
Subject: plugin/Zip issue with UTF-8

Posted by Tom1 on Wed, 03 Jan 2024 15:21:49 GMT

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Hi,

Just found a character encoding issue with plugin/Zip. When writing Zip files, the gpflag bit 11 should be set for the filenames to be properly decoded by the reading program. (E.g. Windows 11 File Explorer incorrectly interprets the UTF-8 filenames written by plugin/Zip if the bit is not set.)

Please include the following fix:

```
void Zip::BeginFile(const char *path, Time tm, bool deflate)
{
    ASSERT(!IsFileOpened());
    if(deflate) {
        pipeZLib.Create();
        pipeZLib->WhenOut = THISBACK(PutCompressed);
        pipeZLib->GZip(false).CRC().NoHeader().Compress();
    }
    else {
        crc32.Clear();
        uncompressed = true;
    }
    File& f = file.Add();
    f.version = 21;
    f.gpflag = 0x8 | 1<<11; // Added UTF-8 marker, i.e.: " | 1<<11";
    f.method = deflate ? 8 : 0;
    f.crc = 0;
    f.csize = 0;
    f.usize = 0;
    FileHeader(path, tm);
    if (zip->IsError()) WhenError();
}
```

Found the gpflag bit to set here:

<https://pkware.cachefly.net/webdocs/APPNOTE/APPNOTE-6.3.0.TXT>

Do not know if it is a safe site, but at least the bit to set was correct. Now Windows can read the filenames properly.

Best regards,

Tom
