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Subject: Re: GZDecompress bug  
Posted by [Novo](#) on Wed, 05 Aug 2009 15:17:20 GMT  
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luzr wrote on Wed, 05 August 2009 02:49  
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.

GZDecompress(index\_stream, in, in.GetSize());

of the input stream because it can be easily retrieved from the input stream. The only useful size I could imagine in this situation was a minimal size of the output stream (to avoid multiple reallocations).

A few lines of documentation would help me a lot in this situation.

Quote:

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

Mirek

This is just a testing application. In a real application I keep uncompressed data in memory.

Thanks a lot for your help!