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Subject: Re: GZDecompress bug  
Posted by [mirek](#) on Wed, 05 Aug 2009 06:49:51 GMT  
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```
int GZDecompress(Stream& out, Stream& in, int size, Gate2<int, int> progress)
```

Here the 'size' parameter is a number of bytes to be read from in.

The size of .gz is 75 bytes, but you put there 48.

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    FileOut out("u:/gztest/output.bin");
    FileIn in;

    if (!in.Open("u:/gztest/MedicalEnRu_abrv.idx.gz"))
        return;

    Buffer<char> index_data;
    MemStream index_stream;
    const int idx_file_size = 48;

    // Preallocate memory and create a memory stream ...
    index_data.Alloc(idx_file_size);
    index_stream.Create(~index_data, idx_file_size);

    GZDecompress(index_stream, in, in.GetLeft());
    index_stream.Seek(0);

    CopyStream(out, index_stream);
}
```

This works.

BTW, why MemStream? You can use 'out' as output directly without CopyStream.

Mirek

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