
Subject: Re: GZDecompress bug
Posted by [Novo](#) on Wed, 05 Aug 2009 17:16:43 GMT
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luzr wrote on Wed, 05 August 2009 11:26Novo wrote on Wed, 05 August 2009 11:17

of the input stream because it can be easily retrieved from the input stream.

The idea is that in some cases, you might want to store more .gz parts in single stream... In that case you need to know when to stop decompressing (Of course, this is perhaps only useful for ZDecompress (without header), but was kept for header variant).

Mirek

line of documentation would make my way to understanding much shorter.

"size" can mean anything.
