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Subject: Re: GZDecompress bug  
Posted by [Novo](#) on Fri, 14 Aug 2009 04:07:33 GMT  
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luzr wrote on Wed, 12 August 2009 03:25Well, it is perhaps a good idea to add

```
void StringStream::Reserve(int n)
```

which I did

Mirek

Thanks a lot! That will let me get rid of MemStream in my code.

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