)?:(\\.\\d+)?(?:_(\\d+))?)?$";
    var matchData = version.match(regex);

    if (matchData != null) {
        var index = 0;
        var result = new Array();

        for (var i = 1; i < matchData.length; ++i) {
            if ((typeof matchData[i] == 'string') && (matchData[i] != ""))
            {
                result[index] = matchData[i];
                index++;
            }
        }
    }
}

```

```

var l = Math.min(result.length, patternArray.length);

// result contains what is installed in local machine
// patternArray is what is being requested by application
if (minMatch) {
    // minimum version match, return true if what we have (installed)
    // is greater or equal to what is requested. false otherwise.
    for (var i = 0; i < l; ++i) {
        if (result[i] < patternArray[i]) {
            return false;
        } else if (result[i] > patternArray[i]) {
            return true;
        }
    }
    return true;
} else {
    for (var i = 0; i < l; ++i) {
        if (result[i] != patternArray[i]) return false;
    }
    if (familyMatch) {
        // family match - return true as long as what we have
        // (installed) matches up to the request pattern
        return true;
    } else {
        // exact match
        // result and patternArray needs to have exact same content
        return (result.length == patternArray.length);
    }
}
} else {
    return false;
}
},

```

```

getBrowser: function() {

    if (this.browserName == null) {
        var browser = navigator.userAgent.toLowerCase();

        if (this.debug) {
            alert('userAgent -> ' + browser);
        }

        // order is important here. Safari userAgent contains mozilla,
        // and Chrome userAgent contains both mozilla and safari.
        if (browser.indexOf('msie') != -1) {
            this.browserName = 'MSIE';
        }
    }
}

```

```

        this.browserName2 = 'MSIE';
    } else if (browser.indexOf('iphone') != -1) {
        // this included both iPhone and iPad
        this.browserName = 'Netscape Family';
        this.browserName2 = 'iPhone';
    } else if (browser.indexOf('firefox') != -1) {
        this.browserName = 'Netscape Family';
        this.browserName2 = 'Firefox';
    } else if (browser.indexOf('chrome') != -1) {
        this.browserName = 'Netscape Family';
        this.browserName2 = 'Chrome';
    } else if (browser.indexOf('safari') != -1) {
        this.browserName = 'Netscape Family';
        this.browserName2 = 'Safari';
    } else if (browser.indexOf('mozilla') != -1) {
        this.browserName = 'Netscape Family';
        this.browserName2 = 'Other';
    } else if (browser.indexOf('opera') != -1) {
        this.browserName = 'Netscape Family';
        this.browserName2 = 'Opera';
    } else {
        this.browserName = '?';
        this.browserName2 = 'unknown';
    }
}

if (this.debug) {
    alert ('Detected browser name:'+ this.browserName +
        ', ' + this.browserName2);
}
}
return this.browserName;
},

testUsingActiveX: function(version) {
    var objectName = 'JavaWebStart.isInstalled.' + version + '.0';

    // we need the typeof check here for this to run on FF/Chrome
    // the check needs to be in place here - cannot even pass ActiveXObject
    // as arg to another function
    if (typeof ActiveXObject == 'undefined' || !ActiveXObject) {
        if (this.debug) {
            alert ('Browser claims to be IE, but no ActiveXObject object?');
        }
        return false;
    }

    try {

```

```

        return (new ActiveXObject(objectName) != null);
    } catch (exception) {
        return false;
    }
},

testForMSVM: function() {
    var clsid = '{08B0E5C0-4FCB-11CF-AAA5-00401C608500}';

    if (typeof oClientCaps != 'undefined') {
        var v = oClientCaps.getComponentVersion(clsid, "ComponentID");
        if ((v == "") || (v == '5,0,5000,0')) {
            return false;
        } else {
            return true;
        }
    } else {
        return false;
    }
},

testUsingMimeType: function(version) {
    if (!navigator.mimeTypes) {
        if (this.debug) {
            alert ('Browser claims to be Netscape family, but no mimeType[] array?');
        }
        return false;
    }

    for (var i = 0; i < navigator.mimeTypes.length; ++i) {
        s = navigator.mimeTypes[i].type;
        var m = s.match(/^application\/x-java-applet;x3Bversion=(1\.8|1\.7|1\.6|1\.5|1\.4\.2)$/);
        if (m != null) {
            if (this.compareVersions(m[1], version)) {
                return true;
            }
        }
    }
    return false;
},

testUsingPluginsArray: function(version) {
    if ((!navigator.plugins) || (!navigator.plugins.length)) {
        return false;
    }
    var platform = navigator.platform.toLowerCase();

```

```

for (var i = 0; i < navigator.plugins.length; ++i) {
    s = navigator.plugins[i].description;
    if (s.search(/^Java Switchable Plug-in (Cocoa)/) != -1) {
        // Safari on MAC
        if (this.compareVersions("1.5.0", version)) {
            return true;
        }
    } else if (s.search(/^Java/) != -1) {
        if (platform.indexOf('win') != -1) {
            // still can't tell - opera, safari on windows
            // return true for 1.5.0 and 1.6.0
            if (this.compareVersions("1.5.0", version) ||
                this.compareVersions("1.6.0", version)) {
                return true;
            }
        }
    }
}
// if above doesn't work on Apple or Windows, just allow 1.5.0
if (this.compareVersions("1.5.0", version)) {
    return true;
}
return false;

```

```

},

```

```

IEInstall: function() {

```

```

    location.href = this.getJavaURL +
        ((this.returnPage != null) ?
        ('&returnPage=' + this.returnPage) : "") +
        ((this.locale != null) ?
        ('&locale=' + this.locale) : "") +
        ((this.brand != null) ? ('&brand=' + this.brand) : "");

```

```

    // should not actually get here
    return false;

```

```

},

```

```

done: function (name, result) {

```

```

},

```

```

FFInstall: function() {

```

```

    location.href = this.getJavaURL +

```

```

        ((this.returnPage != null) ?
        ('&returnPage=' + this.returnPage) : ") +
        ((this.locale != null) ?
        ('&locale=' + this.locale) : ") +
        ((this.brand != null) ? ('&brand=' + this.brand) : ") +
        ((this.installType != null) ?
        ('&type=' + this.installType) : ");

    // should not actually get here
    return false;
},

// return true if 'installed' (considered as a JRE version string) is
// greater than or equal to 'required' (again, a JRE version string).
compareVersions: function(installed, required) {

    var a = installed.split('.');
    var b = required.split('.');

    for (var i = 0; i < a.length; ++i) {
        a[i] = Number(a[i]);
    }
    for (var i = 0; i < b.length; ++i) {
        b[i] = Number(b[i]);
    }
    if (a.length == 2) {
        a[2] = 0;
    }

    if (a[0] > b[0]) return true;
    if (a[0] < b[0]) return false;

    if (a[1] > b[1]) return true;
    if (a[1] < b[1]) return false;

    if (a[2] > b[2]) return true;
    if (a[2] < b[2]) return false;

    return true;
},

enableAlerts: function() {
    // reset this so we can show the browser detection
    this.browserName = null;
    this.debug = true;
},

```

```

poll: function() {

    this.refresh();
    var postInstallJREList = this.getJREs();

    if ((this.preInstallJREList.length == 0) &&
        (postInstallJREList.length != 0)) {
        clearInterval(this.myInterval);
        if (this.returnPage != null) {
            location.href = this.returnPage;
        };
    }

    if ((this.preInstallJREList.length != 0) &&
        (postInstallJREList.length != 0) &&
        (this.preInstallJREList[0] != postInstallJREList[0])) {
        clearInterval(this.myInterval);
        if (this.returnPage != null) {
            location.href = this.returnPage;
        }
    }
},

writePluginTag: function() {
    var browser = this.getBrowser();

    if (browser == 'MSIE') {
        document.write('< +
            'object classid="clsid:CAFEEFAC-DEC7-0000-0001-ABCDEFEDCBA" ' +
            'id="deployJavaPlugin" width="0" height="0">' +
            '<' + '/' + 'object' + '>');
    } else if (browser == 'Netscape Family' && this.allowPlugin()) {
        this.writeEmbedTag();
    }
},

refresh: function() {
    navigator.plugins.refresh(false);

    var browser = this.getBrowser();
    if (browser == 'Netscape Family' && this.allowPlugin()) {
        var plugin = document.getElementById('deployJavaPlugin');
        // only do this again if no plugin
        if (plugin == null) {
            this.writeEmbedTag();
        }
    }
}

```



```

},

writeEmbedTag: function() {
    var written = false;
    if (navigator.mimeTypes != null) {
        for (var i=0; i < navigator.mimeTypes.length; i++) {
            if (navigator.mimeTypes[i].type == this.mimeType) {
                if (navigator.mimeTypes[i].enabledPlugin) {
                    document.write('<' +
                        'embed id="deployJavaPlugin" type="' +
                        this.mimeType + '" hidden="true" />');
                    written = true;
                }
            }
        }
        // if we didn't find new mimeType, look for old mimeType
        if (!written) for (var i=0; i < navigator.mimeTypes.length; i++) {
            if (navigator.mimeTypes[i].type == this.oldMimeType) {
                if (navigator.mimeTypes[i].enabledPlugin) {
                    document.write('<' +
                        'embed id="deployJavaPlugin" type="' +
                        this.oldMimeType + '" hidden="true" />');
                }
            }
        }
    }
}; // deployJava object

```

```

rv.writePluginTag();
if (rv.locale == null) {
    var loc = null;

    if (loc == null) try {
        loc = navigator.userLanguage;
    } catch (err) { }

    if (loc == null) try {
        loc = navigator.systemLanguage;
    } catch (err) { }

    if (loc == null) try {
        loc = navigator.language;
    } catch (err) { }

    if (loc != null) {
        loc.replace("-", "_")
        rv.locale = loc;
    }
}

```

```
    }  
  }  
  
  return rv;  
};
```

1.22 DJNativeSwing 0.9.9

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Version 1.1

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1.1

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it

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a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any

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1.31 JCommon 1.0.16

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b) Use a suitable shared library mechanism for linking with the

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1.32 JDOM 1.0

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/*--

\$Id: Comment.java,v 1.32 2004/02/11 21:12:43 jhunter Exp \$

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*/

package org.jdom;

/**

* An XML comment. Methods allow the user to get and set the text of the
* comment.

*

* @version \$Revision: 1.32 \$, \$Date: 2004/02/11 21:12:43 \$

* @author Brett McLaughlin

* @author Jason Hunter

*/

public class Comment extends Content {

private static final String CVS_ID =

"@(#) \$RCSfile: Comment.java,v \$ \$Revision: 1.32 \$ \$Date: 2004/02/11 21:12:43 \$ \$Name: jdom_1_0 \$";

/** Text of the <code>Comment</code> */

protected String text;

/**

* Default, no-args constructor for implementations to use if needed.

*/

```

protected Comment() {}

/**
 * This creates the comment with the supplied text.
 *
 * @param text <code>String</code> content of comment.
 */
public Comment(String text) {
    setText(text);
}

/**
 * Returns the XPath 1.0 string value of this element, which is the
 * text of this comment.
 *
 * @return the text of this comment
 */
public String getValue() {
    return text;
}

/**
 * This returns the textual data within the <code>Comment</code>.
 *
 * @return <code>String</code> - text of comment.
 */
public String getText() {
    return text;
}

/**
 * This will set the value of the <code>Comment</code>.
 *
 * @param text <code>String</code> text for comment.
 * @return <code>Comment</code> - this Comment modified.
 * @throws IllegalArgumentException if the given text is illegal for a
 *         Comment.
 */
public Comment setText(String text) {
    String reason;
    if ((reason = Verifier.checkCommentData(text)) != null) {
        throw new IllegalArgumentException(text, "comment", reason);
    }

    this.text = text;
    return this;
}

```

```

/**
 * This returns a <code>String</code> representation of the
 * <code>Comment</code>, suitable for debugging. If the XML
 * representation of the <code>Comment</code> is desired,
 * { @link org.jdom.output.XMLOutputter#outputString(Comment) }
 * should be used.
 *
 * @return <code>String</code> - information about the
 *     <code>Attribute</code>
 */
public String toString() {
    return new StringBuffer()
        .append("[Comment: ")
        .append(new org.jdom.output.XMLOutputter().outputString(this))
        .append("]")
        .toString();
}
}

```

1.33 Jetty 6.1.26

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1.34 JFreeChart 1.0.13 :Crossbow 1.0

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1.36 JQuery 1.9.1

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1.37 JSON Spirit 4.05

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1.38 JSON-Simple 1.1

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1.39 jstz 1.0.4

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 *
 * @name jsTimezoneDetect
 * @version 1.0.5
 * @author Jon Nylander
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1.40 jTDS JDBC Driver 1.2.6

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```
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//
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//
package net.sourceforge.jtds.jdbc;
```

```
import java.io.InputStream;
import java.io.OutputStream;
import java.sql.Blob;
import java.sql.SQLException;

import net.sourceforge.jtds.util.BlobBuffer;
```

```

/**
 * An in-memory or disk based representation of binary data.
 *
 * @author Brian Heineman
 * @author Mike Hutchinson
 * @version $Id: BlobImpl.java,v 1.31.2.3 2009-12-30 08:45:34 ickzon Exp $
 */
public class BlobImpl implements Blob {
    /**
     * 0 length <code>byte[]</code> as initial value for empty
     * <code>Blob</code>s.
     */
    private static final byte[] EMPTY_BLOB = new byte[0];

    /** The underlying <code>BlobBuffer</code>. */
    private final BlobBuffer blobBuffer;

    /**
     * Constructs a new empty <code>Blob</code> instance.
     *
     * @param connection a reference to the parent connection object
     */
    BlobImpl(ConnectionJDBC2 connection) {
        this(connection, EMPTY_BLOB);
    }

    /**
     * Constructs a new <code>Blob</code> instance initialized with data.
     *
     * @param connection a reference to the parent connection object
     * @param bytes the blob object to encapsulate
     */
    BlobImpl(ConnectionJDBC2 connection, byte[] bytes) {
        if (bytes == null) {
            throw new IllegalArgumentException("bytes cannot be null");
        }

        blobBuffer = new BlobBuffer(connection.getBufferDir(), connection.getLobBuffer());
        blobBuffer.setBuffer(bytes, false);
    }

    //
    // ----- java.sql.Blob interface methods from here -----
    //

    public InputStream getBinaryStream() throws SQLException {
        return blobBuffer.getBinaryStream(false);
    }

```



```

}

public byte[] getBytes(long pos, int length) throws SQLException {
    return blobBuffer.getBytes(pos, length);
}

public long length() throws SQLException {
    return blobBuffer.getLength();
}

public long position(byte[] pattern, long start) throws SQLException {
    return blobBuffer.position(pattern, start);
}

public long position(Blob pattern, long start) throws SQLException {
    if (pattern == null) {
        throw new SQLException(Messages.get("error.blob.badpattern"), "HY009");
    }
    return blobBuffer.position(pattern.getBytes(1, (int) pattern.length()), start);
}

public OutputStream setBinaryStream(final long pos) throws SQLException {
    return blobBuffer.setBinaryStream(pos, false);
}

public int setBytes(long pos, byte[] bytes) throws SQLException {
    if (bytes == null) {
        throw new SQLException(Messages.get("error.blob.bytesnull"), "HY009");
    }
    return setBytes(pos, bytes, 0, bytes.length);
}

public int setBytes(long pos, byte[] bytes, int offset, int len)
    throws SQLException {
    if (bytes == null) {
        throw new SQLException(Messages.get("error.blob.bytesnull"), "HY009");
    }
    // Force BlobBuffer to take a copy of the byte array
    // In many cases this is wasteful but the user may
    // reuse the byte buffer corrupting the original set
    return blobBuffer.setBytes(pos, bytes, offset, len, true);
}

public void truncate(long len) throws SQLException {
    blobBuffer.truncate(len);
}

//////// JDBC4 demarcation, do NOT put any JDBC3 code below this line //////////

```

```

public void free() throws SQLException {
    // TODO Auto-generated method stub
    throw new AbstractMethodError();
}

public InputStream getBinaryStream(long pos, long length)
    throws SQLException {
    // TODO Auto-generated method stub
    throw new AbstractMethodError();
}
}

```

1.41 Launch4J 3.0.2

1.41.1 Available under license :

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Version 2, June 1991

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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 Library, but is designed to work with the Library by being compiled or

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When a "work that uses the Library" uses material from a header file 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 file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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*/

package org.pentaho.reporting.ui.datasources.xpath;

/**

* A common data-object for representing named queries.

*/

public class DataSetQuery implements Cloneable

```

{
private String queryName;
private String query;

public DataSetQuery(final String queryName, final String query)
{
//noinspection ConstantConditions
if (queryName == null)
{
throw new IllegalArgumentException("queryName must not be null");
}
//noinspection ConstantConditions
if (query == null)
{
throw new IllegalArgumentException("query must not be null");
}

this.queryName = queryName;
this.query = query;
}

public String getQueryName()
{
return queryName;
}

public void setQueryName(final String queryName)
{
//noinspection ConstantConditions
if (queryName == null)
{
throw new IllegalArgumentException("queryName must not be null");
}

this.queryName = queryName;
}

public String getQuery()
{
return query;
}

public void setQuery(final String query)
{
this.query = query;
}

public String toString()

```

```

{
    return queryName.length() > 0 ? queryName : " ";
}

public boolean equals(final Object o)
{
    if (this == o)
    {
        return true;
    }
    if (o == null || getClass() != o.getClass())
    {
        return false;
    }

    final DataSetQuery that = (DataSetQuery) o;

    if (queryName != null ? !queryName.equals(that.queryName) : that.queryName != null)
    {
        return false;
    }

    return true;
}

public int hashCode()
{
    return (queryName != null ? queryName.hashCode() : 0);
}

protected Object clone() throws CloneNotSupportedException
{
    return super.clone();
}
}

```

1.45 pthreads-w32 2.9.1

1.45.1 Available under license :

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Version 2.1, February 1999

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pthread-win32 - a POSIX threads library for Microsoft Windows

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The goal of the pthreads-win32 project has been to provide a quality and complete implementation of the POSIX threads API for Microsoft Windows within the limits imposed by virtue of it being a stand-alone library and not linked directly to other POSIX compliant libraries. For example, some functions and features, such as those based on POSIX signals, are missing.

Pthreads-win32 is a library, available in several different versions depending on supported compilers, and may be used

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Although pthreads-win32 makes it possible for applications that use POSIX threads to be ported to Win32 platforms, the broader goal of the project is to encourage the use of open standards, and in particular, to make it just a little easier for developers writing Win32 applications to consider widening the potential market for their products.

1.46 quartz 2.1.6

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1.51 zlib 1.2.7

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

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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://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 occurrences 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 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 gzopen OF((int fd, const char *mode));
```

/*

gzopen associates a gzFile with the file descriptor fd. File descriptors are obtained from calls like open, dup, creat, pipe or fileno (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 = gzopen(fd, mode);. The duplicated descriptor should be saved to avoid a leak, since gzopen 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 concatenated 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
#endif

```



```
#ifdef __cplusplus
}
#endif
```

```
#endif /* ZLIB_H */
```

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