
Subject: Bugfix: GZCompressFile() and GZDecompressFile() not crashing on files bigger than 2 GB

Posted by [zsolt](#) on Sun, 08 Dec 2019 01:28:00 GMT

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```
bool GZCompressFile(const char *dstfile, const char *srcfile, Gate<int64, int64>progress)
{
    FileIn in(srcfile);
    if(!in)
        return false;
    FileOut out(dstfile);
    if(!out)
        return false;
- if(GZCompress(out, in, (int)in.GetLeft(), progress) < 0)
+ if(GZCompress(out, in, in.GetLeft(), progress) < 0)
    return false;
    out.Close();
    return !out.IsError();
}
```

```
bool GZDecompressFile(const char *dstfile, const char *srcfile, Gate<int64, int64>progress)
{
    FileIn in(srcfile);
    if(!in)
        return false;
    FileOut out(dstfile);
    if(!out)
        return false;
- if(GZDecompress(out, in, (int)in.GetLeft(), progress) < 0)
+ if(GZDecompress(out, in, in.GetLeft(), progress) < 0)
    return false;
    out.Close();
    return !out.IsError();
}
```

Tested with MSC2017 32 bit
