Subject: Core: z.h improvements
Posted by mirek on Wed, 18 Dec 2013 19:33:31 GMT
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Streaming functions in z.h were refactored to allow 64bit sizes:

```
int64  ZCompress(Stream& out, Stream& in, int64 size, Gate2<int64, int64> progress = false);
int64  ZCompress(Stream& out, Stream& in, Gate2<int64, int64> progress = false);
String ZCompress(const void *data, int64 len, Gate2<int64, int64> progress = false);
String ZCompress(const String& s, Gate2<int64, int64> progress = false);

int64  ZDecompress(Stream& out, Stream& in, int64 size, Gate2<int64, int64> progress = false);
int64  ZDecompress(Stream& out, Stream& in, Gate2<int64, int64> progress = false);
String ZDecompress(const void *data, int64 len, Gate2<int64, int64> progress = false);
String ZDecompress(const String& s, Gate2<int64, int64> progress = false);

int64  GZCompress(Stream& out, Stream& in, int64 size, Gate2<int64, int64> progress = false);
int64  GZCompress(Stream& out, Stream& in, Gate2<int64, int64> progress = false);
String GZCompress(const void *data, int len, Gate2<int64, int64> progress = false);
String GZCompress(const String& s, Gate2<int64, int64> progress = false);

int64  GZDecompress(Stream& out, Stream& in, int64 size, Gate2<int64, int64> progress = false);
int64  GZDecompress(Stream& out, Stream& in, Gate2<int64, int64> progress = false);
String GZDecompress(const void *data, int len, Gate2<int64, int64> progress = false);
String GZDecompress(const String& s, Gate2<int64, int64> progress = false);
```

There are also new functions to handle files:

```
bool   GZCompressFile(const char *dstfile, const char *srcfile, Gate2<int64, int64> progress =
false);
bool   GZCompressFile(const char *srcfile, Gate2<int64, int64> progress = false);

bool   GZDecompressFile(const char *dstfile, const char *srcfile, Gate2<int64, int64> progress =
false);
bool   GZDecompressFile(const char *srcfile, Gate2<int64, int64> progress = false);
```