Klugier wrote on Wed, 14 October 2020 20:52

Mirek, do we need package called plugin/zstd_legacy? Seems like something we do not want to have...

Klugier

That depends on how much do you want to be U++ stable.

The problem here is that zstd changed the format since I have created the first plugin/zstd. Now if any user did use original plugin/zstd, he has created some files that cannot be uncompressed with the new plugin/zstd. That is the role of zstd_legacy, to support the original format.

Now I strongly suspect that I am the only zstd user and it is likely that removing _legacy would be fine, BUT in principle it is right to keep some form of backward compatibility at all times.

Mirek