Subject: BUG: plugins\zip
Posted by kov_serg on Wed, 20 Jan 2010 10:46:37 GMT
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I found simple bug in zip plugin for Upp. Please fix it.

Symptoms

Testing code:

```
void test_code() {
 FileStream strm("test.zip",FileStream::CREATE);
 Zip zip(strm);
 zip.WriteFile("information","file1.txt");
 zip.WriteFile("text 1","file2.txt");
}
```

If we check archive we'll see damaged zip file

How to fix it:

In file uppsrc\plugin\zip\Zip.cpp

```
void Zip::WriteFile(const void *ptr, int size, const char *path, Gate2<int, int> progress, Time tm)
{
 File& f = file.Add();
 f.path = UnixPath(path);
 StringStream ss;
 MemReadStream ms(ptr, size);
 dword crc;
 ZCompress(ss, ms, size, progress, true, &crc);
 String data = ss.GetResult();
 const void *r = ~data;
 int   csize = data.GetLength();
 zip->Put32le(0x04034b50);
 zip->Put16le(20);
 zip->Put16le(0);
 if(data.GetLength() >= size) {
  r = ptr;
  csize = size;
  zip->Put16le(f.method = 0);
 }
 else
  zip->Put16le(f.method = 8);
 zip->Put32le(f.time = (tm.day << 16) | (tm.month << 21) | ((tm.year - 1980) << 25) |
                  (tm.hour << 11) | (tm.minute << 5) | (tm.second >> 1));
 zip->Put32le(f.crc = crc);
```

```
 zip->Put32le(f.csize = csize);
 zip->Put32le(f.usize = size);
 zip->Put16le(strlen(f.path));
 zip->Put16le(0);
 zip->Put(f.path);
 zip->Put(r, csize);
 //done += 5 * 2 + 5 * 4 + data.GetCount() + f.path.GetCount(); // -patch
 done += 5 * 2 + 5 * 4 + csize + f.path.GetCount(); // +patch
}
...
void Zip::Finish()
{
 if(!zip)
  return;
 dword off = done;
 dword rof = 0;// +patch
 for(int i = 0; i < file.GetCount(); i++) {
  File& f = file[i];
  zip->Put32le(0x02014b50);
  zip->Put16le(20);
  zip->Put16le(20);
  zip->Put16le(0);  // general purpose bit flag
  zip->Put16le(f.method);
  zip->Put32le(f.time);
  zip->Put32le(f.crc);
  zip->Put32le(f.csize);
  zip->Put32le(f.usize);
  zip->Put16le(f.path.GetCount());
  zip->Put16le(0); // extra field length              2 bytes
  zip->Put16le(0); // file comment length            2 bytes
  zip->Put16le(0); // disk number start             2 bytes
  zip->Put16le(0); // internal file attributes       2 bytes
  zip->Put32le(0); // external file attributes       4 bytes
  //zip->Put32le(0); // relative offset of local header 4 bytes // -patch
  zip->Put32le(rof); // relative offset of local header 4 bytes // +patch
  rof+=5 * 2 + 5 * 4 + f.csize + f.path.GetCount();// +patch
  zip->Put(f.path);
  done += 7 * 4 + 9 * 2 + f.path.GetCount();
 }
 zip->Put32le(0x06054b50);
 zip->Put16le(0);  // number of this disk
 zip->Put16le(0);  // number of the disk with the start of the central directory
 zip->Put16le(file.GetCount()); // total number of entries in the central directory on this disk
 zip->Put16le(file.GetCount()); // total number of entries in the central directory
 zip->Put32le(done - off); // size of the central directory
 zip->Put32le(off); //offset of start of central directory with respect to the starting disk number
 zip->Put16le(0);
 zip = NULL;
```

```
}
```

Subject: Re: BUG: plugins\zip
Posted by koldo on Wed, 20 Jan 2010 12:44:42 GMT
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Oh! I did not know we have .zip support

Subject: Re: BUG: plugins\zip
Posted by mirek on Thu, 21 Jan 2010 21:57:27 GMT
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Thank you, patch applied.

Mirek