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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;

```

}

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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

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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

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