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Subject: plugin/zstd and plugin/zstd\_legacy  
Posted by [mirek](#) on Tue, 26 Mar 2019 13:33:30 GMT  
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This is not likely to affect many U++ users, but...

In the past, we were early adopters of Yan Collet's zstd compression library. We have adopted prerelease version into plugin/zstd. (Frankly, I needed something like that the app I develop...).

Unfortunately, later the API and the internal format of zstd has changed, which made me stuck with that prerelease versio for about 2 years, undecided how to solve this (and original version worked just fine too...).

Today I have finally resolved the issue: plugin/zstd is now current version 1.3.8. in the "modern" format and to support older files, I have created "plugin/zstd\_legacy". This has the same API for old zstd file format, the distinction is done by namespace Legacy. So if you have both in application, you can use e.g. `Upp::Legacy::ZstdDecompressStream` to load old file format and `Upp::ZstdDecompressStream` to load 'modern' format.

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