



Open Source Used In Quality Management 11.5(1)

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Igor Pavlov

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 * $Revision: 1.3 $
 * $Date: 2003/01/15 21:59:38 $
 *
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```

package org.apache.commons.codec;

/**
 * Defines common decoding methods for byte array decoders.
 *
 * @author Apache Software Foundation
 * @version $Id: BinaryDecoder.java,v 1.10 2004/06/15 18:14:15 ggregory Exp $
 */
public interface BinaryDecoder extends Decoder {

    /**
     * Decodes a byte array and returns the results as a byte array.
     *
     * @param pArray A byte array which has been encoded with the
     *     appropriate encoder
     *
     * @return a byte array that contains decoded content
     *
     * @throws DecoderException A decoder exception is thrown
     *     if a Decoder encounters a failure condition during
     *     the decode process.
     */
    byte[] decode(byte[] pArray) throws DecoderException;
}

```

The commons-codec team is pleased to announce the Codec 1.3 release!

<http://jakarta.apache.org/commons/codec/>

The codec package contains simple encoder and decoders for various formats such as Base64 and Hexadecimal. In addition to these widely used encoders and decoders, the codec package also maintains a collection of phonetic encoding utilities.

Changes in this version include:

New Features:

- o BinaryCodec: Encodes and decodes binary to and from Strings of 0s and 1s. Issue: 27813. Thanks to Alex Karasulu.
- o QuotedPrintableCodec: Codec for RFC 1521 MIME (Multipurpose Internet Mail Extensions) Part One. Rules #3, #4, and #5 of the quoted-printable spec are not implemented yet. See also issue 27789. Issue: 26617. Thanks to Oleg Kalnichevski.
- o BCodec: Identical to the Base64 encoding defined by RFC 1521 and allows a character set to be specified. Issue: 26617. Thanks to Oleg Kalnichevski.
- o QCodec: Similar to the Quoted-Printable content-transfer-encoding defined

in RFC 1521 and designed to allow text containing mostly ASCII characters to be decipherable on an ASCII terminal without decoding. Issue: 26617.

Thanks to Oleg Kalnichevski.

o Soundex: Implemented the DIFFERENCE algorithm. Issue: 25243. Thanks to Matthew Inger.

o RefinedSoundex: Implemented the DIFFERENCE algorithm. Issue: 25243. Thanks to Matthew Inger.

Fixed bugs:

o The default URL encoding logic was broken. Issue: 25995. Thanks to Oleg Kalnichevski.

o Base64 chunked encoding not compliant with RFC 2045 section 2.1 CRLF. Issue: 27781. Thanks to Gary D. Gregory.

o Hex converts illegal characters to 255. Issue: 28455.

o Metaphone now correctly handles a silent B in a word that ends in MB. "COMB" is encoded as "KM", before this fix "COMB" was encoded as "KMB". Issue: 28457.

o Added missing tags in Javadoc comments.

o General Javadoc improvements.

Changes:

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o The Board recommendation to remove Javadoc author tags has been implemented. All author tags are now "Apache Software Foundation".

Have fun!

-The commons-codec team

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* \$Revision: 1.2 \$

* \$Date: 2003/02/02 16:09:53 \$

*

* =====

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Aleksey Gurtovoy (agurtovoy@meta-comm.com)

Andrei Alexandrescu (andrewalex - at - hotmail.com) (See Boost list message of August 12, 2004 11:06:58 AM EST)

Andrew Lumsdaine ()

Anthony Williams (anthony -at- justsoftwaresolutions.co.uk)

Beman Dawes (bdawes@acm.org)

Brad King (brad.king -at- kitware.com) (See Boost list message of Wed, 21 Jul 2004 11:15:46 -0400)

Brian Osman (osman -at- vvisions.com) (See CVS log)

Bruce Barr (schmoost -at- yahoo.com) (See Boost list of Mon, 16 Aug 2004 15:06:43 -0500)

Bruno da Silva de Oliveira (bruno - at - esss.com.br)

Christain Engstrom (christian.engstrom -at- glindra.org) (See Boost list message of Mon, 30 Aug 2004 14:31:49 +0200)

Cromwell D Enage (sponage -at- yahoo.com) (See Boost list message of August 12, 2004 11:49:13 AM EST)

Dan Gohman (djk -at- cray.com) (See Boost list message of Sat, 21 Aug 2004 10:54:59 +0100)

Dan Nuffer (dan -at- nuffer.name)

Daniel Frey (d.frey -at- gmx.de, daniel.frey -at- aixigo.de)

Daniel Nuffer (dan -at- nuffer.name)

Darin Adler (darin -at- bentspoon.com) (Email to Andreas Huber, see change log)
Daryle Walker (darylew - at - hotmail.com)
Dave Abrahams (dave@boost-consulting.com)
Dave Moore (dmoore -at- viefinancial.com) (See Boost list message of 18 Dec 2003 15:35:50 -0500)
David Abrahams (dave@boost-consulting.com)
Dietmar Kuehl (dietmar_kuehl -at- yahoo.com) (Email to Andreas Huber, see change log)
Douglas Gregor (gregod -at- cs.rpi.edu, dgregor -at- cs.indiana.edu, doug.gregor -at- gmail.com)
Dr John Maddock (john - at - johnmaddock.co.uk)
Edward D. Brey (brey -at- ductape.net) (Email to Andreas Huber, see change log)
Eric Ford (un5o6n902 -at- sneakemail.com) (See Boost list message of Sun, 15 Aug 2004 10:29:13 +0100)
Eric Friedman (ebf@users.sourceforge.net)
Eric Niebler (eric@boost-consulting.com)
Fernando Cacciola (fernando_cacciola@ciudad.com.ar)
Fernando Luis Cacciola Carballal (fernando_cacciola@ciudad.com.ar)
Francois Faure (Francois.Faure -at- imag.fr) (See CVS log)
Gary Powell (powellg - at - amazon.com) (See Boost list message of 10 Feb 2004 14:22:46 -0800)
Gennadiy Rozental (rogeeff -at- mail.com) (Email to Andreas Huber, see change log)
Gottfried Ganssaue (Gottfried.Ganssaue -at- HAUF.DE) (See Boost List message of Mon, 16 Aug 2004 10:09:19 +0200)
Gottfried Ganßauge (Gottfried.Ganssaue -at- HAUF.DE) (Alternative spelling of Gottfried Ganssaue)
Greg Colvin (gregory.colvin -at- oracle.com) (See Boost list message of Sat, 14 Aug 2004 10:57:00 +0100)
Gregory Colvin (gregory.colvin -at- oracle.com) (See Boost list message of Sat, 14 Aug 2004 10:57:00 +0100)
Gunter Winkler (gunter.winkler -at- unibw-muenchen.de) (See Boost List message of Mon, 16 Aug 2004 10:24:17 +0200)
Hartmut Kaiser (hartmut.kaiser -at- gmail.com)
Herve Bronnimann (hbr -at- poly.edu)
Hervé Brönnimann (hbr -at- poly.edu)
Housemarque Oy (Ilari Kuittinen ilari.kuittinen -at- housemarque.fi)
Howard Hinnant (hinnant -at- twcnv.rr.com) (See Boost list message of July 25, 2004 3:44:49 PM EST)
Hubert Holin (hubert_holin -at- users.sourceforge.net)
Indiana University ()
Itay Maman (imaman -at- users.sourceforge.net)
Jaakko Järvi (jajarvi -at- osl.iu.edu)
Jaap Suter (j.suter -at- student.utwente.nl) (See Boost list message of Thu, 16 Sep 2004 09:32:43 -0700)
Jeff Garland (jeff - at - crystalclearsoftware.com) (see Boost list post of July 25, 2004 19:31:09 -0700)
Jens Maurer (Jens.Maurer@gmx.net)
Jeremy G Siek (jsiek@osl.iu.edu)
Jeremy Siek (jsiek@osl.iu.edu)
Joel de Guzman (joel -at- boost-consulting.com) (See Boost list message of July 25, 2004 8:32:00 PM EST)
John Bandela (jbandela-at-ufl.edu)
John Maddock (john - at - johnmaddock.co.uk)
John R Bandela (jbandela-at-ufl.edu)
Jonathan Turkanis (turkanis -at- coderage dot com)
Juergen Hunold (hunold -at- ive.uni-hannover.de) (See Boost List Message of Fri, 13 Aug 2004 19:39:55 +0200)
Kevlin Henney (kevin -at- curbralan.com) (See Boost list message of Wed, 15 Sep 2004 18:15:17 +0200)
Kresimir Fresl (fresl -at- master.grad.hr) (See Boost List message of August 16, 2004 8:23:35 AM EST)
Lars Gullik Bjønnes (larsbj -at- lyx.org) (See Boost list message of Tue, 17 Aug 2004 15:49:02 +0100)
Lie-Quan Lee (liequan - at - slac.stanford.edu, llee - at - cs.indiana.edu)

Maarten Keijzer (mkeijzer -at- cs.vu.nl) (See Boost list message of Wed, 18 Aug 2004 21:43:18 +0100)
Mac Murrett (mmurrett -at- mac.com)
Marc Wintermantel (wintermantel -at- imes.mavt.ethz.ch, wintermantel -at- even-ag.ch) (See CVS log)
Michael Glassford (glassfordm - at - hotmail.com)
Michael Stevens (Michael.Stevens - at - epost.de)
Multi Media Ltd. (pdimov@mmltd.net)
Nicolai M Josuttis (solutions -at- josuttis.com) (See Boost list message of Mon, 30 Aug 2004 10:52:00 +0100)
Nikolay Mladenov (nickm -at- sitius.com) (See Boost list message of Tue, 17 Aug 2004 15:45:33 +0100)
Paul Mensonides (pmenso57 -at- comcast.net) (See Boost list message of July 21, 2004 1:12:21 AM EST)
Pavol Droba (droba -at- topmail.sk)
Peter Dimov (pdimov@mmltd.net)
R W Grosse-Kunstleve (RWGrosse-Kunstleve@lbl.gov)
Ralf W. Grosse-Kunstleve (RWGrosse-Kunstleve@lbl.gov)
Rational Discovery LLC (Greg Landrum Landrum -at- RationalDiscovery.com) (See Boost list post of Tue, 17 Aug 2004 10:35:36 +0100)
Rene Rivera (grafik/redshift-software.com, rrivera/acm.org)
Robert Ramey (ramey@www.rrsd.com)
Roland Richter (roland -at- fill.jku.at) (See Boost list post of Mon, 16 Aug 2004 22:16:55 +0200)
Roland Schwarz (roland.schwarz -at- chello.at)
Ronald Garcia (garcia -at- cs.indiana.edu) (Email to Andreas Huber, see change log)
Samuel Krempp (krempp -at- crans.ens-cachan.fr) (See Boost list message of Mon, 27 Sep 2004 13:18:36 +0200)
Stefan Seefeld (seefeld -at- sympatico.ca)
Stephen Cleary (scleary -at- jerviswebb.com) (See Boost list message of Tue, 28 Sep 2004 13:11:46 +0100)
Steve Cleary (Variant of Stephen Cleary)
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- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object

file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany

it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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- javaee_5.xsd
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- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
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- jsp_2_2.xsd
- web-app_3_0.xsd
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1.28 curl 7.36.0

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1.31 deployjava.js 1.15

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*/

/*
* deployJava.js
*
* This file is part of the Deployment Toolkit. It provides functions for web
* pages to detect the presence of a JRE, install the latest JRE, and easily run
* applets or Web Start programs. More Information on usage of the
* Deployment Toolkit can be found in the Deployment Guide at:
* http://docs.oracle.com/javase/6/docs/technotes/guides/jweb/index.html
*
* The "live" copy of this file may be found at :
* http://java.com/js/deployJava.js.
* For web pages provisioned using https, you may want to access the copy at:
* https://java.com/js/deployJava.js.
*
* You are encouraged to link directly to the live copies.
* The above files are stripped of comments and whitespace for performance,
* You can access this file w/o the whitespace and comments removed at:
* http://java.com/js/deployJava.txt.
*
*/

```

```

var deployJava = function() {
  /** HTML attribute filter implementation */
  var hattrs = {
    core: [ 'id', 'class', 'title', 'style' ],
    i18n: [ 'lang', 'dir' ],
    events: [ 'onclick', 'ondblclick', 'onmousedown', 'onmouseup',
      'onmouseover', 'onmousemove', 'onmouseout', 'onkeypress',
      'onkeydown', 'onkeyup' ],
    applet: [ 'codebase', 'code', 'name', 'archive', 'object',
      'width', 'height', 'alt', 'align', 'hspace', 'vspace' ],
    object: [ 'classid', 'codebase', 'codetype', 'data', 'type',
      'archive', 'declare', 'standby', 'height', 'width', 'usemap',
      'name', 'tabindex', 'align', 'border', 'hspace', 'vspace' ]
  };

  var object_valid_attrs = hattrs.object.concat(hattrs.core, hattrs.i18n,
    hattrs.events);
  var applet_valid_attrs = hattrs.applet.concat(hattrs.core);

  function getWebStartLaunchIconURL() {
    var imageUrl = '//java.com/js/webstart.png';
    try {
      // for http/https; use protocol less url; use http for all other protocol
      return document.location.protocol.indexOf('http') != -1 ?
        imageUrl : 'http:' + imageUrl;
    } catch (err) {
      return 'http:' + imageUrl;
    }
  }

  function arHas(ar, attr) {
    var len = ar.length;
    for (var i = 0; i < len; i++) {
      if (ar[i] === attr) return true;
    }
    return false;
  }

  function isValidAppletAttr(attr) {
    return arHas(applet_valid_attrs, attr.toLowerCase());
  }

  function isValidObjectAttr(attr) {
    return arHas(object_valid_attrs, attr.toLowerCase());
  }
  /** HTML attribute filters */

  var rv = {

```

```

debug: null,

firefoxJavaVersion: null,

myInterval: null,
preInstallJREList: null,
returnPage: null,
brand: null,
locale: null,
installType: null,

EAInstallEnabled: false,
EarlyAccessURL: null,

// GetJava page
getJavaURL: 'http://jdk.sun.com/webapps/getjava/BrowserRedirect?host=java.com',

// Apple redirect page
appleRedirectPage: 'http://www.apple.com/support/downloads/',

// mime-type of the DeployToolkit plugin object
oldMimeType: 'application/npruntime-scriptable-plugin;DeploymentToolkit',
mimeType: 'application/java-deployment-toolkit',

/* location of the Java Web Start launch button graphic is right next to
 * deployJava.js at:
 * http://java.com/js/webstart.png
 *
 * Use protocol less url here for http/https support
 */
launchButtonPNG: getWebStartLaunchIconURL(),

browserName: null,
browserName2: null,

/**
 * Returns an array of currently-installed JRE version strings.
 * Version strings are of the form #.#[.#[_#]], with the function returning
 * as much version information as it can determine, from just family
 * versions ("1.4.2", "1.5") through the full version ("1.5.0_06").
 *
 * Detection is done on a best-effort basis. Under some circumstances
 * only the highest installed JRE version will be detected, and
 * JREs older than 1.4.2 will not always be detected.
 */
getJREs: function() {
    var list = new Array();

```

```

if (this.isPluginInstalled()) {
    var plugin = this.getPlugin();
    var VMs = plugin.jvms;
    for (var i = 0; i < VMs.getLength(); i++) {
        list[i] = VMs.get(i).version;
    }
} else {
    var browser = this.getBrowser();

    if (browser == 'MSIE') {
        if (this.testUsingActiveX('1.7.0')) {
            list[0] = '1.7.0';
        } else if (this.testUsingActiveX('1.6.0')) {
            list[0] = '1.6.0';
        } else if (this.testUsingActiveX('1.5.0')) {
            list[0] = '1.5.0';
        } else if (this.testUsingActiveX('1.4.2')) {
            list[0] = '1.4.2';
        } else if (this.testForMSVM()) {
            list[0] = '1.1';
        }
    } else if (browser == 'Netscape Family') {
        this.getJPIVersionUsingMimeType();
        if (this.firefoxJavaVersion != null) {
            list[0] = this.firefoxJavaVersion;
        } else if (this.testUsingMimeTypes('1.7')) {
            list[0] = '1.7.0';
        } else if (this.testUsingMimeTypes('1.6')) {
            list[0] = '1.6.0';
        } else if (this.testUsingMimeTypes('1.5')) {
            list[0] = '1.5.0';
        } else if (this.testUsingMimeTypes('1.4.2')) {
            list[0] = '1.4.2';
        } else if (this.browserName2 == 'Safari') {
            if (this.testUsingPluginsArray('1.7.0')) {
                list[0] = '1.7.0';
            } else if (this.testUsingPluginsArray('1.6')) {
                list[0] = '1.6.0';
            } else if (this.testUsingPluginsArray('1.5')) {
                list[0] = '1.5.0';
            } else if (this.testUsingPluginsArray('1.4.2')) {
                list[0] = '1.4.2';
            }
        }
    }
}

if (this.debug) {

```

```

        for (var i = 0; i < list.length; ++i) {
            alert('We claim to have detected Java SE ' + list[i]);
        }
    }

    return list;
},

/**
 * Triggers a JRE installation. The exact effect of triggering an
 * installation varies based on platform, browser, and if the
 * Deployment Toolkit plugin is installed.
 *
 * The requestVersion string is of the form #[.#[_#]]|[+*],
 * which includes strings such as "1.4", "1.5.0*", and "1.6.0_02+".
 * A star (*) means "any version starting within this family" and
 * a plus (+) means "any version greater or equal to this".
 * "1.5.0*" * matches 1.5.0_06 but not 1.6.0_01, whereas
 * "1.5.0+" matches both.
 *
 * installCallback is an optional argument which holds a reference
 * to a javascript callback function for reporting install status.
 *
 * If the Deployment Toolkit plugin is not present, this will just call
 * this.installLatestJRE().
 */
installJRE: function(requestVersion, installCallback) {
    var ret = false;
    if (this.isPluginInstalled() && this.isAutoInstallEnabled()) {
        var installSucceeded = false;
        if (this.isCallbackSupported()) {
            installSucceeded =
                this.getPlugin().installJRE(requestVersion, installCallback);
        } else {
            installSucceeded = this.getPlugin().installJRE(requestVersion);
        }

        if (installSucceeded) {
            this.refresh();
            if (this.returnPage != null) {
                document.location = this.returnPage;
            }
        }
        return installSucceeded;
    } else {
        return this.installLatestJRE();
    }
},

```

```

/**
 * returns true if jre auto install is enabled for the local system;
 * false otherwise
 *
 * we disabled auto install for IE browser and DT plugin version before
 * 10.0.0 due to a bug in old DT plugin (missing Oracle signature check
 * that leads to possible deadlock when trying to show warning dialog)
 */
isAutoInstallEnabled: function() {
    return this.isPluginInstalled() &&
        ('MSIE' != this.browserName ||
        this.compareVersionToPattern(this.getPlugin().version,
            ["10", "0", "0"], false, true));
},

/**
 * returns true if jre install callback is supported
 * callback support is added since dt plugin version 10.2.0 or above
 */
isCallbackSupported: function() {
    return this.isPluginInstalled() &&
        this.compareVersionToPattern(this.getPlugin().version,
            ["10", "2", "0"], false, true);
},

/**
 * Triggers a JRE installation. The exact effect of triggering an
 * installation varies based on platform, browser, and if the
 * Deployment Toolkit plugin is installed.
 *
 * In the simplest case, the browser window will be redirected to the
 * java.com JRE installation page, and (if possible) a redirect back to
 * the current URL upon successful installation. The return redirect is
 * not always possible, as the JRE installation may require the browser to
 * be restarted.
 *
 * installCallback is an optional argument which holds a reference
 * to a javascript callback function for reporting install status.
 *
 * In the best case (when the Deployment Toolkit plugin is present), this
 * function will immediately cause a progress dialog to be displayed
 * as the JRE is downloaded and installed.
 */
installLatestJRE: function(installCallback) {
    if (this.isPluginInstalled() && this.isAutoInstallEnabled()) {
        var installSucceeded = false;
        if (this.isCallbackSupported()) {

```

```

    installSucceeded = this.getPlugin().installLatestJRE(installCallback);
} else {
    installSucceeded = this.getPlugin().installLatestJRE();
}
if (installSucceeded) {
    this.refresh();
    if (this.returnPage != null) {
        document.location = this.returnPage;
    }
}
return installSucceeded;
} else {
    var browser = this.getBrowser();
    var platform = navigator.platform.toLowerCase();
    if ((this.EAInstallEnabled == 'true') &&
        (platform.indexOf('win') != -1) &&
        (this.EarlyAccessURL != null)) {

        this.preInstallJREList = this.getJREs();
        if (this.returnPage != null) {
            this.myInterval =
                setInterval("deployJava.poll()", 3000);
        }

        location.href = this.EarlyAccessURL;

        // we have to return false although there may be an install
        // in progress now, when complete it may go to return page
        return false;
    } else {
        if (browser == 'MSIE') {
            return this.IEInstall();
        } else if ((browser == 'Netscape Family') &&
            (platform.indexOf('win32') != -1)) {
            return this.FFInstall();
        } else {
            location.href = this.getJavaURL +
                ((this.returnPage != null) ?
                ('&returnPage=' + this.returnPage) : "") +
                ((this.locale != null) ?
                ('&locale=' + this.locale) : "") +
                ((this.brand != null) ?
                ('&brand=' + this.brand) : "");
        }
        // we have to return false although there may be an install
        // in progress now, when complete it may go to return page
        return false;
    }
}

```

```

    }
},

/**
 * Ensures that an appropriate JRE is installed and then runs an applet.
 * minimumVersion is of the form #.#[_#]], and is the minimum
 * JRE version necessary to run this applet. minimumVersion is optional,
 * defaulting to the value "1.1" (which matches any JRE).
 * If an equal or greater JRE is detected, runApplet() will call
 * writeAppletTag(attributes, parameters) to output the applet tag,
 * otherwise it will call installJRE(minimumVersion + '+').
 *
 * After installJRE() is called, the script will attempt to detect that the
 * JRE installation has completed and begin running the applet, but there
 * are circumstances (such as when the JRE installation requires a browser
 * restart) when this cannot be fulfilled.
 *
 * As with writeAppletTag(), this function should only be called prior to
 * the web page being completely rendered. Note that version wildcards
 * (star (*) and plus (+)) are not supported, and including them in the
 * minimumVersion will result in an error message.
 */
runApplet: function(attributes, parameters, minimumVersion) {
    if (minimumVersion == 'undefined' || minimumVersion == null) {
        minimumVersion = '1.1';
    }

    var regex = "^((\\d+)(?:\\.((\\d+)(?:\\.((\\d+)(?:_((\\d+)))?)?)?)?)?)?$";

    var matchData = minimumVersion.match(regex);

    if (this.returnPage == null) {
        // if there is an install, come back here and run the applet
        this.returnPage = document.location;
    }

    if (matchData != null) {
        var browser = this.getBrowser();
        if ((browser != '?') && ('Safari' != this.browserName2)) {
            if (this.versionCheck(minimumVersion + '+')) {
                this.writeAppletTag(attributes, parameters);
            } else if (this.installJRE(minimumVersion + '+')) {
                // after successful install we need to refresh page to pick
                // pick up new plugin
                this.refresh();
                location.href = document.location;
                this.writeAppletTag(attributes, parameters);
            }
        }
    }
}

```

```

    }
  } else {
    // for unknown or Safari - just try to show applet
    this.writeAppletTag(attributes, parameters);
  }
} else {
  if (this.debug) {
    alert('Invalid minimumVersion argument to runApplet():' +
      minimumVersion);
  }
}
},

/**
 * Outputs an applet tag with the specified attributes and parameters, where
 * both attributes and parameters are associative arrays. Each key/value
 * pair in attributes becomes an attribute of the applet tag itself, while
 * key/value pairs in parameters become <PARAM> tags. No version checking
 * or other special behaviors are performed; the tag is simply written to
 * the page using document.writeln().
 *
 * As document.writeln() is generally only safe to use while the page is
 * being rendered, you should never call this function after the page
 * has been completed.
 */
writeAppletTag: function(attributes, parameters) {
  var startApplet = '<' + 'applet ';
  var params = "";
  var endApplet = '<' + '/' + 'applet' + '>';
  var addCodeAttribute = true;

  if (null == parameters || typeof parameters != 'object') {
    parameters = new Object();
  }

  for (var attribute in attributes) {
    if (! isValidAppletAttr(attribute)) {
      parameters[attribute] = attributes[attribute];
    } else {
      startApplet += (' ' + attribute + '=' + attributes[attribute] + '');
      if (attribute == 'code') {
        addCodeAttribute = false;
      }
    }
  }

  var codebaseParam = false;

```

```

for (var parameter in parameters) {
    if (parameter == 'codebase_lookup') {
        codebaseParam = true;
    }
    // Originally, parameter 'object' was used for serialized
    // applets, later, to avoid confusion with object tag in IE
    // the 'java_object' was added. Plugin supports both.
    if (parameter == 'object' || parameter == 'java_object' ||
        parameter == 'java_code') {
        addCodeAttribute = false;
    }
    params += '<param name="' + parameter + '" value="' +
        parameters[parameter] + "'/>';
}
if (!codebaseParam) {
    params += '<param name="codebase_lookup" value="false"/>';
}

if (addCodeAttribute) {
    startApplet += (' code="dummy"');
}
startApplet += '>';

document.write(startApplet + '\n' + params + '\n' + endApplet);
},

/**
 * Returns true if there is a matching JRE version currently installed
 * (among those detected by getJREs()). The versionPattern string is
 * of the form #[.#[.#[_#]]][+]*, which includes strings such as "1.4",
 * "1.5.0*", and "1.6.0_02+".
 * A star (*) means "any version within this family" and a plus (+) means
 * "any version greater or equal to the specified version". "1.5.0*"
 * matches 1.5.0_06 but not 1.6.0_01, whereas "1.5.0+" matches both.
 *
 * If the versionPattern does not include all four version components
 * but does not end with a star or plus, it will be treated as if it
 * ended with a star. "1.5" is exactly equivalent to "1.5*", and will
 * match any version number beginning with "1.5".
 *
 * If getJREs() is unable to detect the precise version number, a match
 * could be ambiguous. For example if getJREs() detects "1.5", there is
 * no way to know whether the JRE matches "1.5.0_06+". versionCheck()
 * compares only as much of the version information as could be detected,
 * so versionCheck("1.5.0_06+") would return true in in this case.
 *
 * Invalid versionPattern will result in a JavaScript error alert.

```

```

* versionPatterns which are valid but do not match any existing JRE
* release (e.g. "32.65+") will always return false.
*/
versionCheck: function(versionPattern)
{
    var index = 0;
    var regex = "^((\\d+)(?:\\.((\\d+)(?:\\.((\\d+)(?:_((\\d+))?)?)?(\\|*|\\|+)?))?)?)";

    var matchData = versionPattern.match(regex);

    if (matchData != null) {
        // default is exact version match
        // examples:
        // local machine has 1.7.0_04 only installed
        // exact match request is "1.7.0_05": return false
        // family match request is "1.7.0*": return true
        // minimum match request is "1.6+": return true
        var familyMatch = false;
        var minMatch = false;

        var patternArray = new Array();

        for (var i = 1; i < matchData.length; ++i) {
            // browser dependency here.
            // Fx sets 'undefined', IE sets " string for unmatched groups
            if ((typeof matchData[i] == 'string') && (matchData[i] != "")) {
                patternArray[index] = matchData[i];
                index++;
            }
        }

        if (patternArray[patternArray.length-1] == '+') {
            // + specified in request - doing a minimum match
            minMatch = true;
            familyMatch = false;
            patternArray.length--;
        } else if (patternArray[patternArray.length-1] == '*') {
            // * specified in request - doing a family match
            minMatch = false;
            familyMatch = true;
            patternArray.length--;
        } else if (patternArray.length < 4) {
            // versionPattern does not include all four version components
            // and does not end with a star or plus, it will be treated as
            // if it ended with a star. (family match)
            minMatch = false;
            familyMatch = true;
        }
    }
}

```

```

var list = this.getJREs();
for (var i = 0; i < list.length; ++i) {
    if (this.compareVersionToPattern(list[i], patternArray,
        familyMatch, minMatch)) {
        return true;
    }
}

return false;
} else {
    alert('Invalid versionPattern passed to versionCheck: ' +
        versionPattern);
    return false;
}
},

/**
 * Returns true if an installation of Java Web Start of the specified
 * minimumVersion can be detected. minimumVersion is optional, and
 * if not specified, '1.4.2' will be used.
 * (Versions earlier than 1.4.2 may not be detected.)
 */
isWebStartInstalled: function(minimumVersion) {

    var browser = this.getBrowser();
    if ((browser == '?') || ('Safari' == this.browserName2)) {
        // we really don't know - better to try to use it than reinstall
        return true;
    }

    if (minimumVersion == 'undefined' || minimumVersion == null) {
        minimumVersion = '1.4.2';
    }

    var retval = false;
    var regex = "^((\\d+)(?:\\.\\d+)(?:\\.\\d+)(?:_\\d+)?)?$";
    var matchData = minimumVersion.match(regex);

    if (matchData != null) {
        retval = this.versionCheck(minimumVersion + '+');
    } else {
        if (this.debug) {
            alert('Invalid minimumVersion argument to isWebStartInstalled(): ' + minimumVersion);
        }
        retval = this.versionCheck('1.4.2+');
    }
}

```

```

    return retval;
},

// obtain JPI version using navigator.mimeTypes array
// if found, set the version to this.firefoxJavaVersion
getJPIVersionUsingMimeType: function() {
    // Walk through the full list of mime types.
    for (var i = 0; i < navigator.mimeTypes.length; ++i) {
        var s = navigator.mimeTypes[i].type;
        // The jpi-version is the plug-in version. This is the best
        // version to use.
        var m = s.match(/^application\/x-java-applet;jpi-version=(.*)$/);
        if (m != null) {
            this.firefoxJavaVersion = m[1];
            // Opera puts the latest sun JRE last not first
            if ('Opera' != this.browserName2) {
                break;
            }
        }
    }
},

// launch the specified JNLP application using the passed in jnlp file
// the jnlp file does not need to have a codebase
// this requires JRE 7 or above to work
// if machine has no JRE 7 or above, we will try to auto-install and then launch
// (function will return false if JRE auto-install failed)
launchWebStartApplication: function(jnlp) {
    var uaString = navigator.userAgent.toLowerCase();

    this.getJPIVersionUsingMimeType();

    // make sure we are JRE 7 or above
    if (this.isWebStartInstalled('1.7.0') == false) {

        // perform latest JRE auto-install
        if ((this.installJRE('1.7.0+') == false) ||
            ((this.isWebStartInstalled('1.7.0') == false))) {
            return false;
        }
    }

    var jnlpDocbase = null;

    // use document.documentURI for docbase
    if (document.documentURI) {
        jnlpDocbase = document.documentURI;
    }
}

```

```

// fallback to document.URL if documentURI not available
    if (jnlpDocbase == null) {
jnlpDocbase = document.URL;
    }

    var browser = this.getBrowser();

    var launchTag;

    if (browser == 'MSIE') {

        launchTag = '<' +
            'object classid="clsid:8AD9C840-044E-11D1-B3E9-00805F499D93" ' +
'width="0" height="0">' +
'<' + 'PARAM name="launchjnlp" value="' + jnlp + '"' + '>' +
    '<' + 'PARAM name="docbase" value="' + jnlpDocbase + '"' + '>' +
        '<' + '/' + 'object' + '>';
    } else if (browser == 'Netscape Family') {

        launchTag = '<' +
'embed type="application/x-java-applet;jpi-version=' +
this.firefoxJavaVersion + '"' +
        'width="0" height="0" ' +
        'launchjnlp="' + jnlp + '"' +
        'docbase="' + jnlpDocbase + '"' +
        '>';
    }

    if (document.body == 'undefined' || document.body == null) {
        document.write(launchTag);
        // go back to original page, otherwise current page becomes blank
        document.location = jnlpDocbase;
    } else {
        var divTag = document.createElement("div");
        divTag.id = "div1";
        divTag.style.position = "relative";
        divTag.style.left = "-10000px";
        divTag.style.margin = "0px auto";
        divTag.className = "dynamicDiv";
        divTag.innerHTML = launchTag;
        document.body.appendChild(divTag);
    }
},

createWebStartLaunchButtonEx: function(jnlp, minimumVersion) {

    if (this.returnPage == null) {

```

```

    // if there is an install, come back and run the jnlp file
    this.returnPage = jnlp;
}

var url = 'javascript:deployJava.launchWebStartApplication(\' + jnlp +
\');';

document.write('<' + 'a href=' + url +
    "" onMouseOver="window.status=\'; ' +
'return true;"><' + 'img ' +
'src=' + this.launchButtonPNG + "' +
'border="0" /><' + '/' + 'a' + '>');
},

/**
 * Outputs a launch button for the specified JNLP URL. When clicked, the
 * button will ensure that an appropriate JRE is installed and then launch
 * the JNLP application. minimumVersion is of the form #.#[_#]], and
 * is the minimum JRE version necessary to run this JNLP application.
 * minimumVersion is optional, and if it is not specified, '1.4.2'
 * will be used.
 * If an appropriate JRE or Web Start installation is detected,
 * the JNLP application will be launched, otherwise installLatestJRE()
 * will be called.
 *
 * After installLatestJRE() is called, the script will attempt to detect
 * that the JRE installation has completed and launch the JNLP application,
 * but there are circumstances (such as when the JRE installation
 * requires a browser restart) when this cannot be fulfilled.
 */
createWebStartLaunchButton: function(jnlp, minimumVersion) {

    if (this.returnPage == null) {
        // if there is an install, come back and run the jnlp file
        this.returnPage = jnlp;
    }

    var url = 'javascript:' +
        'if (!deployJava.isWebStartInstalled(&quot;' +
        minimumVersion + '&quot;)) {' +
        'if (deployJava.installLatestJRE()) {' +
        'if (deployJava.launch(&quot;' + jnlp + '&quot;)) {'} +
        '}' +
        '} else {' +
        'if (deployJava.launch(&quot;' + jnlp + '&quot;)) {'} +
        '}'
};

```

```

document.write('<' + 'a href="' + url +
    "" onMouseOver="window.status=\'; ' +
    'return true;">' + 'img ' +
    'src="' + this.launchButtonPNG + "' ' +
    'border="0" />' + '/' + 'a' + '>');
},

/**
 * Launch a JNLP application, (using the plugin if available)
 */
launch: function(jnlp) {
/*
 * Using the plugin to launch Java Web Start is disabled for the time being
 */
    document.location=jnlp;
    return true;
},

/*
 * returns true if the ActiveX or XPI plugin is installed
 */
isPluginInstalled: function() {
    var plugin = this.getPlugin();
    if (plugin && plugin.jvms) {
        return true;
    } else {
        return false;
    }
},

/*
 * returns true if the plugin is installed and AutoUpdate is enabled
 */
isAutoUpdateEnabled: function() {
    if (this.isPluginInstalled()) {
        return this.getPlugin().isAutoUpdateEnabled();
    }
    return false;
},

/*
 * sets AutoUpdate on if plugin is installed
 */
setAutoUpdateEnabled: function() {
    if (this.isPluginInstalled()) {
        return this.getPlugin().setAutoUpdateEnabled();
    }
}

```

```

    }
    return false;
},

/*
 * sets the preferred install type : null, online, kernel
 */
setInstallerType: function(type) {
    this.installType = type;
    if (this.isPluginInstalled()) {
        return this.getPlugin().setInstallerType(type);
    }
    return false;
},

/*
 * sets additional package list - to be used by kernel installer
 */
setAdditionalPackages: function(packageList) {
    if (this.isPluginInstalled()) {
        return this.getPlugin().setAdditionalPackages(
            packageList);
    }
    return false;
},

/*
 * sets preference to install Early Access versions if available
 */
setEarlyAccess: function(enabled) {
    this.EAInstallEnabled = enabled;
},

/*
 * Determines if the next generation plugin (Plugin II) is default
 */
isPlugin2: function() {
    if (this.isPluginInstalled()) {
        if (this.versionCheck('1.6.0_10+')) {
            try {
                return this.getPlugin().isPlugin2();
            } catch (err) {
                // older plugin w/o isPlugin2() function -
            }
        }
    }
    return false;
},

```

```

allowPlugin: function() {
    this.getBrowser();

    // Safari and Opera browsers find the plugin but it
    // doesn't work, so until we can get it to work - don't use it.
    var ret = ('Safari' != this.browserName2 &&
        'Opera' != this.browserName2);

    return ret;
},

getPlugin: function() {
    this.refresh();

    var ret = null;
    if (this.allowPlugin()) {
        ret = document.getElementById('deployJavaPlugin');
    }
    return ret;
},

compareVersionToPattern: function(version, patternArray,
    familyMatch, minMatch) {
    if (version == undefined || patternArray == undefined) {
        return false;
    }
    var regex = "^((\\d+)?:(\\.\\d+)?:(\\.\\d+)?:(\\.\\d+)?(?:_?(\\d+))?)?$";
    var matchData = version.match(regex);

    if (matchData != null) {
        var index = 0;
        var result = new Array();

        for (var i = 1; i < matchData.length; ++i) {
            if ((typeof matchData[i] == 'string') && (matchData[i] != ""))
            {
                result[index] = matchData[i];
                index++;
            }
        }
    }

    var l = Math.min(result.length, patternArray.length);

    // result contains what is installed in local machine
    // patternArray is what is being requested by application
    if (minMatch) {
        // minimum version match, return true if what we have (installed)

```

```

// is greater or equal to what is requested. false otherwise.
for (var i = 0; i < l; ++i) {
    if (result[i] < patternArray[i]) {
        return false;
    } else if (result[i] > patternArray[i]) {
        return true;
    }
}
return true;
} else {
    for (var i = 0; i < l; ++i) {
        if (result[i] != patternArray[i]) return false;
    }
    if (familyMatch) {
        // family match - return true as long as what we have
        // (installed) matches up to the request pattern
        return true;
    } else {
        // exact match
        // result and patternArray needs to have exact same content
        return (result.length == patternArray.length);
    }
}
} else {
    return false;
}
},

```

```

getBrowser: function() {

    if (this.browserName == null) {
        var browser = navigator.userAgent.toLowerCase();

        if (this.debug) {
            alert('userAgent -> ' + browser);
        }

        // order is important here. Safari userAgent contains mozilla,
        // and Chrome userAgent contains both mozilla and safari.
        if (browser.indexOf('msie') != -1) {
            this.browserName = 'MSIE';
            this.browserName2 = 'MSIE';
        } else if (browser.indexOf('iphone') != -1) {
            // this included both iPhone and iPad
            this.browserName = 'Netscape Family';
            this.browserName2 = 'iPhone';
        } else if (browser.indexOf('firefox') != -1) {

```

```

        this.browserName = 'Netscape Family';
        this.browserName2 = 'Firefox';
    } else if (browser.indexOf('chrome') != -1) {
        this.browserName = 'Netscape Family';
        this.browserName2 = 'Chrome';
    } else if (browser.indexOf('safari') != -1) {
        this.browserName = 'Netscape Family';
        this.browserName2 = 'Safari';
    } else if (browser.indexOf('mozilla') != -1) {
        this.browserName = 'Netscape Family';
        this.browserName2 = 'Other';
    } else if (browser.indexOf('opera') != -1) {
        this.browserName = 'Netscape Family';
        this.browserName2 = 'Opera';
    } else {
        this.browserName = '?';
        this.browserName2 = 'unknown';
    }

    if (this.debug) {
        alert ('Detected browser name:'+ this.browserName +
            ', ' + this.browserName2);
    }
}
return this.browserName;
},

testUsingActiveX: function(version) {
    var objectName = 'JavaWebStart.isInstalled.' + version + '.0';

    // we need the typeof check here for this to run on FF/Chrome
    // the check needs to be in place here - cannot even pass ActiveXObject
    // as arg to another function
    if (typeof ActiveXObject == 'undefined' || !ActiveXObject) {
        if (this.debug) {
            alert ('Browser claims to be IE, but no ActiveXObject object?');
        }
        return false;
    }

    try {
        return (new ActiveXObject(objectName) != null);
    } catch (exception) {
        return false;
    }
},

```

```

testForMSVM: function() {
    var clsid = '{08B0E5C0-4FCB-11CF-AAA5-00401C608500}';

    if (typeof oClientCaps != 'undefined') {
        var v = oClientCaps.getComponentVersion(clsid, "ComponentID");
        if ((v == "") || (v == '5,0,5000,0')) {
            return false;
        } else {
            return true;
        }
    } else {
        return false;
    }
},

testUsingMimeType: function(version) {
    if (!navigator.mimeTypes) {
        if (this.debug) {
            alert ('Browser claims to be Netscape family, but no mimeType[] array?');
        }
        return false;
    }

    for (var i = 0; i < navigator.mimeTypes.length; ++i) {
        s = navigator.mimeTypes[i].type;
        var m = s.match(/^application\/x-java-applet;x3Bversion=(1\.8|1\.7|1\.6|1\.5|1\.4\.2)$/);
        if (m != null) {
            if (this.compareVersions(m[1], version)) {
                return true;
            }
        }
    }
    return false;
},

testUsingPluginsArray: function(version) {
    if ((!navigator.plugins) || (!navigator.plugins.length)) {
        return false;
    }
    var platform = navigator.platform.toLowerCase();

    for (var i = 0; i < navigator.plugins.length; ++i) {
        s = navigator.plugins[i].description;
        if (s.search(/^Java Switchable Plug-in (Cocoa)/) != -1) {
            // Safari on MAC
            if (this.compareVersions("1.5.0", version)) {

```

```

        return true;
    }
} else if (s.search(/^Java/) != -1) {
    if (platform.indexOf('win') != -1) {
        // still can't tell - opera, safari on windows
        // return true for 1.5.0 and 1.6.0
        if (this.compareVersions("1.5.0", version) ||
            this.compareVersions("1.6.0", version)) {
            return true;
        }
    }
}
}
// if above doesn't work on Apple or Windows, just allow 1.5.0
if (this.compareVersions("1.5.0", version)) {
    return true;
}
return false;

```

},

```
IEInstall: function() {
```

```

    location.href = this.getJavaURL +
        ((this.returnPage != null) ?
        ('&returnPage=' + this.returnPage) : '') +
        ((this.locale != null) ?
        ('&locale=' + this.locale) : '') +
        ((this.brand != null) ? ('&brand=' + this.brand) : '');

```

```

    // should not actually get here
    return false;

```

},

```
done: function (name, result) {
```

},

```
FFInstall: function() {
```

```

    location.href = this.getJavaURL +
        ((this.returnPage != null) ?
        ('&returnPage=' + this.returnPage) : '') +
        ((this.locale != null) ?
        ('&locale=' + this.locale) : '') +
        ((this.brand != null) ? ('&brand=' + this.brand) : '') +
        ((this.installType != null) ?

```

```

        ('&type=' + this.installType) : '');

    // should not actually get here
    return false;
},

// return true if 'installed' (considered as a JRE version string) is
// greater than or equal to 'required' (again, a JRE version string).
compareVersions: function(installed, required) {

    var a = installed.split('.');
    var b = required.split('.');

    for (var i = 0; i < a.length; ++i) {
        a[i] = Number(a[i]);
    }
    for (var i = 0; i < b.length; ++i) {
        b[i] = Number(b[i]);
    }
    if (a.length == 2) {
        a[2] = 0;
    }

    if (a[0] > b[0]) return true;
    if (a[0] < b[0]) return false;

    if (a[1] > b[1]) return true;
    if (a[1] < b[1]) return false;

    if (a[2] > b[2]) return true;
    if (a[2] < b[2]) return false;

    return true;
},

enableAlerts: function() {
    // reset this so we can show the browser detection
    this.browserName = null;
    this.debug = true;
},

poll: function() {

    this.refresh();
    var postInstallJREList = this.getJREs();

    if ((this.preInstallJREList.length == 0) &&

```

```

        (postInstallJREList.length != 0)) {
            clearInterval(this.myInterval);
            if (this.returnPage != null) {
                location.href = this.returnPage;
            };
        }

        if ((this.preInstallJREList.length != 0) &&
            (postInstallJREList.length != 0) &&
            (this.preInstallJREList[0] != postInstallJREList[0])) {
            clearInterval(this.myInterval);
            if (this.returnPage != null) {
                location.href = this.returnPage;
            }
        }
    },

    writePluginTag: function() {
        var browser = this.getBrowser();

        if (browser == 'MSIE') {
            document.write('<' +
                'object classid="clsid:CAFEEFAC-DEC7-0000-0001-ABCDEFEDCBA" ' +
                'id="deployJavaPlugin" width="0" height="0">' +
                '<' + '/' + 'object' + '>');
        } else if (browser == 'Netscape Family' && this.allowPlugin()) {
            this.writeEmbedTag();
        }
    },

    refresh: function() {
        navigator.plugins.refresh(false);

        var browser = this.getBrowser();
        if (browser == 'Netscape Family' && this.allowPlugin()) {
            var plugin = document.getElementById('deployJavaPlugin');
            // only do this again if no plugin
            if (plugin == null) {
                this.writeEmbedTag();
            }
        }
    },

    writeEmbedTag: function() {
        var written = false;
        if (navigator.mimeTypes != null) {
            for (var i=0; i < navigator.mimeTypes.length; i++) {

```

```

    if (navigator.mimeTypes[i].type == this.mimeType) {
        if (navigator.mimeTypes[i].enabledPlugin) {
            document.write('<' +
                'embed id="deployJavaPlugin" type="' +
                this.mimeType + '" hidden="true" />');
            written = true;
        }
    }
}
// if we didn't find new mimeType, look for old mimeType
if (!written) for (var i=0; i < navigator.mimeTypes.length; i++) {
    if (navigator.mimeTypes[i].type == this.oldMimeType) {
        if (navigator.mimeTypes[i].enabledPlugin) {
            document.write('<' +
                'embed id="deployJavaPlugin" type="' +
                this.oldMimeType + '" hidden="true" />');
        }
    }
}
}
}; // deployJava object

rv.writePluginTag();
if (rv.locale == null) {
    var loc = null;

    if (loc == null) try {
        loc = navigator.userLanguage;
    } catch (err) { }

    if (loc == null) try {
        loc = navigator.systemLanguage;
    } catch (err) { }

    if (loc == null) try {
        loc = navigator.language;
    } catch (err) { }

    if (loc != null) {
        loc.replace("-", "_")
        rv.locale = loc;
    }
}

return rv;
}());

```

1.32 Digester 1.5

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```
/*
 * $Header: /home/cvspublic/jakarta-commons/digester/LICENSE.txt,v 1.2 2003/02/02 16:09:53 rdonkin Exp $
 * $Revision: 1.2 $
 * $Date: 2003/02/02 16:09:53 $
 *
 * =====
 *
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 */
```

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* =====

*

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*

*/

1.33 DJNativeSwing 0.9.9

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Version 1.1

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1.1

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(For example, a function in a library to compute square roots has

a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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1.42 JCIFS 1.3.10

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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*/

package org.jdom;

/**

* An XML comment. Methods allow the user to get and set the text of the
* comment.
*

```

* @version $Revision: 1.32 $, $Date: 2004/02/11 21:12:43 $
* @author Brett McLaughlin
* @author Jason Hunter
*/
public class Comment extends Content {

    private static final String CVS_ID =
        "@(#) $RCSfile: Comment.java,v $ $Revision: 1.32 $ $Date: 2004/02/11 21:12:43 $ $Name: jdom_1_0 $";

    /** Text of the <code>Comment</code> */
    protected String text;

    /**
     * Default, no-args constructor for implementations to use if needed.
     */
    protected Comment() {}

    /**
     * This creates the comment with the supplied text.
     *
     * @param text <code>String</code> content of comment.
     */
    public Comment(String text) {
        setText(text);
    }

    /**
     * Returns the XPath 1.0 string value of this element, which is the
     * text of this comment.
     *
     * @return the text of this comment
     */
    public String getValue() {
        return text;
    }

    /**
     * This returns the textual data within the <code>Comment</code>.
     *
     * @return <code>String</code> - text of comment.
     */
    public String getText() {
        return text;
    }

    /**
     * This will set the value of the <code>Comment</code>.

```

```

*
* @param text <code>String</code> text for comment.
* @return <code>Comment</code> - this Comment modified.
* @throws IllegalArgumentException if the given text is illegal for a
*     Comment.
*/
public Comment setText(String text) {
    String reason;
    if ((reason = Verifier.checkCommentData(text)) != null) {
        throw new IllegalArgumentException(text, "comment", reason);
    }

    this.text = text;
    return this;
}

/**
 * This returns a <code>String</code> representation of the
 * <code>Comment</code>, suitable for debugging. If the XML
 * representation of the <code>Comment</code> is desired,
 * { @link org.jdom.output.XMLOutputter#outputString(Comment)}
 * should be used.
 *
 * @return <code>String</code> - information about the
 *     <code>Attribute</code>
 */
public String toString() {
    return new StringBuffer()
        .append("[Comment: ")
        .append(new org.jdom.output.XMLOutputter().outputString(this))
        .append("]")
        .toString();
}
}

```

1.45 Jetty 6.1.26

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Version 2.0, January 2004

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to

distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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- javaee_web_services_1_2.xsd
- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd

- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd

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1.51 JSON Spirit 4.05

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1.52 JSON-Simple 1.1

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1.53 jsTimeZoneDetect 1.0.4

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1.54 jstl 1.1.2

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1.55 jstz 1.0.4

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```

```
<signature of Ty Coon>, 1 April 1990  
Ty Coon, President of Vice
```

That's all there is to it!

```
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//
package net.sourceforge.jtids.jdbc;

import java.io.InputStream;
import java.io.OutputStream;
import java.sql.Blob;
import java.sql.SQLException;

import net.sourceforge.jtids.util.BlobBuffer;

/**
 * An in-memory or disk based representation of binary data.
 *
 * @author Brian Heineman
 * @author Mike Hutchinson
 * @version $Id: BlobImpl.java,v 1.31.2.3 2009-12-30 08:45:34 ickzon Exp $
 */
public class BlobImpl implements Blob {
    /**
     * 0 length <code>byte[]</code> as initial value for empty
     * <code>Blob</code>s.
     */
    private static final byte[] EMPTY_BLOB = new byte[0];

    /** The underlying <code>BlobBuffer</code>. */
    private final BlobBuffer blobBuffer;

    /**
     * Constructs a new empty <code>Blob</code> instance.
     *
     * @param connection a reference to the parent connection object
     */
    BlobImpl(ConnectionJDBC2 connection) {
        this(connection, EMPTY_BLOB);
    }

    /**
     * Constructs a new <code>Blob</code> instance initialized with data.
     *
     * @param connection a reference to the parent connection object
     * @param bytes the blob object to encapsulate

```

```

*/
BlobImpl(ConnectionJDBC2 connection, byte[] bytes) {
    if (bytes == null) {
        throw new IllegalArgumentException("bytes cannot be null");
    }

    blobBuffer = new BlobBuffer(connection.getBufferDir(), connection.getLobBuffer());
    blobBuffer.setBuffer(bytes, false);
}

//
// ----- java.sql.Blob interface methods from here -----
//

public InputStream getBinaryStream() throws SQLException {
    return blobBuffer.getBinaryStream(false);
}

public byte[] getBytes(long pos, int length) throws SQLException {
    return blobBuffer.getBytes(pos, length);
}

public long length() throws SQLException {
    return blobBuffer.getLength();
}

public long position(byte[] pattern, long start) throws SQLException {
    return blobBuffer.position(pattern, start);
}

public long position(Blob pattern, long start) throws SQLException {
    if (pattern == null) {
        throw new SQLException(Messages.get("error.blob.badpattern"), "HY009");
    }
    return blobBuffer.position(pattern.getBytes(1, (int) pattern.length()), start);
}

public OutputStream setBinaryStream(final long pos) throws SQLException {
    return blobBuffer.setBinaryStream(pos, false);
}

public int setBytes(long pos, byte[] bytes) throws SQLException {
    if (bytes == null) {
        throw new SQLException(Messages.get("error.blob.bytesnull"), "HY009");
    }
    return setBytes(pos, bytes, 0, bytes.length);
}

```

```

public int setBytes(long pos, byte[] bytes, int offset, int len)
    throws SQLException {
    if (bytes == null) {
        throw new SQLException(Messages.get("error.blob.bytesnull"), "HY009");
    }
    // Force BlobBuffer to take a copy of the byte array
    // In many cases this is wasteful but the user may
    // reuse the byte buffer corrupting the original set
    return blobBuffer.setBytes(pos, bytes, offset, len, true);
}

public void truncate(long len) throws SQLException {
    blobBuffer.truncate(len);
}

//////// JDBC4 demarcation, do NOT put any JDBC3 code below this line //////////

public void free() throws SQLException {
    // TODO Auto-generated method stub
    throw new AbstractMethodError();
}

public InputStream getBinaryStream(long pos, long length)
    throws SQLException {
    // TODO Auto-generated method stub
    throw new AbstractMethodError();
}
}

```

1.57 Launch4J 3.0.2

1.57.1 Available under license :

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Version 2, June 1991

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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*/

package org.pentaho.reporting.ui.datasources.xpath;

/**

* A common data-object for representing named queries.

*/

public class DataSetQuery implements Cloneable

{

private String queryName;

```

private String query;

public DataSetQuery(final String queryName, final String query)
{
    //noinspection ConstantConditions
    if (queryName == null)
    {
        throw new IllegalArgumentException("queryName must not be null");
    }
    //noinspection ConstantConditions
    if (query == null)
    {
        throw new IllegalArgumentException("query must not be null");
    }

    this.queryName = queryName;
    this.query = query;
}

public String getQueryName()
{
    return queryName;
}

public void setQueryName(final String queryName)
{
    //noinspection ConstantConditions
    if (queryName == null)
    {
        throw new IllegalArgumentException("queryName must not be null");
    }

    this.queryName = queryName;
}

public String getQuery()
{
    return query;
}

public void setQuery(final String query)
{
    this.query = query;
}

public String toString()
{
    return queryName.length() > 0 ? queryName : " ";
}

```

```

}

public boolean equals(final Object o)
{
    if (this == o)
    {
        return true;
    }
    if (o == null || getClass() != o.getClass())
    {
        return false;
    }

    final DataSetQuery that = (DataSetQuery) o;

    if (queryName != null ? !queryName.equals(that.queryName) : that.queryName != null)
    {
        return false;
    }

    return true;
}

public int hashCode()
{
    return (queryName != null ? queryName.hashCode() : 0);
}

protected Object clone() throws CloneNotSupportedException
{
    return super.clone();
}
}

```

1.63 pthreads-w32 2.9.1

1.63.1 Available under license :

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Version 2.1, February 1999

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pthread-win32 - a POSIX threads library for Microsoft Windows

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1.64 quartz 2.1.6

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Written by: Philip Hazel <ph10@cam.ac.uk>

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'Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

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```
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# have any questions.  
#  
# JDK 1.1.x compatible time zone IDs  
#
```

Link Australia/Darwin ACT
Link Australia/Sydney AET
Link America/Argentina/Buenos_Aires AGT
Link Africa/Cairo ART
Link America/Anchorage AST
Link America/Sao_Paulo BET
Link Asia/Dhaka BST
Link Africa/Harare CAT
Link America/St_Johns CNT
Link America/Chicago CST

Link Asia/Shanghai CTT
Link Africa/Addis_Ababa EAT
Link Europe/Paris ECT
Link America/New_York EST
Link Pacific/Honolulu HST
Link America/Indianapolis IET
Link Asia/Calcutta IST
Link Asia/Tokyo JST
Link Pacific/Apia MIT
Link America/Denver MST
Link Asia/Yerevan NET
Link Pacific/Auckland NST
Link Asia/Karachi PLT
Link America/Phoenix PNT
Link America/Puerto_Rico PRT
Link America/Los_Angeles PST
Link Pacific/Guadalcanal SST
Link Asia/Saigon VST

Rule NAME FROM TO TYPE IN ON AT SAVE LETTER/S

Rule SystemV min 1973 - Apr lastSun 2:00 1:00 D
Rule SystemV min 1973 - Oct lastSun 2:00 0 S
Rule SystemV 1974 only - Jan 6 2:00 1:00 D
Rule SystemV 1974 only - Nov lastSun 2:00 0 S
Rule SystemV 1975 only - Feb 23 2:00 1:00 D
Rule SystemV 1975 only - Oct lastSun 2:00 0 S
Rule SystemV 1976 max - Apr lastSun 2:00 1:00 D
Rule SystemV 1976 max - Oct lastSun 2:00 0 S

Zone NAME GMTOFF RULES/SAVE FORMAT [UNTIL]

Zone SystemV/AST4ADT -4:00 SystemV A%sT
Zone SystemV/EST5EDT -5:00 SystemV E%sT
Zone SystemV/CST6CDT -6:00 SystemV C%sT
Zone SystemV/MST7MDT -7:00 SystemV M%sT
Zone SystemV/PST8PDT -8:00 SystemV P%sT
Zone SystemV/YST9YDT -9:00 SystemV Y%sT
Zone SystemV/AST4 -4:00 - AST
Zone SystemV/EST5 -5:00 - EST
Zone SystemV/CST6 -6:00 - CST
Zone SystemV/MST7 -7:00 - MST
Zone SystemV/PST8 -8:00 - PST
Zone SystemV/YST9 -9:00 - YST
Zone SystemV/HST10 -10:00 - HST

<pre>

This file is in the public domain, so clarified as of
2009-05-17 by Arthur David Olson.

This data is by no means authoritative; if you think you know better,

go ahead and edit the file (and please send any changes to
tz@iana.org for general use in the future).

From Paul Eggert (2006-03-22):

A good source for time zone historical data outside the U.S. is
Thomas G. Shanks and Rique Pottenger, The International Atlas (6th edition),
San Diego: ACS Publications, Inc. (2003).

Gwillim Law writes that a good source
for recent time zone data is the International Air Transport
Association's Standard Schedules Information Manual (IATA SSIM),
published semiannually. Law sent in several helpful summaries
of the IATA's data after 1990.

Except where otherwise noted, Shanks & Pottenger is the source for
entries through 1990, and IATA SSIM is the source for entries afterwards.

Another source occasionally used is Edward W. Whitman, World Time Differences,
Whitman Publishing Co, 2 Niagara Av, Ealing, London (undated), which
I found in the UCLA library.

A reliable and entertaining source about time zones is
Derek Howse, Greenwich time and longitude, Philip Wilson Publishers (1997).

Previous editions of this database used WAT, CAT, SAT, and EAT
for +0:00 through +3:00, respectively,
but Mark R V Murray reports that
'SAST' is the official abbreviation for +2:00 in the country of South Africa,
'CAT' is commonly used for +2:00 in countries north of South Africa, and
'WAT' is probably the best name for +1:00, as the common phrase for
the area that includes Nigeria is "West Africa".
He has heard of "Western Sahara Time" for +0:00 but can find no reference.

To make things confusing, 'WAT' seems to have been used for -1:00 long ago;
I'd guess that this was because people needed _some_ name for -1:00,
and at the time, far west Africa was the only major land area in -1:00.
This usage is now obsolete, as the last use of -1:00 on the African
mainland seems to have been 1976 in Western Sahara.

To summarize, the following abbreviations seem to have some currency:
-1:00 WAT West Africa Time (no longer used)
0:00 GMT Greenwich Mean Time
2:00 CAT Central Africa Time
2:00 SAST South Africa Standard Time
and Murray suggests the following abbreviation:
1:00 WAT West Africa Time
I realize that this leads to 'WAT' being used for both -1:00 and 1:00

```

# for times before 1976, but this is the best I can think of
# until we get more information.
#
# I invented the following abbreviations; corrections are welcome!
# 2:00 WAST West Africa Summer Time
# 2:30 BEAT British East Africa Time (no longer used)
# 2:45 BEAUT British East Africa Unified Time (no longer used)
# 3:00 CAST Central Africa Summer Time (no longer used)
# 3:00 SAST South Africa Summer Time (no longer used)
# 3:00 EAT East Africa Time
# 4:00 EAST East Africa Summer Time (no longer used)

# Algeria
# Rule NAME FROM TO TYPE IN ON AT SAVE LETTER/S
Rule Algeria 1916 only - Jun 14 23:00s 1:00 S
Rule Algeria 1916 1919 - Oct Sun>=1 23:00s 0 -
Rule Algeria 1917 only - Mar 24 23:00s 1:00 S
Rule Algeria 1918 only - Mar 9 23:00s 1:00 S
Rule Algeria 1919 only - Mar 1 23:00s 1:00 S
Rule Algeria 1920 only - Feb 14 23:00s 1:00 S
Rule Algeria 1920 only - Oct 23 23:00s 0 -
Rule Algeria 1921 only - Mar 14 23:00s 1:00 S
Rule Algeria 1921 only - Jun 21 23:00s 0 -
Rule Algeria 1939 only - Sep 11 23:00s 1:00 S
Rule Algeria 1939 only - Nov 19 1:00 0 -
Rule Algeria 1944 1945 - Apr Mon>=1 2:00 1:00 S
Rule Algeria 1944 only - Oct 8 2:00 0 -
Rule Algeria 1945 only - Sep 16 1:00 0 -
Rule Algeria 1971 only - Apr 25 23:00s 1:00 S
Rule Algeria 1971 only - Sep 26 23:00s 0 -
Rule Algeria 1977 only - May 6 0:00 1:00 S
Rule Algeria 1977 only - Oct 21 0:00 0 -
Rule Algeria 1978 only - Mar 24 1:00 1:00 S
Rule Algeria 1978 only - Sep 22 3:00 0 -
Rule Algeria 1980 only - Apr 25 0:00 1:00 S
Rule Algeria 1980 only - Oct 31 2:00 0 -
# Shanks & Pottenger give 0:09:20 for Paris Mean Time; go with Howse's
# more precise 0:09:21.
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Algiers 0:12:12 - LMT 1891 Mar 15 0:01
0:09:21 - PMT 1911 Mar 11 # Paris Mean Time
0:00 Algeria WE%ST 1940 Feb 25 2:00
1:00 Algeria CE%ST 1946 Oct 7
0:00 - WET 1956 Jan 29
1:00 - CET 1963 Apr 14
0:00 Algeria WE%ST 1977 Oct 21
1:00 Algeria CE%ST 1979 Oct 26
0:00 Algeria WE%ST 1981 May

```

1:00 - CET

Angola

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Luanda 0:52:56 - LMT 1892

0:52:04 - AOT 1911 May 26 # Angola Time

1:00 - WAT

Benin

Whitman says they switched to 1:00 in 1946, not 1934;

go with Shanks & Pottenger.

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Porto-Novo 0:10:28 - LMT 1912

0:00 - GMT 1934 Feb 26

1:00 - WAT

Botswana

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Gaborone 1:43:40 - LMT 1885

2:00 - CAT 1943 Sep 19 2:00

2:00 1:00 CAST 1944 Mar 19 2:00

2:00 - CAT

Burkina Faso

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Ouagadougou -0:06:04 - LMT 1912

0:00 - GMT

Burundi

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Bujumbura 1:57:28 - LMT 1890

2:00 - CAT

Cameroon

Whitman says they switched to 1:00 in 1920; go with Shanks & Pottenger.

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Douala 0:38:48 - LMT 1912

1:00 - WAT

Cape Verde

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Atlantic/Cape_Verde -1:34:04 - LMT 1907 # Praia

-2:00 - CVT 1942 Sep

-2:00 1:00 CVST 1945 Oct 15

-2:00 - CVT 1975 Nov 25 2:00

-1:00 - CVT

Central African Republic

```

# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Bangui 1:14:20 - LMT 1912
    1:00 - WAT

# Chad
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Ndjamena 1:00:12 - LMT 1912
    1:00 - WAT 1979 Oct 14
    1:00 1:00 WAST 1980 Mar 8
    1:00 - WAT

# Comoros
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Indian/Comoro 2:53:04 - LMT 1911 Jul # Moroni, Gran Comoro
    3:00 - EAT

# Democratic Republic of Congo
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Kinshasa 1:01:12 - LMT 1897 Nov 9
    1:00 - WAT
Zone Africa/Lubumbashi 1:49:52 - LMT 1897 Nov 9
    2:00 - CAT

# Republic of the Congo
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Brazzaville 1:01:08 - LMT 1912
    1:00 - WAT

# Cote D'Ivoire
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Abidjan -0:16:08 - LMT 1912
    0:00 - GMT

# Djibouti
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Djibouti 2:52:36 - LMT 1911 Jul
    3:00 - EAT

#####

# Egypt

# Rule NAME FROM TO TYPE IN ON AT SAVE LETTER/S
Rule Egypt 1940 only - Jul 15 0:00 1:00 S
Rule Egypt 1940 only - Oct 1 0:00 0 -
Rule Egypt 1941 only - Apr 15 0:00 1:00 S
Rule Egypt 1941 only - Sep 16 0:00 0 -
Rule Egypt 1942 1944 - Apr 1 0:00 1:00 S

```

Rule Egypt 1942 only - Oct 27 0:00 0 -
 Rule Egypt 1943 1945 - Nov 1 0:00 0 -
 Rule Egypt 1945 only - Apr 16 0:00 1:00 S
 Rule Egypt 1957 only - May 10 0:00 1:00 S
 Rule Egypt 1957 1958 - Oct 1 0:00 0 -
 Rule Egypt 1958 only - May 1 0:00 1:00 S
 Rule Egypt 1959 1981 - May 1 1:00 1:00 S
 Rule Egypt 1959 1965 - Sep 30 3:00 0 -
 Rule Egypt 1966 1994 - Oct 1 3:00 0 -
 Rule Egypt 1982 only - Jul 25 1:00 1:00 S
 Rule Egypt 1983 only - Jul 12 1:00 1:00 S
 Rule Egypt 1984 1988 - May 1 1:00 1:00 S
 Rule Egypt 1989 only - May 6 1:00 1:00 S
 Rule Egypt 1990 1994 - May 1 1:00 1:00 S
 # IATA (after 1990) says transitions are at 0:00.
 # Go with IATA starting in 1995, except correct 1995 entry from 09-30 to 09-29.

 # From Alexander Krivenyshev (2011-04-20):
 # "...Egypt's interim cabinet decided on Wednesday to cancel daylight
 # saving time after a poll posted on its website showed the majority of
 # Egyptians would approve the cancellation."
 #
 # Egypt to cancel daylight saving time
 #
 # http://www.almasryalyoum.com/en/node/407168
 #
 # or
 #
 # http://www.worldtimezone.com/dst_news/dst_news_egypt04.html
 #
 Rule Egypt 1995 2010 - Apr lastFri 0:00s 1:00 S
 Rule Egypt 1995 2005 - Sep lastThu 23:00s 0 -
 # From Steffen Thorsen (2006-09-19):
 # The Egyptian Gazette, issue 41,090 (2006-09-18), page 1, reports:
 # Egypt will turn back clocks by one hour at the midnight of Thursday
 # after observing the daylight saving time since May.
 # http://news.gom.com.eg/gazette/pdf/2006/09/18/01.pdf
 Rule Egypt 2006 only - Sep 21 23:00s 0 -
 # From Dirk Losch (2007-08-14):
 # I received a mail from an airline which says that the daylight
 # saving time in Egypt will end in the night of 2007-09-06 to 2007-09-07.
 # From Jesper Norgaard Welen (2007-08-15): [The following agree:]
 # http://www.nentjes.info/Bill/bill5.htm
 # http://www.timeanddate.com/worldclock/city.html?n=53
 # From Steffen Thorsen (2007-09-04): The official information...:
 # http://www.sis.gov.eg/En/EgyptOnline/Miscellaneous/000002/0207000000000000001580.htm
 Rule Egypt 2007 only - Sep Thu>=1 23:00s 0 -
 # From Abdelrahman Hassan (2007-09-06):

```

# Due to the Hijri (lunar Islamic calendar) year being 11 days shorter
# than the year of the Gregorian calendar, Ramadan shifts earlier each
# year. This year it will be observed September 13 (September is quite
# hot in Egypt), and the idea is to make fasting easier for workers by
# shifting business hours one hour out of daytime heat. Consequently,
# unless discontinued, next DST may end Thursday 28 August 2008.
# From Paul Eggert (2007-08-17):
# For lack of better info, assume the new rule is last Thursday in August.

# From Petr Machata (2009-04-06):
# The following appeared in Red Hat bugzilla[1] (edited):
#
# > $ zdump -v /usr/share/zoneinfo/Africa/Cairo | grep 2009
# > /usr/share/zoneinfo/Africa/Cairo Thu Apr 23 21:59:59 2009 UTC = Thu =
# Apr 23
# > 23:59:59 2009 EET isdst=0 gmtoff=7200
# > /usr/share/zoneinfo/Africa/Cairo Thu Apr 23 22:00:00 2009 UTC = Fri =
# Apr 24
# > 01:00:00 2009 EEST isdst=1 gmtoff=10800
# > /usr/share/zoneinfo/Africa/Cairo Thu Aug 27 20:59:59 2009 UTC = Thu =
# Aug 27
# > 23:59:59 2009 EEST isdst=1 gmtoff=10800
# > /usr/share/zoneinfo/Africa/Cairo Thu Aug 27 21:00:00 2009 UTC = Thu =
# Aug 27
# > 23:00:00 2009 EET isdst=0 gmtoff=7200
#
# > end date should be Thu Sep 24 2009 (Last Thursday in September at 23:59=
# :59)
# > http://support.microsoft.com/kb/958729/
#
# timeanddate[2] and another site I've found[3] also support that.
#
# [1] <a href="https://bugzilla.redhat.com/show_bug.cgi?id=492263">
# https://bugzilla.redhat.com/show_bug.cgi?id=492263
# </a>
# [2] <a href="http://www.timeanddate.com/worldclock/clockchange.html?n=53">
# http://www.timeanddate.com/worldclock/clockchange.html?n=53
# </a>
# [3] <a href="http://wpp.greenwichmeantime.com/time-zone/africa/egypt/">
# http://wpp.greenwichmeantime.com/time-zone/africa/egypt/
# </a>

# From Arthur David Olson (2009-04-20):
# In 2009 (and for the next several years), Ramadan ends before the fourth
# Thursday in September; Egypt is expected to revert to the last Thursday
# in September.

# From Steffen Thorsen (2009-08-11):

```

```

# We have been able to confirm the August change with the Egyptian Cabinet
# Information and Decision Support Center:
# <a href="http://www.timeanddate.com/news/time/egypt-dst-ends-2009.html">
# http://www.timeanddate.com/news/time/egypt-dst-ends-2009.html
# </a>
#
# The Middle East News Agency
# <a href="http://www.mena.org.eg/index.aspx">
# http://www.mena.org.eg/index.aspx
# </a>
# also reports "Egypt starts winter time on August 21"
# today in article numbered "71, 11/08/2009 12:25 GMT."
# Only the title above is available without a subscription to their service,
# and can be found by searching for "winter" in their search engine
# (at least today).

# From Alexander Krivenyshev (2010-07-20):
# According to News from Egypt - Al-Masry Al-Youm Egypt's cabinet has
# decided that Daylight Saving Time will not be used in Egypt during
# Ramadan.
#
# Arabic translation:
# "Clocks to go back during Ramadan--and then forward again"
# <a href="http://www.almasryalyoum.com/en/news/clocks-go-back-during-ramadan-and-then-forward-again">
# http://www.almasryalyoum.com/en/news/clocks-go-back-during-ramadan-and-then-forward-again
# </a>
# or
# <a href="http://www.worldtimezone.com/dst_news/dst_news_egypt02.html">
# http://www.worldtimezone.com/dst_news/dst_news_egypt02.html
# </a>

Rule Egypt 2008 only - Aug lastThu 23:00s 0 -
Rule Egypt 2009 only - Aug 20 23:00s 0 -
Rule Egypt 2010 only - Aug 11 0:00 0 -
Rule Egypt 2010 only - Sep 10 0:00 1:00 S
Rule Egypt 2010 only - Sep lastThu 23:00s 0 -

# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Cairo 2:05:00 - LMT 1900 Oct
  2:00 Egypt EE%sT

# Equatorial Guinea
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Malabo 0:35:08 - LMT 1912
  0:00 - GMT 1963 Dec 15
  1:00 - WAT

# Eritrea

```

```

# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Asmara 2:35:32 - LMT 1870
  2:35:32 - AMT 1890    # Asmara Mean Time
  2:35:20 - ADMT 1936 May 5  # Adis Dera MT
  3:00 - EAT

# Ethiopia
# From Paul Eggert (2006-03-22):
# Shanks & Pottenger write that Ethiopia had six narrowly-spaced time zones
# between 1870 and 1890, and that they merged to 38E50 (2:35:20) in 1890.
# We'll guess that 38E50 is for Adis Dera.
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Addis_Ababa 2:34:48 - LMT 1870
  2:35:20 - ADMT 1936 May 5  # Adis Dera MT
  3:00 - EAT

# Gabon
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Libreville 0:37:48 - LMT 1912
  1:00 - WAT

# Gambia
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Banjul -1:06:36 - LMT 1912
  -1:06:36 - BMT 1935 # Banjul Mean Time
  -1:00 - WAT 1964
  0:00 - GMT

# Ghana
# Rule NAME FROM TO TYPE IN ON AT SAVE LETTER/S
# Whitman says DST was observed from 1931 to "the present";
# go with Shanks & Pottenger.
Rule Ghana 1936 1942 - Sep 1 0:00 0:20 GHST
Rule Ghana 1936 1942 - Dec 31 0:00 0 GMT
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Accra -0:00:52 - LMT 1918
  0:00 Ghana %s

# Guinea
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Conakry -0:54:52 - LMT 1912
  0:00 - GMT 1934 Feb 26
  -1:00 - WAT 1960
  0:00 - GMT

# Guinea-Bissau
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Bissau -1:02:20 - LMT 1911 May 26

```

-1:00 - WAT 1975

0:00 - GMT

Kenya

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Nairobi 2:27:16 - LMT 1928 Jul

3:00 - EAT 1930

2:30 - BEAT 1940

2:45 - BEAUT 1960

3:00 - EAT

Lesotho

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Maseru 1:50:00 - LMT 1903 Mar

2:00 - SAST 1943 Sep 19 2:00

2:00 1:00 SAST 1944 Mar 19 2:00

2:00 - SAST

Liberia

From Paul Eggert (2006-03-22):

In 1972 Liberia was the last country to switch

from a UTC offset that was not a multiple of 15 or 20 minutes.

Howse reports that it was in honor of their president's birthday.

Shank & Pottenger report the date as May 1, whereas Howse reports Jan;

go with Shanks & Pottenger.

For Liberia before 1972, Shanks & Pottenger report -0:44, whereas Howse and

Whitman each report -0:44:30; go with the more precise figure.

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Monrovia -0:43:08 - LMT 1882

-0:43:08 - MMT 1919 Mar # Monrovia Mean Time

-0:44:30 - LRT 1972 May # Liberia Time

0:00 - GMT

#####

Libya

From Even Scharning (2012-11-10):

Libya set their time one hour back at 02:00 on Saturday November 10.

<http://www.libyaherald.com/2012/11/04/clocks-to-go-back-an-hour-on-saturday/>

Here is an official source [in Arabic]: <http://ls.ly/fb6Yc>

#

Steffen Thorsen forwarded a translation (2012-11-10) in

<http://mm.icann.org/pipermail/tz/2012-November/018451.html>

#

From Tim Parenti (2012-11-11):

Treat the 2012-11-10 change as a zone change from UTC+2 to UTC+1.

The DST rules planned for 2013 and onward roughly mirror those of Europe

(either two days before them or five days after them, so as to fall on
lastFri instead of lastSun).

Rule NAME FROM TO TYPE IN ON AT SAVE LETTER/S

Rule Libya 1951 only - Oct 14 2:00 1:00 S

Rule Libya 1952 only - Jan 1 0:00 0 -

Rule Libya 1953 only - Oct 9 2:00 1:00 S

Rule Libya 1954 only - Jan 1 0:00 0 -

Rule Libya 1955 only - Sep 30 0:00 1:00 S

Rule Libya 1956 only - Jan 1 0:00 0 -

Rule Libya 1982 1984 - Apr 1 0:00 1:00 S

Rule Libya 1982 1985 - Oct 1 0:00 0 -

Rule Libya 1985 only - Apr 6 0:00 1:00 S

Rule Libya 1986 only - Apr 4 0:00 1:00 S

Rule Libya 1986 only - Oct 3 0:00 0 -

Rule Libya 1987 1989 - Apr 1 0:00 1:00 S

Rule Libya 1987 1989 - Oct 1 0:00 0 -

Rule Libya 1997 only - Apr 4 0:00 1:00 S

Rule Libya 1997 only - Oct 4 0:00 0 -

Rule Libya 2013 max - Mar lastFri 1:00 1:00 S

Rule Libya 2013 max - Oct lastFri 2:00 0 -

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Tripoli 0:52:44 - LMT 1920

1:00 Libya CE%sT 1959

2:00 - EET 1982

1:00 Libya CE%sT 1990 May 4

The 1996 and 1997 entries are from Shanks & Pottenger;

the IATA SSIM data contain some obvious errors.

2:00 - EET 1996 Sep 30

1:00 Libya CE%sT 1997 Oct 4

2:00 - EET 2012 Nov 10 2:00

1:00 Libya CE%sT

Madagascar

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Indian/Antananarivo 3:10:04 - LMT 1911 Jul

3:00 - EAT 1954 Feb 27 23:00s

3:00 1:00 EAST 1954 May 29 23:00s

3:00 - EAT

Malawi

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Blantyre 2:20:00 - LMT 1903 Mar

2:00 - CAT

Mali

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Bamako -0:32:00 - LMT 1912

0:00 - GMT 1934 Feb 26
-1:00 - WAT 1960 Jun 20
0:00 - GMT

Mauritania

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Nouakchott -1:03:48 - LMT 1912

0:00 - GMT 1934 Feb 26
-1:00 - WAT 1960 Nov 28
0:00 - GMT

Mauritius

From Steffen Thorsen (2008-06-25):

Mauritius plans to observe DST from 2008-11-01 to 2009-03-31 on a trial
basis....

It seems that Mauritius observed daylight saving time from 1982-10-10 to
1983-03-20 as well, but that was not successful....

<http://www.timeanddate.com/news/time/mauritius-daylight-saving-time.html>

From Alex Krivenyshev (2008-06-25):

#

http://economicdevelopment.gov.mu/portal/site/Mainhomepage/menuitem.a42b24128104d9845dabddd154508a0c/?content_id=0a7cee8b5d69a110VgnVCM1000000a04a8c0RCRD

From Arthur David Olson (2008-06-30):

The www.timeanddate.com article cited by Steffen Thorsen notes that "A
final decision has yet to be made on the times that daylight saving
would begin and end on these dates." As a place holder, use midnight.

From Paul Eggert (2008-06-30):

Follow Thorsen on DST in 1982/1983, instead of Shanks & Pottenger.

From Steffen Thorsen (2008-07-10):

According to

http://www.lexpress.mu/display_article.php?news_id=111216

http://www.lexpress.mu/display_article.php?news_id=111216

[](#)

(in French), Mauritius will start and end their DST a few days earlier
than previously announced (2008-11-01 to 2009-03-31). The new start
date is 2008-10-26 at 02:00 and the new end date is 2009-03-27 (no time
given, but it is probably at either 2 or 3 wall clock time).

#

A little strange though, since the article says that they moved the date
to align itself with Europe and USA which also change time on that date,
but that means they have not paid attention to what happened in
USA/Canada last year (DST ends first Sunday in November). I also wonder
why that they end on a Friday, instead of aligning with Europe which

changes two days later.

From Alex Krivenyshev (2008-07-11):

Seems that English language article "The revival of daylight saving
time: Energy conservation?"-# No. 16578 (07/11/2008) was originally
published on Monday, June 30, 2008...

#

I guess that article in French "Le gouvernement avance l'introduction
de l'heure d'ete" stating that DST in Mauritius starting on October 26
and ending on March 27, 2009 is the most recent one.

...

http://www.worldtimezone.com/dst_news/dst_news_mauritius02.html

From Riad M. Hossen Ally (2008-08-03):

The Government of Mauritius weblink

#

http://www.gov.mu/portal/site/pmosite/menuitem.4ca0efdee47462e7440a600248a521ca/?content_id=4728ca68b2a5b110VgnVCM1000000a04a8c0RCRD

Cabinet Decision of July 18th, 2008 states as follows:

#

4. ...Cabinet has agreed to the introduction into the National Assembly
of the Time Bill which provides for the introduction of summer time in
Mauritius. The summer time period which will be of one hour ahead of
the standard time, will be aligned with that in Europe and the United
States of America. It will start at two o'clock in the morning on the
last Sunday of October and will end at two o'clock in the morning on
the last Sunday of March the following year. The summer time for the
year 2008 - 2009 will, therefore, be effective as from 26 October 2008
and end on 29 March 2009.

From Ed Maste (2008-10-07):

THE TIME BILL (No. XXVII of 2008) Explanatory Memorandum states the
beginning / ending of summer time is 2 o'clock standard time in the
morning of the last Sunday of October / last Sunday of March.

http://www.gov.mu/portal/goc/assemblysite/file/bill2708.pdf

From Steffen Thorsen (2009-06-05):

According to several sources, Mauritius will not continue to observe
DST the coming summer...

#

```

# Some sources, in French:
# <a href="http://www.defimedia.info/news/946/Rashid-Beebeejaun-:-%C2%AB-L%E2%80%99heure-
d%E2%80%99%C3%A9t%C3%A9-ne-sera-pas-appliqu%C3%A9-cette-ann%C3%A9-%C2%BB">
# http://www.defimedia.info/news/946/Rashid-Beebeejaun-:-%C2%AB-L%E2%80%99heure-
d%E2%80%99%C3%A9t%C3%A9-ne-sera-pas-appliqu%C3%A9-cette-ann%C3%A9-%C2%BB
# </a>
# <a href="http://lexpress.mu/Story/3398~Beebeejaun---Les-objectifs-d-%C3%A9conomie-d-%C3%A9nergie-de-l-
heure-d-%C3%A9t%C3%A9-ont-%C3%A9t%C3%A9-atteints-">
# http://lexpress.mu/Story/3398~Beebeejaun---Les-objectifs-d-%C3%A9conomie-d-%C3%A9nergie-de-l-heure-d-
%C3%A9t%C3%A9-ont-%C3%A9t%C3%A9-atteints-
# </a>
#
# Our wrap-up:
# <a href="http://www.timeanddate.com/news/time/mauritius-dst-will-not-repeat.html">
# http://www.timeanddate.com/news/time/mauritius-dst-will-not-repeat.html
# </a>

# From Arthur David Olson (2009-07-11):
# The "mauritius-dst-will-not-repeat" wrapup includes this:
# "The trial ended on March 29, 2009, when the clocks moved back by one hour
# at 2am (or 02:00) local time..."

# Rule NAME FROM TO TYPE IN ON AT SAVE LETTER/S
Rule Mauritius 1982 only - Oct 10 0:00 1:00 S
Rule Mauritius 1983 only - Mar 21 0:00 0 -
Rule Mauritius 2008 only - Oct lastSun 2:00 1:00 S
Rule Mauritius 2009 only - Mar lastSun 2:00 0 -
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Indian/Mauritius 3:50:00 - LMT 1907 # Port Louis
    4:00 Mauritius MU%ST # Mauritius Time
# Agalega Is, Rodriguez
# no information; probably like Indian/Mauritius

# Mayotte
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Indian/Mayotte 3:00:56 - LMT 1911 Jul # Mamoutzou
    3:00 - EAT

# Morocco
# See the 'europe' file for Spanish Morocco (Africa/Ceuta).

# From Alex Krivenyshev (2008-05-09):
# Here is an article that Morocco plan to introduce Daylight Saving Time between
# 1 June, 2008 and 27 September, 2008.
#
# "... Morocco is to save energy by adjusting its clock during summer so it will
# be one hour ahead of GMT between 1 June and 27 September, according to
# Communication Minister and Government Spokesman, Khalid Naciri..."

```


http://www.worldtimezone.net/dst_news/dst_news_morocco01.html

OR

http://en.afrik.com/news11892.html

From Alex Krivenyshev (2008-05-09):
The Morocco time change can be confirmed on Morocco web site Maghreb Arabe Presse:

http://www.map.ma/eng/sections/box3/morocco_shifts_to_da/view

Morocco shifts to daylight time on June 1st through September 27, Govt.
spokesman.

From Patrice Scattolin (2008-05-09):
According to this article:

http://www.avmaroc.com/actualite/heure-dete-comment-a127896.html

(and republished here:

http://www.actu.ma/heure-dete-comment_i127896_0.html

)
the changes occurs at midnight:

saturday night may 31st at midnight (which in french is to be
intepreted as the night between saturday and sunday)
sunday night the 28th at midnight

Seeing that the 28th is monday, I am guessing that she intends to say
the midnight of the 28th which is the midnight between sunday and
monday, which jives with other sources that say that it's inclusive
june 1st to sept 27th.

The decision was taken by decree *2-08-224 *but I can't find the decree
published on the web.

It's also confirmed here:

http://www.maroc.ma/NR/exeres/FACF141F-D910-44B0-B7FA-6E03733425D1.htm

on a government portal as being between june 1st and sept 27th (not yet
posted in english).

```

#
# The following google query will generate many relevant hits:
# <a
href="http://www.google.com/search?hl=en&q=Conseil+de+gouvernement+maroc+heure+avance&btnG=Search">
# http://www.google.com/search?hl=en&q=Conseil+de+gouvernement+maroc+heure+avance&btnG=Search
# </a>

# From Alex Krivenyshev (2008-05-09):
# Is Western Sahara (part which administrated by Morocco) going to follow
# Morocco DST changes? Any information? What about other part of
# Western Sahara - under administration of POLISARIO Front (also named
# SADR Saharawi Arab Democratic Republic)?

# From Arthur David Olson (2008-05-09):
# XXX--guess that it is only Morocco for now; guess only 2008 for now.

# From Steffen Thorsen (2008-08-27):
# Morocco will change the clocks back on the midnight between August 31
# and September 1. They originally planned to observe DST to near the end
# of September:
#
# One article about it (in French):
# <a
href="http://www.menara.ma/fr/Actualites/Maroc/Societe/ci.retour_a_1_heure_gmt_a_partir_du_dimanche_31_aout
_a_minuit_officiel_.default">
#
http://www.menara.ma/fr/Actualites/Maroc/Societe/ci.retour_a_1_heure_gmt_a_partir_du_dimanche_31_aout_a_mi
nuit_officiel_.default
# </a>
#
# We have some further details posted here:
# <a href="http://www.timeanddate.com/news/time/morocco-ends-dst-early-2008.html">
# http://www.timeanddate.com/news/time/morocco-ends-dst-early-2008.html
# </a>

# From Steffen Thorsen (2009-03-17):
# Morocco will observe DST from 2009-06-01 00:00 to 2009-08-21 00:00 according
# to many sources, such as
# <a href="http://news.marweb.com/morocco/entertainment/morocco-daylight-saving.html">
# http://news.marweb.com/morocco/entertainment/morocco-daylight-saving.html
# </a>
# <a href="http://www.medi1sat.ma/fr/depeche.aspx?idp=2312">
# http://www.medi1sat.ma/fr/depeche.aspx?idp=2312
# </a>
# (French)
#
# Our summary:
# <a href="http://www.timeanddate.com/news/time/morocco-starts-dst-2009.html">

```

<http://www.timeanddate.com/news/time/morocco-starts-dst-2009.html>

From Alexander Krivenyshev (2009-03-17):
Here is a link to official document from Royaume du Maroc Premier Ministre,
Ministere de la Modernisation des Secteurs Publics

Under Article 1 of Royal Decree No. 455-67 of Act 23 safar 1387 (2 june 1967)
concerning the amendment of the legal time, the Ministry of Modernization of
Public Sectors announced that the official time in the Kingdom will be
advanced 60 minutes from Sunday 31 May 2009 at midnight.

http://www.mmsp.gov.ma/francais/Actualites_fr/PDF_Actualites_Fr/HeureEte_FR.pdf

http://www.worldtimezone.com/dst_news/dst_news_morocco03.html

From Steffen Thorsen (2010-04-13):
Several news media in Morocco report that the Ministry of Modernization
of Public Sectors has announced that Morocco will have DST from
2010-05-02 to 2010-08-08.

Example:

<http://www.lavieeco.com/actualites/4099-le-maroc-passera-a-l-heure-d-ete-gmt1-le-2-mai.html>

(French)
Our page:

<http://www.timeanddate.com/news/time/morocco-starts-dst-2010.html>

From Dan Abitol (2011-03-30):
...Rules for Africa/Casablanca are the following (24h format)
The 3rd april 2011 at 00:00:00, [it] will be 3rd april 1:00:00
The 31th july 2011 at 00:59:59, [it] will be 31th July 00:00:00
...Official links of change in morocco
The change was broadcast on the FM Radio
I ve called ANRT (telecom regulations in Morocco) at
+212.537.71.84.00

<http://www.anrt.net.ma/fr/>

They said that

http://www.map.ma/fr/sections/accueil/l_heure_legale_au_ma/view>

http://www.map.ma/fr/sections/accueil/l_heure_legale_au_ma/view

is the official publication to look at.
They said that the decision was already taken.

More articles in the press

<http://www.yabiladi.com/articles/details/5058/secret-l-heure-d-ete-maroc-lev>

e.html

<http://www.lematin.ma/Actualite/Express/Article.asp?id=148923>

<http://www.lavieeco.com/actualite/Le-Maroc-passe-sur-GMT%2B1-a-partir-de-dim>
[anche-prochain-5538.html](#)

From Petr Machata (2011-03-30):
They have it written in English here:

http://www.map.ma/eng/sections/home/morocco_to_spring_fo/view

It says there that "Morocco will resume its standard time on July 31,
2011 at midnight." Now they don't say whether they mean midnight of
wall clock time (i.e. 11pm UTC), but that's what I would assume. It has
also been like that in the past.

From Alexander Krivenyshev (2012-03-09):
According to Infomédiaire web site from Morocco (infomediaire.ma),
on March 9, 2012, (in French) Heure légale:
Le Maroc adopte officiellement l'heure d'été;

<http://www.infomediaire.ma/news/maroc/heure-l%C3%A9gale-le-maroc-adopte-officiellement-lheure-d%C3%A9t%C3%A9>

Governing Council adopted draft decree, that Morocco DST starts on
the last Sunday of March (March 25, 2012) and ends on
last Sunday of September (September 30, 2012)
except the month of Ramadan.
or (brief)

http://www.worldtimezone.com/dst_news/dst_news_morocco06.html

From Arthur David Olson (2012-03-10):

The infomediaire.ma source indicates that the system is to be in
effect every year. It gives 03H00 as the "fall back" time of day;
it lacks a "spring forward" time of day; assume 2:00 XXX.
Wait on specifying the Ramadan exception for details about
start date, start time of day, end date, and end time of day XXX.

From Christophe Tropamer (2012-03-16):
Seen Morocco change again:

http://www.le2uminutes.com/actualite.php

"...à partir du dernier dimance d'avril et non fins mars,
comme annoncé précédemment."

From Milamber Space Network (2012-07-17):
The official return to GMT is announced by the Moroccan government:

http://www.mmsp.gov.ma/fr/actualites.aspx?id=288 [in French]

Google translation, lightly edited:
Back to the standard time of the Kingdom (GMT)
Pursuant to Decree No. 2-12-126 issued on 26 Jumada (I) 1433 (April 18,
2012) and in accordance with the order of Mr. President of the
Government No. 3-47-12 issued on 24 Sha'ban (11 July 2012), the Ministry
of Public Service and Administration Modernization announces the return
of the legal time of the Kingdom (GMT) from Friday, July 20, 2012 until
Monday, August 20, 2012. So the time will be delayed by 60 minutes from
3:00 am Friday, July 20, 2012 and will again be advanced by 60 minutes
August 20, 2012 from 2:00 am.

RULE NAME FROM TO TYPE IN ON AT SAVE LETTER/S

Rule Morocco 1939 only - Sep 12 0:00 1:00 S
Rule Morocco 1939 only - Nov 19 0:00 0 -
Rule Morocco 1940 only - Feb 25 0:00 1:00 S
Rule Morocco 1945 only - Nov 18 0:00 0 -
Rule Morocco 1950 only - Jun 11 0:00 1:00 S
Rule Morocco 1950 only - Oct 29 0:00 0 -
Rule Morocco 1967 only - Jun 3 12:00 1:00 S
Rule Morocco 1967 only - Oct 1 0:00 0 -
Rule Morocco 1974 only - Jun 24 0:00 1:00 S
Rule Morocco 1974 only - Sep 1 0:00 0 -
Rule Morocco 1976 1977 - May 1 0:00 1:00 S
Rule Morocco 1976 only - Aug 1 0:00 0 -
Rule Morocco 1977 only - Sep 28 0:00 0 -
Rule Morocco 1978 only - Jun 1 0:00 1:00 S
Rule Morocco 1978 only - Aug 4 0:00 0 -

Rule Morocco 2008 only - Jun 1 0:00 1:00 S
Rule Morocco 2008 only - Sep 1 0:00 0 -
Rule Morocco 2009 only - Jun 1 0:00 1:00 S
Rule Morocco 2009 only - Aug 21 0:00 0 -
Rule Morocco 2010 only - May 2 0:00 1:00 S
Rule Morocco 2010 only - Aug 8 0:00 0 -
Rule Morocco 2011 only - Apr 3 0:00 1:00 S
Rule Morocco 2011 only - Jul 31 0 0 -
Rule Morocco 2012 max - Apr lastSun 2:00 1:00 S
Rule Morocco 2012 max - Sep lastSun 3:00 0 -
Rule Morocco 2012 only - Jul 20 3:00 0 -
Rule Morocco 2012 only - Aug 20 2:00 1:00 S

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Casablanca -0:30:20 - LMT 1913 Oct 26

0:00 Morocco WE%ST 1984 Mar 16

1:00 - CET 1986

0:00 Morocco WE%ST

Western Sahara

Zone Africa/El_Aaiun -0:52:48 - LMT 1934 Jan

-1:00 - WAT 1976 Apr 14

0:00 - WET

Mozambique

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Maputo 2:10:20 - LMT 1903 Mar

2:00 - CAT

Namibia

The 1994-04-03 transition is from Shanks & Pottenger.

Shanks & Pottenger report no DST after 1998-04; go with IATA.

From Petronella Sibeene (2007-03-30) in

<<http://allafrica.com/stories/200703300178.html>>:

While the entire country changes its time, Katima Mulilo and other

settlements in Caprivi unofficially will not because the sun there

rises and sets earlier compared to other regions. Chief of

Forecasting Riaan van Zyl explained that the far eastern parts of

the country are close to 40 minutes earlier in sunrise than the rest

of the country.

#

From Paul Eggert (2007-03-31):

Apparently the Caprivi Strip informally observes Botswana time, but

we have no details. In the meantime people there can use Africa/Gaborone.

RULE NAME FROM TO TYPE IN ON AT SAVE LETTER/S

Rule Namibia 1994 max - Sep Sun>=1 2:00 1:00 S

Rule Namibia 1995 max - Apr Sun>=1 2:00 0 -

Zone NAME GMTTOFF RULES FORMAT [UNTIL]

Zone Africa/Windhoek 1:08:24 - LMT 1892 Feb 8

1:30 - SWAT 1903 Mar # SW Africa Time

2:00 - SAST 1942 Sep 20 2:00

2:00 1:00 SAST 1943 Mar 21 2:00

2:00 - SAST 1990 Mar 21 # independence

2:00 - CAT 1994 Apr 3

1:00 Namibia WA%sT

Niger

Zone NAME GMTTOFF RULES FORMAT [UNTIL]

Zone Africa/Niamey 0:08:28 - LMT 1912

-1:00 - WAT 1934 Feb 26

0:00 - GMT 1960

1:00 - WAT

Nigeria

Zone NAME GMTTOFF RULES FORMAT [UNTIL]

Zone Africa/Lagos 0:13:36 - LMT 1919 Sep

1:00 - WAT

Reunion

Zone NAME GMTTOFF RULES FORMAT [UNTIL]

Zone Indian/Reunion 3:41:52 - LMT 1911 Jun # Saint-Denis

4:00 - RET # Reunion Time

#

Scattered Islands (Iles Eparses) administered from Reunion are as follows.

The following information about them is taken from

Iles Eparses (www.outre-mer.gouv.fr/domtom/ile.htm, 1997-07-22, in French;

no longer available as of 1999-08-17).

We have no info about their time zone histories.

#

Bassas da India - uninhabited

Europa Island - inhabited from 1905 to 1910 by two families

Glorioso Is - inhabited until at least 1958

Juan de Nova - uninhabited

Tromelin - inhabited until at least 1958

Rwanda

Zone NAME GMTTOFF RULES FORMAT [UNTIL]

Zone Africa/Kigali 2:00:16 - LMT 1935 Jun

2:00 - CAT

St Helena

Zone NAME GMTTOFF RULES FORMAT [UNTIL]

Zone Atlantic/St_Helena -0:22:48 - LMT 1890 # Jamestown

-0:22:48 - JMT 1951 # Jamestown Mean Time

0:00 - GMT

The other parts of the St Helena territory are similar:
Tristan da Cunha: on GMT, say Whitman and the CIA
Ascension: on GMT, says usno1995 and the CIA
Gough (scientific station since 1955; sealers wintered previously):
on GMT, says the CIA
Inaccessible, Nightingale: no information, but probably GMT

Sao Tome and Principe
Zone NAME GMTTOFF RULES FORMAT [UNTIL]
Zone Africa/Sao_Tome 0:26:56 - LMT 1884
-0:36:32 - LMT 1912 # Lisbon Mean Time
0:00 - GMT

Senegal
Zone NAME GMTTOFF RULES FORMAT [UNTIL]
Zone Africa/Dakar -1:09:44 - LMT 1912
-1:00 - WAT 1941 Jun
0:00 - GMT

Seychelles
Zone NAME GMTTOFF RULES FORMAT [UNTIL]
Zone Indian/Mahe 3:41:48 - LMT 1906 Jun # Victoria
4:00 - SCT # Seychelles Time
From Paul Eggert (2001-05-30):
Aldabra, Farquhar, and Desroches, originally dependencies of the
Seychelles, were transferred to the British Indian Ocean Territory
in 1965 and returned to Seychelles control in 1976. We don't know
whether this affected their time zone, so omit this for now.
Possibly the islands were uninhabited.

Sierra Leone
Rule NAME FROM TO TYPE IN ON AT SAVE LETTER/S
Whitman gives Mar 31 - Aug 31 for 1931 on; go with Shanks & Pottenger.
Rule SL 1935 1942 - Jun 1 0:00 0:40 SLST
Rule SL 1935 1942 - Oct 1 0:00 0 WAT
Rule SL 1957 1962 - Jun 1 0:00 1:00 SLST
Rule SL 1957 1962 - Sep 1 0:00 0 GMT
Zone NAME GMTTOFF RULES FORMAT [UNTIL]
Zone Africa/Freetown -0:53:00 - LMT 1882
-0:53:00 - FMT 1913 Jun # Freetown Mean Time
-1:00 SL %s 1957
0:00 SL %s

Somalia
Zone NAME GMTTOFF RULES FORMAT [UNTIL]
Zone Africa/Mogadishu 3:01:28 - LMT 1893 Nov
3:00 - EAT 1931
2:30 - BEAT 1957

3:00 - EAT

South Africa

Rule NAME FROM TO TYPE IN ON AT SAVE LETTER/S

Rule SA 1942 1943 - Sep Sun>=15 2:00 1:00 -

Rule SA 1943 1944 - Mar Sun>=15 2:00 0 -

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Johannesburg 1:52:00 - LMT 1892 Feb 8

1:30 - SAST 1903 Mar

2:00 SA SAST

Marion and Prince Edward Is

scientific station since 1947

no information

Sudan

#

From

Sudan News Agency (2000-01-13)

, also reported by Michael De Beukelaer-Dossche via Steffen Thorsen:

Clocks will be moved ahead for 60 minutes all over the Sudan as of noon

Saturday.... This was announced Thursday by Caretaker State Minister for

Manpower Abdul-Rahman Nur-Eddin.

#

Rule NAME FROM TO TYPE IN ON AT SAVE LETTER/S

Rule Sudan 1970 only - May 1 0:00 1:00 S

Rule Sudan 1970 1985 - Oct 15 0:00 0 -

Rule Sudan 1971 only - Apr 30 0:00 1:00 S

Rule Sudan 1972 1985 - Apr lastSun 0:00 1:00 S

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Khartoum 2:10:08 - LMT 1931

2:00 Sudan CA%ST 2000 Jan 15 12:00

3:00 - EAT

South Sudan

Zone Africa/Juba 2:06:24 - LMT 1931

2:00 Sudan CA%ST 2000 Jan 15 12:00

3:00 - EAT

Swaziland

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Mbabane 2:04:24 - LMT 1903 Mar

2:00 - SAST

Tanzania

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Dar_es_Salaam 2:37:08 - LMT 1931

3:00 - EAT 1948

2:45 - BEAUT 1961

3:00 - EAT

Togo

Zone NAME GMTOFF RULES FORMAT [UNTIL]

Zone Africa/Lome 0:04:52 - LMT 1893

0:00 - GMT

Tunisia

From Gwillim Law (2005-04-30):

My correspondent, Risto Nykanen, has alerted me to another adoption of DST,

this time in Tunisia. According to Yahoo France News

<<http://fr.news.yahoo.com/050426/5/4dumk.html>>, in a story attributed to AP

and dated 2005-04-26, "Tunisia has decided to advance its official time by

one hour, starting on Sunday, May 1. Henceforth, Tunisian time will be

UTC+2 instead of UTC+1. The change will take place at 23:00 UTC next

Saturday." (My translation)

#

From Oscar van Vlijmen (2005-05-02):

LaPresse, the first national daily newspaper ...

<<http://www.lapresse.tn/archives/archives280405/actualites/lheure.html>>

... DST for 2005: on: Sun May 1 0h standard time, off: Fri Sept. 30,

1h standard time.

#

From Atef Loukil (2006-03-28):

The daylight saving time will be the same each year:

Beginning : the last Sunday of March at 02:00

Ending : the last Sunday of October at 03:00 ...

http://www.tap.info.tn/en/index.php?option=com_content&task=view&id=1188&Itemid=50

From Steffen Thorsen (2009-03-16):

According to several news sources, Tunisia will not observe DST this year.

(Arabic)

<<http://www.elbashayer.com/?page=viewn&nid=42546>>

<http://www.elbashayer.com/?page=viewn&nid=42546>

<<http://www.babnet.net/kiwidetail-15295.asp>>

<http://www.babnet.net/kiwidetail-15295.asp>

#

We have also confirmed this with the US embassy in Tunisia.

We have a wrap-up about this on the following page:

<<http://www.timeanddate.com/news/time/tunisia-cancels-dst-2009.html>>

<http://www.timeanddate.com/news/time/tunisia-cancels-dst-2009.html>

From Alexander Krivenyshev (2009-03-17):

Here is a link to Tunis Afrique Presse News Agency

```
#
# Standard time to be kept the whole year long (tap.info.tn):
#
# (in English)
# <a href="http://www.tap.info.tn/en/index.php?option=com_content&task=view&id=26813&Itemid=157">
# http://www.tap.info.tn/en/index.php?option=com_content&task=view&id=26813&Itemid=157
# </a>
#
# (in Arabic)
# <a href="http://www.tap.info.tn/ar/index.php?option=com_content&task=view&id=61240&Itemid=1">
# http://www.tap.info.tn/ar/index.php?option=com_content&task=view&id=61240&Itemid=1
# </a>
```

```
# From Arthur David Olson (2009--3-18):
# The Tunis Afrique Presse News Agency notice contains this: "This measure is due to the fact
# that the fasting month of ramadan coincides with the period concerned by summer time.
# Therefore, the standard time will be kept unchanged the whole year long."
# So foregoing DST seems to be an exception (albeit one that may be repeated in the future).
```

```
# From Alexander Krivenyshev (2010-03-27):
# According to some news reports Tunisia confirmed not to use DST in 2010
#
# (translation):
# "The Tunisian government has decided to abandon DST, which was scheduled on
# Sunday...
# Tunisian authorities had suspended the DST for the first time last year also
# coincided with the month of Ramadan..."
#
# (in Arabic)
# <a href="http://www.moheet.com/show_news.aspx?nid=358861&pg=1">
# http://www.moheet.com/show_news.aspx?nid=358861&pg=1
# <a href="http://www.almadenahnews.com/newss/news.php?c=118&id=38036">
# http://www.almadenahnews.com/newss/news.php?c=118&id=38036
# or
# <a href="http://www.worldtimezone.com/dst_news/dst_news_tunis02.html">
# http://www.worldtimezone.com/dst_news/dst_news_tunis02.html
```

```
# Rule NAME FROM TO TYPE IN ON AT SAVE LETTER/S
```

```
Rule Tunisia 1939 only - Apr 15 23:00s 1:00 S
```

```
Rule Tunisia 1939 only - Nov 18 23:00s 0 -
```

```
Rule Tunisia 1940 only - Feb 25 23:00s 1:00 S
```

```
Rule Tunisia 1941 only - Oct 6 0:00 0 -
```

```
Rule Tunisia 1942 only - Mar 9 0:00 1:00 S
```

```
Rule Tunisia 1942 only - Nov 2 3:00 0 -
```

```
Rule Tunisia 1943 only - Mar 29 2:00 1:00 S
```

```
Rule Tunisia 1943 only - Apr 17 2:00 0 -
```

```
Rule Tunisia 1943 only - Apr 25 2:00 1:00 S
```

```
Rule Tunisia 1943 only - Oct 4 2:00 0 -
```

```

Rule Tunisia 1944 1945 - Apr Mon>=1 2:00 1:00 S
Rule Tunisia 1944 only - Oct 8 0:00 0 -
Rule Tunisia 1945 only - Sep 16 0:00 0 -
Rule Tunisia 1977 only - Apr 30 0:00s 1:00 S
Rule Tunisia 1977 only - Sep 24 0:00s 0 -
Rule Tunisia 1978 only - May 1 0:00s 1:00 S
Rule Tunisia 1978 only - Oct 1 0:00s 0 -
Rule Tunisia 1988 only - Jun 1 0:00s 1:00 S
Rule Tunisia 1988 1990 - Sep lastSun 0:00s 0 -
Rule Tunisia 1989 only - Mar 26 0:00s 1:00 S
Rule Tunisia 1990 only - May 1 0:00s 1:00 S
Rule Tunisia 2005 only - May 1 0:00s 1:00 S
Rule Tunisia 2005 only - Sep 30 1:00s 0 -
Rule Tunisia 2006 2008 - Mar lastSun 2:00s 1:00 S
Rule Tunisia 2006 2008 - Oct lastSun 2:00s 0 -

# Shanks & Pottenger give 0:09:20 for Paris Mean Time; go with Howse's
# more precise 0:09:21.
# Shanks & Pottenger say the 1911 switch was on Mar 9; go with Howse's Mar 11.
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Tunis 0:40:44 - LMT 1881 May 12
    0:09:21 - PMT 1911 Mar 11 # Paris Mean Time
    1:00 Tunisia CE%ST

# Uganda
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Kampala 2:09:40 - LMT 1928 Jul
    3:00 - EAT 1930
    2:30 - BEAT 1948
    2:45 - BEAUT 1957
    3:00 - EAT

# Zambia
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Lusaka 1:53:08 - LMT 1903 Mar
    2:00 - CAT

# Zimbabwe
# Zone NAME GMTOFF RULES FORMAT [UNTIL]
Zone Africa/Harare 2:04:12 - LMT 1903 Mar
    2:00 - CAT

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```

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.\"
.\" from: @(#)strftime.3 5.12 (Berkeley) 6/29/91
.\" $Id: strftime.3,v 1.4 1993/12/15 20:33:00 jtc Exp $
.\"
.TH NEWSTRFTIME 3
.SH NAME
strftime \- format date and time
.SH SYNOPSIS
.nf
.B #include <sys/types.h>
.B #include <time.h>
.PP
.B size_t strftime(buf, maxsize, format, timeptr)
.B char *buf;
.B size_t maxsize;
.B const char *format;
.B const struct tm *timeptr
.PP
.B cc ... -ltz
.fi

```

.SH DESCRIPTION

The

.I strftime\^

function formats the information from

.I timeptr\^

into the buffer

.I buf\^

according to the string pointed to by

.IR format\^ .

.PP

The

.I format\^

string consists of zero or more conversion specifications and ordinary characters.

All ordinary characters are copied directly into the buffer.

A conversion specification consists of a percent sign

.Ql %

and one other character.

.PP

No more than

.I maxsize\^

characters are be placed into the array.

If the total number of resulting characters, including the terminating null character, is not more than

.IR maxsize\^ ,

.I strftime\^

returns the number of characters in the array, not counting the terminating null.

Otherwise, zero is returned.

.PP

Each conversion specification is replaced by the characters as follows which are then copied into the buffer.

.TP

%A

is replaced by the locale's full weekday name.

.TP

%a

is replaced by the locale's abbreviated weekday name.

.TP

%B

is replaced by the locale's full month name.

.TP

%b or %h

is replaced by the locale's abbreviated month name.

.TP

%C

is replaced by the century (a year divided by 100 and truncated to an integer) as a decimal number (00-99).

.TP

%c

is replaced by the locale's appropriate date and time representation.

.TP

%D

is replaced by the date in the format %m/%d/%y.

.TP

%d

is replaced by the day of the month as a decimal number (01-31).

.TP

%e

is replaced by the day of month as a decimal number (1-31);
single digits are preceded by a blank.

.TP

%F

is replaced by the date in the format %Y-%m-%d.

.TP

%G

is replaced by the ISO 8601 year with century as a decimal number.

.TP

%g

is replaced by the ISO 8601 year without century as a decimal number (00-99).

.TP

%H

is replaced by the hour (24-hour clock) as a decimal number (00-23).

.TP

%I

is replaced by the hour (12-hour clock) as a decimal number (01-12).

.TP

%j

is replaced by the day of the year as a decimal number (001-366).

.TP

%k

is replaced by the hour (24-hour clock) as a decimal number (0-23);
single digits are preceded by a blank.

.TP

%l

is replaced by the hour (12-hour clock) as a decimal number (1-12);
single digits are preceded by a blank.

.TP

%M

is replaced by the minute as a decimal number (00-59).

.TP

%m

is replaced by the month as a decimal number (01-12).

.TP

%n

is replaced by a newline.

.TP

%p

is replaced by the locale's equivalent of either AM or PM.

.TP

%R

is replaced by the time in the format %H:%M.

.TP

%r

is replaced by the locale's representation of 12-hour clock time using AM/PM notation.

.TP

%S

is replaced by the second as a decimal number (00-60).

.TP

%s

is replaced by the number of seconds since the Epoch, UTC (see mktime(3)).

.TP

%T

is replaced by the time in the format %H:%M:%S.

.TP

%t

is replaced by a tab.

.TP

%U

is replaced by the week number of the year (Sunday as the first day of the week) as a decimal number (00-53).

.TP

%u

is replaced by the weekday (Monday as the first day of the week) as a decimal number (1-7).

.TP

%V

is replaced by the week number of the year (Monday as the first day of the week) as a decimal number (01-53). If the week containing January 1 has four or more days in the new year, then it is week 1; otherwise it is week 53 of the previous year, and the next week is week 1.

.TP

%W

is replaced by the week number of the year (Monday as the first day of the week) as a decimal number (00-53).

.TP

%w

is replaced by the weekday (Sunday as the first day of the week) as a decimal number (0-6).

.TP

%X

is replaced by the locale's appropriate time representation.

.TP

%x

is replaced by the locale's appropriate date representation.

.TP

%Y

is replaced by the year with century as a decimal number.

.TP

%y

is replaced by the year without century as a decimal number (00-99).

.TP

%Z

is replaced by the time zone name,

or by the empty string if this is not determinable.

.TP

%z

is replaced by the offset from UTC in the format +HHMM or -HHMM as appropriate,

with positive values representing locations east of Greenwich,

or by the empty string if this is not determinable.

.TP

%%

is replaced by a single %.

.TP

%+

is replaced by the date and time in date(1) format.

.SH SEE ALSO

date(1),

getenv(3),

newtime(3),

newtzset(3),

time(2),

tzfile(5)

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for further information.

</blockquote>

</p>

</body>

</html>

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<ADDRESS>Joseph Reagle <mailto:site-policy@w3.org </ADDRESS>

<P>Last revised by Reagle \$Date: 2004-04-06 13:20:26 -0400 (Tue, 06 Apr 2004) \$</P></BODY></HTML>

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David Megginson, david@megginson.com
2000-05-05

1.73 zlib 1.2.7

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```
/* zlib.h -- interface of the 'zlib' general purpose compression library
   version 1.2.7, May 2nd, 2012
```

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

*/

```
#ifndef ZLIB_H
#define ZLIB_H
```

```
#include "zconf.h"
```

```
#ifdef __cplusplus
extern "C" {
#endif
```

```
#define ZLIB_VERSION "1.2.7"
#define ZLIB_VERNUM 0x1270
#define ZLIB_VER_MAJOR 1
#define ZLIB_VER_MINOR 2
#define ZLIB_VER_REVISION 7
#define ZLIB_VER_SUBREVISION 0
```

```
/*
```

The 'zlib' compression library provides in-memory compression and decompression functions, including integrity checks of the uncompressed data. This version of the library supports only one compression method (deflation) but other algorithms will be added later and will have the same stream interface.

Compression can be done in a single step if the buffers are large enough, or can be done by repeated calls of the compression function. In the latter

case, the application must provide more input and/or consume the output (providing more output space) before each call.

The compressed data format used by default by the in-memory functions is the zlib format, which is a zlib wrapper documented in RFC 1950, wrapped around a deflate stream, which is itself documented in RFC 1951.

The library also supports reading and writing files in gzip (.gz) format with an interface similar to that of stdio using the functions that start with "gz". The gzip format is different from the zlib format. gzip is a gzip wrapper, documented in RFC 1952, wrapped around a deflate stream.

This library can optionally read and write gzip streams in memory as well.

The zlib format was designed to be compact and fast for use in memory and on communications channels. The gzip format was designed for single-file compression on file systems, has a larger header than zlib to maintain directory information, and uses a different, slower check method than zlib.

The library does not install any signal handler. The decoder checks the consistency of the compressed data, so the library should never crash even in case of corrupted input.

*/

```
typedef voidpf (*alloc_func) OF((voidpf opaque, uInt items, uInt size));
typedef void (*free_func) OF((voidpf opaque, voidpf address));
```

```
struct internal_state;
```

```
typedef struct z_stream_s {
```

```
    z_const Bytef *next_in; /* next input byte */
    uInt    avail_in; /* number of bytes available at next_in */
    uLong   total_in; /* total number of input bytes read so far */
```

```
    Bytef *next_out; /* next output byte should be put there */
    uInt    avail_out; /* remaining free space at next_out */
    uLong   total_out; /* total number of bytes output so far */
```

```
    z_const char *msg; /* last error message, NULL if no error */
    struct internal_state FAR *state; /* not visible by applications */
```

```
    alloc_func zalloc; /* used to allocate the internal state */
    free_func  zfree; /* used to free the internal state */
    voidpf    opaque; /* private data object passed to zalloc and zfree */
```

```
    int    data_type; /* best guess about the data type: binary or text */
    uLong  adler; /* Adler-32 value of the uncompressed data */
    uLong  reserved; /* reserved for future use */
```

```

} z_stream;

typedef z_stream FAR *z_streamp;

/*
   gzip header information passed to and from zlib routines. See RFC 1952
   for more details on the meanings of these fields.
*/
typedef struct gz_header_s {
    int    text;    /* true if compressed data believed to be text */
    uLong  time;    /* modification time */
    int    xflags;  /* extra flags (not used when writing a gzip file) */
    int    os;      /* operating system */
    Bytef  *extra;  /* pointer to extra field or Z_NULL if none */
    uInt   extra_len; /* extra field length (valid if extra != Z_NULL) */
    uInt   extra_max; /* space at extra (only when reading header) */
    Bytef  *name;   /* pointer to zero-terminated file name or Z_NULL */
    uInt   name_max; /* space at name (only when reading header) */
    Bytef  *comment; /* pointer to zero-terminated comment or Z_NULL */
    uInt   comm_max; /* space at comment (only when reading header) */
    int    hcrc;    /* true if there was or will be a header crc */
    int    done;    /* true when done reading gzip header (not used
                       when writing a gzip file) */
} gz_header;

```

```

typedef gz_header FAR *gz_headerp;

```

```

/*
   The application must update next_in and avail_in when avail_in has dropped
   to zero. It must update next_out and avail_out when avail_out has dropped
   to zero. The application must initialize zalloc, zfree and opaque before
   calling the init function. All other fields are set by the compression
   library and must not be updated by the application.

```

The opaque value provided by the application will be passed as the first parameter for calls of zalloc and zfree. This can be useful for custom memory management. The compression library attaches no meaning to the opaque value.

zalloc must return Z_NULL if there is not enough memory for the object. If zlib is used in a multi-threaded application, zalloc and zfree must be thread safe.

On 16-bit systems, the functions zalloc and zfree must be able to allocate exactly 65536 bytes, but will not be required to allocate more than this if the symbol MAXSEG_64K is defined (see zconf.h). **WARNING:** On MSDOS, pointers returned by zalloc for objects of exactly 65536 bytes *must* have their offset normalized to zero. The default allocation function provided by this

library ensures this (see zutil.c). To reduce memory requirements and avoid any allocation of 64K objects, at the expense of compression ratio, compile the library with -DZ_MAX_WBITS=14 (see zconf.h).

The fields total_in and total_out can be used for statistics or progress reports. After compression, total_in holds the total size of the uncompressed data and may be saved for use in the decompressor (particularly if the decompressor wants to decompress everything in a single step).

*/

/* constants */

#define Z_NO_FLUSH 0

#define Z_PARTIAL_FLUSH 1

#define Z_SYNC_FLUSH 2

#define Z_FULL_FLUSH 3

#define Z_FINISH 4

#define Z_BLOCK 5

#define Z_TREES 6

/* Allowed flush values; see deflate() and inflate() below for details */

#define Z_OK 0

#define Z_STREAM_END 1

#define Z_NEED_DICT 2

#define Z_ERRNO (-1)

#define Z_STREAM_ERROR (-2)

#define Z_DATA_ERROR (-3)

#define Z_MEM_ERROR (-4)

#define Z_BUF_ERROR (-5)

#define Z_VERSION_ERROR (-6)

/* Return codes for the compression/decompression functions. Negative values

* are errors, positive values are used for special but normal events.

*/

#define Z_NO_COMPRESSION 0

#define Z_BEST_SPEED 1

#define Z_BEST_COMPRESSION 9

#define Z_DEFAULT_COMPRESSION (-1)

/* compression levels */

#define Z_FILTERED 1

#define Z_HUFFMAN_ONLY 2

#define Z_RLE 3

#define Z_FIXED 4

#define Z_DEFAULT_STRATEGY 0

/* compression strategy; see deflateInit2() below for details */

#define Z_BINARY 0

```

#define Z_TEXT 1
#define Z_ASCII Z_TEXT /* for compatibility with 1.2.2 and earlier */
#define Z_UNKNOWN 2
/* Possible values of the data_type field (though see inflate()) */

#define Z_DEFLATED 8
/* The deflate compression method (the only one supported in this version) */

#define Z_NULL 0 /* for initializing zalloc, zfree, opaque */

#define zlib_version zlibVersion()
/* for compatibility with versions < 1.0.2 */

        /* basic functions */

ZEXTERN const char * ZEXPORT zlibVersion OF((void));
/* The application can compare zlibVersion and ZLIB_VERSION for consistency.
   If the first character differs, the library code actually used is not
   compatible with the zlib.h header file used by the application. This check
   is automatically made by deflateInit and inflateInit.
*/

/*

ZEXTERN int ZEXPORT deflateInit OF((z_streamp strm, int level));

   Initializes the internal stream state for compression. The fields
   zalloc, zfree and opaque must be initialized before by the caller. If
   zalloc and zfree are set to Z_NULL, deflateInit updates them to use default
   allocation functions.

   The compression level must be Z_DEFAULT_COMPRESSION, or between 0 and 9:
   1 gives best speed, 9 gives best compression, 0 gives no compression at all
   (the input data is simply copied a block at a time). Z_DEFAULT_COMPRESSION
   requests a default compromise between speed and compression (currently
   equivalent to level 6).

   deflateInit returns Z_OK if success, Z_MEM_ERROR if there was not enough
   memory, Z_STREAM_ERROR if level is not a valid compression level, or
   Z_VERSION_ERROR if the zlib library version (zlib_version) is incompatible
   with the version assumed by the caller (ZLIB_VERSION). msg is set to null
   if there is no error message. deflateInit does not perform any compression:
   this will be done by deflate().
*/

ZEXTERN int ZEXPORT deflate OF((z_streamp strm, int flush));
/*

```

deflate compresses as much data as possible, and stops when the input buffer becomes empty or the output buffer becomes full. It may introduce some output latency (reading input without producing any output) except when forced to flush.

The detailed semantics are as follows. deflate performs one or both of the following actions:

- Compress more input starting at `next_in` and update `next_in` and `avail_in` accordingly. If not all input can be processed (because there is not enough room in the output buffer), `next_in` and `avail_in` are updated and processing will resume at this point for the next call of `deflate()`.
- Provide more output starting at `next_out` and update `next_out` and `avail_out` accordingly. This action is forced if the parameter `flush` is non zero. Forcing flush frequently degrades the compression ratio, so this parameter should be set only when necessary (in interactive applications). Some output may be provided even if `flush` is not set.

Before the call of `deflate()`, the application should ensure that at least one of the actions is possible, by providing more input and/or consuming more output, and updating `avail_in` or `avail_out` accordingly; `avail_out` should never be zero before the call. The application can consume the compressed output when it wants, for example when the output buffer is full (`avail_out == 0`), or after each call of `deflate()`. If `deflate` returns `Z_OK` and with zero `avail_out`, it must be called again after making room in the output buffer because there might be more output pending.

Normally the parameter `flush` is set to `Z_NO_FLUSH`, which allows deflate to decide how much data to accumulate before producing output, in order to maximize compression.

If the parameter `flush` is set to `Z_SYNC_FLUSH`, all pending output is flushed to the output buffer and the output is aligned on a byte boundary, so that the decompressor can get all input data available so far. (In particular `avail_in` is zero after the call if enough output space has been provided before the call.) Flushing may degrade compression for some compression algorithms and so it should be used only when necessary. This completes the current deflate block and follows it with an empty stored block that is three bits plus filler bits to the next byte, followed by four bytes (00 00 ff ff).

If `flush` is set to `Z_PARTIAL_FLUSH`, all pending output is flushed to the output buffer, but the output is not aligned to a byte boundary. All of the input data so far will be available to the decompressor, as for `Z_SYNC_FLUSH`. This completes the current deflate block and follows it with an empty fixed codes block that is 10 bits long. This assures that enough bytes are output in order for the decompressor to finish the block before the empty fixed code

block.

If flush is set to `Z_BLOCK`, a deflate block is completed and emitted, as for `Z_SYNC_FLUSH`, but the output is not aligned on a byte boundary, and up to seven bits of the current block are held to be written as the next byte after the next deflate block is completed. In this case, the decompressor may not be provided enough bits at this point in order to complete decompression of the data provided so far to the compressor. It may need to wait for the next block to be emitted. This is for advanced applications that need to control the emission of deflate blocks.

If flush is set to `Z_FULL_FLUSH`, all output is flushed as with `Z_SYNC_FLUSH`, and the compression state is reset so that decompression can restart from this point if previous compressed data has been damaged or if random access is desired. Using `Z_FULL_FLUSH` too often can seriously degrade compression.

If deflate returns with `avail_out == 0`, this function must be called again with the same value of the flush parameter and more output space (updated `avail_out`), until the flush is complete (deflate returns with non-zero `avail_out`). In the case of a `Z_FULL_FLUSH` or `Z_SYNC_FLUSH`, make sure that `avail_out` is greater than six to avoid repeated flush markers due to `avail_out == 0` on return.

If the parameter flush is set to `Z_FINISH`, pending input is processed, pending output is flushed and deflate returns with `Z_STREAM_END` if there was enough output space; if deflate returns with `Z_OK`, this function must be called again with `Z_FINISH` and more output space (updated `avail_out`) but no more input data, until it returns with `Z_STREAM_END` or an error. After deflate has returned `Z_STREAM_END`, the only possible operations on the stream are `deflateReset` or `deflateEnd`.

`Z_FINISH` can be used immediately after `deflateInit` if all the compression is to be done in a single step. In this case, `avail_out` must be at least the value returned by `deflateBound` (see below). Then deflate is guaranteed to return `Z_STREAM_END`. If not enough output space is provided, deflate will not return `Z_STREAM_END`, and it must be called again as described above.

`deflate()` sets `strm->adler` to the Adler32 checksum of all input read so far (that is, `total_in` bytes).

`deflate()` may update `strm->data_type` if it can make a good guess about the input data type (`Z_BINARY` or `Z_TEXT`). In doubt, the data is considered binary. This field is only for information purposes and does not affect the compression algorithm in any manner.

`deflate()` returns `Z_OK` if some progress has been made (more input processed or more output produced), `Z_STREAM_END` if all input has been

consumed and all output has been produced (only when flush is set to Z_FINISH), Z_STREAM_ERROR if the stream state was inconsistent (for example if next_in or next_out was Z_NULL), Z_BUF_ERROR if no progress is possible (for example avail_in or avail_out was zero). Note that Z_BUF_ERROR is not fatal, and deflate() can be called again with more input and more output space to continue compressing.

*/

```
ZEXTERN int ZEXPORT deflateEnd OF((z_streamp strm));
```

/*

All dynamically allocated data structures for this stream are freed.

This function discards any unprocessed input and does not flush any pending output.

deflateEnd returns Z_OK if success, Z_STREAM_ERROR if the stream state was inconsistent, Z_DATA_ERROR if the stream was freed prematurely (some input or output was discarded). In the error case, msg may be set but then points to a static string (which must not be deallocated).

*/

/*

```
ZEXTERN int ZEXPORT inflateInit OF((z_streamp strm));
```

Initializes the internal stream state for decompression. The fields next_in, avail_in, zalloc, zfree and opaque must be initialized before by the caller. If next_in is not Z_NULL and avail_in is large enough (the exact value depends on the compression method), inflateInit determines the compression method from the zlib header and allocates all data structures accordingly; otherwise the allocation will be deferred to the first call of inflate. If zalloc and zfree are set to Z_NULL, inflateInit updates them to use default allocation functions.

inflateInit returns Z_OK if success, Z_MEM_ERROR if there was not enough memory, Z_VERSION_ERROR if the zlib library version is incompatible with the version assumed by the caller, or Z_STREAM_ERROR if the parameters are invalid, such as a null pointer to the structure. msg is set to null if there is no error message. inflateInit does not perform any decompression apart from possibly reading the zlib header if present: actual decompression will be done by inflate(). (So next_in and avail_in may be modified, but next_out and avail_out are unused and unchanged.) The current implementation of inflateInit() does not process any header information -- that is deferred until inflate() is called.

*/

ZEXTERN int ZEXPORT inflate OF((z_stream strm, int flush));

/*

inflate decompresses as much data as possible, and stops when the input buffer becomes empty or the output buffer becomes full. It may introduce some output latency (reading input without producing any output) except when forced to flush.

The detailed semantics are as follows. inflate performs one or both of the following actions:

- Decompress more input starting at next_in and update next_in and avail_in accordingly. If not all input can be processed (because there is not enough room in the output buffer), next_in is updated and processing will resume at this point for the next call of inflate().
- Provide more output starting at next_out and update next_out and avail_out accordingly. inflate() provides as much output as possible, until there is no more input data or no more space in the output buffer (see below about the flush parameter).

Before the call of inflate(), the application should ensure that at least one of the actions is possible, by providing more input and/or consuming more output, and updating the next_* and avail_* values accordingly. The application can consume the uncompressed output when it wants, for example when the output buffer is full (avail_out == 0), or after each call of inflate(). If inflate returns Z_OK and with zero avail_out, it must be called again after making room in the output buffer because there might be more output pending.

The flush parameter of inflate() can be Z_NO_FLUSH, Z_SYNC_FLUSH, Z_FINISH, Z_BLOCK, or Z_TREES. Z_SYNC_FLUSH requests that inflate() flush as much output as possible to the output buffer. Z_BLOCK requests that inflate() stop if and when it gets to the next deflate block boundary. When decoding the zlib or gzip format, this will cause inflate() to return immediately after the header and before the first block. When doing a raw inflate, inflate() will go ahead and process the first block, and will return when it gets to the end of that block, or when it runs out of data.

The Z_BLOCK option assists in appending to or combining deflate streams. Also to assist in this, on return inflate() will set strm->data_type to the number of unused bits in the last byte taken from strm->next_in, plus 64 if inflate() is currently decoding the last block in the deflate stream, plus 128 if inflate() returned immediately after decoding an end-of-block code or decoding the complete header up to just before the first byte of the deflate stream. The end-of-block will not be indicated until all of the uncompressed data from that block has been written to strm->next_out. The number of unused bits may in general be greater than seven, except when bit 7 of data_type is set, in which case the number of unused bits will be less than

eight. `data_type` is set as noted here every time `inflate()` returns for all flush options, and so can be used to determine the amount of currently consumed input in bits.

The `Z_TREES` option behaves as `Z_BLOCK` does, but it also returns when the end of each deflate block header is reached, before any actual data in that block is decoded. This allows the caller to determine the length of the deflate block header for later use in random access within a deflate block. 256 is added to the value of `strm->data_type` when `inflate()` returns immediately after reaching the end of the deflate block header.

`inflate()` should normally be called until it returns `Z_STREAM_END` or an error. However if all decompression is to be performed in a single step (a single call of `inflate`), the parameter `flush` should be set to `Z_FINISH`. In this case all pending input is processed and all pending output is flushed; `avail_out` must be large enough to hold all of the uncompressed data for the operation to complete. (The size of the uncompressed data may have been saved by the compressor for this purpose.) The use of `Z_FINISH` is not required to perform an inflation in one step. However it may be used to inform `inflate` that a faster approach can be used for the single `inflate()` call. `Z_FINISH` also informs `inflate` to not maintain a sliding window if the stream completes, which reduces `inflate`'s memory footprint. If the stream does not complete, either because not all of the stream is provided or not enough output space is provided, then a sliding window will be allocated and `inflate()` can be called again to continue the operation as if `Z_NO_FLUSH` had been used.

In this implementation, `inflate()` always flushes as much output as possible to the output buffer, and always uses the faster approach on the first call. So the effects of the flush parameter in this implementation are on the return value of `inflate()` as noted below, when `inflate()` returns early when `Z_BLOCK` or `Z_TREES` is used, and when `inflate()` avoids the allocation of memory for a sliding window when `Z_FINISH` is used.

If a preset dictionary is needed after this call (see `inflateSetDictionary` below), `inflate` sets `strm->adler` to the Adler-32 checksum of the dictionary chosen by the compressor and returns `Z_NEED_DICT`; otherwise it sets `strm->adler` to the Adler-32 checksum of all output produced so far (that is, `total_out` bytes) and returns `Z_OK`, `Z_STREAM_END` or an error code as described below. At the end of the stream, `inflate()` checks that its computed `adler32` checksum is equal to that saved by the compressor and returns `Z_STREAM_END` only if the checksum is correct.

`inflate()` can decompress and check either `zlib`-wrapped or `gzip`-wrapped deflate data. The header type is detected automatically, if requested when initializing with `inflateInit2()`. Any information contained in the `gzip` header is not retained, so applications that need that information should instead use raw `inflate`, see `inflateInit2()` below, or `inflateBack()` and

perform their own processing of the gzip header and trailer. When processing gzip-wrapped deflate data, strm->adler32 is set to the CRC-32 of the output produced so far. The CRC-32 is checked against the gzip trailer.

inflate() returns Z_OK if some progress has been made (more input processed or more output produced), Z_STREAM_END if the end of the compressed data has been reached and all uncompressed output has been produced, Z_NEED_DICT if a preset dictionary is needed at this point, Z_DATA_ERROR if the input data was corrupted (input stream not conforming to the zlib format or incorrect check value), Z_STREAM_ERROR if the stream structure was inconsistent (for example next_in or next_out was Z_NULL), Z_MEM_ERROR if there was not enough memory, Z_BUF_ERROR if no progress is possible or if there was not enough room in the output buffer when Z_FINISH is used. Note that Z_BUF_ERROR is not fatal, and inflate() can be called again with more input and more output space to continue decompressing. If Z_DATA_ERROR is returned, the application may then call inflateSync() to look for a good compression block if a partial recovery of the data is desired.

*/

```
ZEXTERN int ZEXPORT inflateEnd OF((z_streamp strm));
```

/*

All dynamically allocated data structures for this stream are freed.

This function discards any unprocessed input and does not flush any pending output.

inflateEnd returns Z_OK if success, Z_STREAM_ERROR if the stream state was inconsistent. In the error case, msg may be set but then points to a static string (which must not be deallocated).

*/

/* Advanced functions */

/*

The following functions are needed only in some special applications.

*/

/*

```
ZEXTERN int ZEXPORT deflateInit2 OF((z_streamp strm,  
                                     int level,  
                                     int method,  
                                     int windowBits,  
                                     int memLevel,  
                                     int strategy));
```

This is another version of deflateInit with more compression options. The fields next_in, zalloc, zfree and opaque must be initialized before by the

caller.

The method parameter is the compression method. It must be `Z_DEFLATED` in this version of the library.

The `windowBits` parameter is the base two logarithm of the window size (the size of the history buffer). It should be in the range 8..15 for this version of the library. Larger values of this parameter result in better compression at the expense of memory usage. The default value is 15 if `deflateInit` is used instead.

`windowBits` can also be -8..-15 for raw deflate. In this case, `-windowBits` determines the window size. `deflate()` will then generate raw deflate data with no zlib header or trailer, and will not compute an `adler32` check value.

`windowBits` can also be greater than 15 for optional gzip encoding. Add 16 to `windowBits` to write a simple gzip header and trailer around the compressed data instead of a zlib wrapper. The gzip header will have no file name, no extra data, no comment, no modification time (set to zero), no header crc, and the operating system will be set to 255 (unknown). If a gzip stream is being written, `strm->adler` is a `crc32` instead of an `adler32`.

The `memLevel` parameter specifies how much memory should be allocated for the internal compression state. `memLevel=1` uses minimum memory but is slow and reduces compression ratio; `memLevel=9` uses maximum memory for optimal speed. The default value is 8. See `zconf.h` for total memory usage as a function of `windowBits` and `memLevel`.

The strategy parameter is used to tune the compression algorithm. Use the value `Z_DEFAULT_STRATEGY` for normal data, `Z_FILTERED` for data produced by a filter (or predictor), `Z_HUFFMAN_ONLY` to force Huffman encoding only (no string match), or `Z_RLE` to limit match distances to one (run-length encoding). Filtered data consists mostly of small values with a somewhat random distribution. In this case, the compression algorithm is tuned to compress them better. The effect of `Z_FILTERED` is to force more Huffman coding and less string matching; it is somewhat intermediate between `Z_DEFAULT_STRATEGY` and `Z_HUFFMAN_ONLY`. `Z_RLE` is designed to be almost as fast as `Z_HUFFMAN_ONLY`, but give better compression for PNG image data. The strategy parameter only affects the compression ratio but not the correctness of the compressed output even if it is not set appropriately. `Z_FIXED` prevents the use of dynamic Huffman codes, allowing for a simpler decoder for special applications.

`deflateInit2` returns `Z_OK` if success, `Z_MEM_ERROR` if there was not enough memory, `Z_STREAM_ERROR` if any parameter is invalid (such as an invalid method), or `Z_VERSION_ERROR` if the zlib library version (`zlib_version`) is incompatible with the version assumed by the caller (`ZLIB_VERSION`). `msg` is set to null if there is no error message. `deflateInit2` does not perform any

compression: this will be done by deflate().

*/

```
ZEXTERN int ZEXPORT deflateSetDictionary OF((z_streamp strm,  
      const Bytef *dictionary,  
      uInt dictLength));
```

/*

Initializes the compression dictionary from the given byte sequence without producing any compressed output. When using the zlib format, this function must be called immediately after deflateInit, deflateInit2 or deflateReset, and before any call of deflate. When doing raw deflate, this function must be called either before any call of deflate, or immediately after the completion of a deflate block, i.e. after all input has been consumed and all output has been delivered when using any of the flush options Z_BLOCK, Z_PARTIAL_FLUSH, Z_SYNC_FLUSH, or Z_FULL_FLUSH. The compressor and decompressor must use exactly the same dictionary (see inflateSetDictionary).

The dictionary should consist of strings (byte sequences) that are likely to be encountered later in the data to be compressed, with the most commonly used strings preferably put towards the end of the dictionary. Using a dictionary is most useful when the data to be compressed is short and can be predicted with good accuracy; the data can then be compressed better than with the default empty dictionary.

Depending on the size of the compression data structures selected by deflateInit or deflateInit2, a part of the dictionary may in effect be discarded, for example if the dictionary is larger than the window size provided in deflateInit or deflateInit2. Thus the strings most likely to be useful should be put at the end of the dictionary, not at the front. In addition, the current implementation of deflate will use at most the window size minus 262 bytes of the provided dictionary.

Upon return of this function, strm->adler is set to the Adler32 value of the dictionary; the decompressor may later use this value to determine which dictionary has been used by the compressor. (The Adler32 value applies to the whole dictionary even if only a subset of the dictionary is actually used by the compressor.) If a raw deflate was requested, then the Adler32 value is not computed and strm->adler is not set.

deflateSetDictionary returns Z_OK if success, or Z_STREAM_ERROR if a parameter is invalid (e.g. dictionary being Z_NULL) or the stream state is inconsistent (for example if deflate has already been called for this stream or if not at a block boundary for raw deflate). deflateSetDictionary does not perform any compression: this will be done by deflate().

*/

```
ZEXTERN int ZEXPORT deflateCopy OF((z_streamp dest,
```

```
z_stream source));
```

```
/*
```

Sets the destination stream as a complete copy of the source stream.

This function can be useful when several compression strategies will be tried, for example when there are several ways of pre-processing the input data with a filter. The streams that will be discarded should then be freed by calling `deflateEnd`. Note that `deflateCopy` duplicates the internal compression state which can be quite large, so this strategy is slow and can consume lots of memory.

`deflateCopy` returns `Z_OK` if success, `Z_MEM_ERROR` if there was not enough memory, `Z_STREAM_ERROR` if the source stream state was inconsistent (such as `zalloc` being `Z_NULL`). `msg` is left unchanged in both source and destination.

```
*/
```

```
ZEXTERN int ZEXPORT deflateReset OF((z_stream strm));
```

```
/*
```

This function is equivalent to `deflateEnd` followed by `deflateInit`, but does not free and reallocate all the internal compression state. The stream will keep the same compression level and any other attributes that may have been set by `deflateInit2`.

`deflateReset` returns `Z_OK` if success, or `Z_STREAM_ERROR` if the source stream state was inconsistent (such as `zalloc` or state being `Z_NULL`).

```
*/
```

```
ZEXTERN int ZEXPORT deflateParams OF((z_stream strm,  
                                     int level,  
                                     int strategy));
```

```
/*
```

Dynamically update the compression level and compression strategy. The interpretation of `level` and `strategy` is as in `deflateInit2`. This can be used to switch between compression and straight copy of the input data, or to switch to a different kind of input data requiring a different strategy. If the compression level is changed, the input available so far is compressed with the old level (and may be flushed); the new level will take effect only at the next call of `deflate()`.

Before the call of `deflateParams`, the stream state must be set as for a call of `deflate()`, since the currently available input may have to be compressed and flushed. In particular, `strm->avail_out` must be non-zero.

`deflateParams` returns `Z_OK` if success, `Z_STREAM_ERROR` if the source stream state was inconsistent or if a parameter was invalid, `Z_BUF_ERROR` if `strm->avail_out` was zero.

```
*/
```

```
ZEXTERN int ZEXPORT deflateTune OF((z_streamp strm,
    int good_length,
    int max_lazy,
    int nice_length,
    int max_chain));
```

/*

Fine tune deflate's internal compression parameters. This should only be used by someone who understands the algorithm used by zlib's deflate for searching for the best matching string, and even then only by the most fanatic optimizer trying to squeeze out the last compressed bit for their specific input data. Read the deflate.c source code for the meaning of the max_lazy, good_length, nice_length, and max_chain parameters.

deflateTune() can be called after deflateInit() or deflateInit2(), and returns Z_OK on success, or Z_STREAM_ERROR for an invalid deflate stream.

*/

```
ZEXTERN uLong ZEXPORT deflateBound OF((z_streamp strm,
    uLong sourceLen));
```

/*

deflateBound() returns an upper bound on the compressed size after deflation of sourceLen bytes. It must be called after deflateInit() or deflateInit2(), and after deflateSetHeader(), if used. This would be used to allocate an output buffer for deflation in a single pass, and so would be called before deflate(). If that first deflate() call is provided the sourceLen input bytes, an output buffer allocated to the size returned by deflateBound(), and the flush value Z_FINISH, then deflate() is guaranteed to return Z_STREAM_END. Note that it is possible for the compressed size to be larger than the value returned by deflateBound() if flush options other than Z_FINISH or Z_NO_FLUSH are used.

*/

```
ZEXTERN int ZEXPORT deflatePending OF((z_streamp strm,
    unsigned *pending,
    int *bits));
```

/*

deflatePending() returns the number of bytes and bits of output that have been generated, but not yet provided in the available output. The bytes not provided would be due to the available output space having been consumed. The number of bits of output not provided are between 0 and 7, where they await more bits to join them in order to fill out a full byte. If pending or bits are Z_NULL, then those values are not set.

deflatePending returns Z_OK if success, or Z_STREAM_ERROR if the source stream state was inconsistent.

*/

```
ZEXTERN int ZEXPORT deflatePrime OF((z_streamp strm,
    int bits,
    int value));
```

```
/*
```

deflatePrime() inserts bits in the deflate output stream. The intent is that this function is used to start off the deflate output with the bits leftover from a previous deflate stream when appending to it. As such, this function can only be used for raw deflate, and must be used before the first deflate() call after a deflateInit2() or deflateReset(). bits must be less than or equal to 16, and that many of the least significant bits of value will be inserted in the output.

deflatePrime returns Z_OK if success, Z_BUF_ERROR if there was not enough room in the internal buffer to insert the bits, or Z_STREAM_ERROR if the source stream state was inconsistent.

```
*/
```

```
ZEXTERN int ZEXPORT deflateSetHeader OF((z_streamp strm,
    gz_headerp head));
```

```
/*
```

deflateSetHeader() provides gzip header information for when a gzip stream is requested by deflateInit2(). deflateSetHeader() may be called after deflateInit2() or deflateReset() and before the first call of deflate(). The text, time, os, extra field, name, and comment information in the provided gz_header structure are written to the gzip header (xflag is ignored -- the extra flags are set according to the compression level). The caller must assure that, if not Z_NULL, name and comment are terminated with a zero byte, and that if extra is not Z_NULL, that extra_len bytes are available there. If hcrc is true, a gzip header crc is included. Note that the current versions of the command-line version of gzip (up through version 1.3.x) do not support header crc's, and will report that it is a "multi-part gzip file" and give up.

If deflateSetHeader is not used, the default gzip header has text false, the time set to zero, and os set to 255, with no extra, name, or comment fields. The gzip header is returned to the default state by deflateReset().

deflateSetHeader returns Z_OK if success, or Z_STREAM_ERROR if the source stream state was inconsistent.

```
*/
```

```
/*
```

```
ZEXTERN int ZEXPORT inflateInit2 OF((z_streamp strm,
    int windowBits));
```

This is another version of inflateInit with an extra parameter. The fields next_in, avail_in, zalloc, zfree and opaque must be initialized before by the caller.

The `windowBits` parameter is the base two logarithm of the maximum window size (the size of the history buffer). It should be in the range 8..15 for this version of the library. The default value is 15 if `inflateInit` is used instead. `windowBits` must be greater than or equal to the `windowBits` value provided to `deflateInit2()` while compressing, or it must be equal to 15 if `deflateInit2()` was not used. If a compressed stream with a larger window size is given as input, `inflate()` will return with the error code `Z_DATA_ERROR` instead of trying to allocate a larger window.

`windowBits` can also be zero to request that `inflate` use the window size in the `zlib` header of the compressed stream.

`windowBits` can also be -8..-15 for raw `inflate`. In this case, `-windowBits` determines the window size. `inflate()` will then process raw deflate data, not looking for a `zlib` or `gzip` header, not generating a check value, and not looking for any check values for comparison at the end of the stream. This is for use with other formats that use the deflate compressed data format such as `zip`. Those formats provide their own check values. If a custom format is developed using the raw deflate format for compressed data, it is recommended that a check value such as an `adler32` or a `crc32` be applied to the uncompressed data as is done in the `zlib`, `gzip`, and `zip` formats. For most applications, the `zlib` format should be used as is. Note that comments above on the use in `deflateInit2()` applies to the magnitude of `windowBits`.

`windowBits` can also be greater than 15 for optional `gzip` decoding. Add 32 to `windowBits` to enable `zlib` and `gzip` decoding with automatic header detection, or add 16 to decode only the `gzip` format (the `zlib` format will return a `Z_DATA_ERROR`). If a `gzip` stream is being decoded, `strm->adler` is a `crc32` instead of an `adler32`.

`inflateInit2` returns `Z_OK` if success, `Z_MEM_ERROR` if there was not enough memory, `Z_VERSION_ERROR` if the `zlib` library version is incompatible with the version assumed by the caller, or `Z_STREAM_ERROR` if the parameters are invalid, such as a null pointer to the structure. `msg` is set to null if there is no error message. `inflateInit2` does not perform any decompression apart from possibly reading the `zlib` header if present: actual decompression will be done by `inflate()`. (So `next_in` and `avail_in` may be modified, but `next_out` and `avail_out` are unused and unchanged.) The current implementation of `inflateInit2()` does not process any header information -- that is deferred until `inflate()` is called.

*/

```
ZEXTERN int ZEXPORT inflateSetDictionary OF((z_streamp strm,
                                           const Bytef *dictionary,
                                           uInt dictLength));
```

/*

Initializes the decompression dictionary from the given uncompressed byte

sequence. This function must be called immediately after a call of `inflate`, if that call returned `Z_NEED_DICT`. The dictionary chosen by the compressor can be determined from the `adler32` value returned by that call of `inflate`. The compressor and decompressor must use exactly the same dictionary (see `deflateSetDictionary`). For raw `inflate`, this function can be called at any time to set the dictionary. If the provided dictionary is smaller than the window and there is already data in the window, then the provided dictionary will amend what's there. The application must insure that the dictionary that was used for compression is provided.

`inflateSetDictionary` returns `Z_OK` if success, `Z_STREAM_ERROR` if a parameter is invalid (e.g. dictionary being `Z_NULL`) or the stream state is inconsistent, `Z_DATA_ERROR` if the given dictionary doesn't match the expected one (incorrect `adler32` value). `inflateSetDictionary` does not perform any decompression: this will be done by subsequent calls of `inflate()`.

*/

```
ZEXTERN int ZEXPORT inflateSync OF((z_streamp strm));
```

/*

Skips invalid compressed data until a possible full flush point (see above for the description of `deflate` with `Z_FULL_FLUSH`) can be found, or until all available input is skipped. No output is provided.

`inflateSync` searches for a `00 00 FF FF` pattern in the compressed data. All full flush points have this pattern, but not all occurrences of this pattern are full flush points.

`inflateSync` returns `Z_OK` if a possible full flush point has been found, `Z_BUF_ERROR` if no more input was provided, `Z_DATA_ERROR` if no flush point has been found, or `Z_STREAM_ERROR` if the stream structure was inconsistent. In the success case, the application may save the current value of `total_in` which indicates where valid compressed data was found. In the error case, the application may repeatedly call `inflateSync`, providing more input each time, until success or end of the input data.

*/

```
ZEXTERN int ZEXPORT inflateCopy OF((z_streamp dest,  
                                     z_streamp source));
```

/*

Sets the destination stream as a complete copy of the source stream.

This function can be useful when randomly accessing a large stream. The first pass through the stream can periodically record the `inflate` state, allowing restarting `inflate` at those points when randomly accessing the stream.

`inflateCopy` returns `Z_OK` if success, `Z_MEM_ERROR` if there was not

enough memory, Z_STREAM_ERROR if the source stream state was inconsistent (such as zalloc being Z_NULL). msg is left unchanged in both source and destination.

*/

```
ZEXTERN int ZEXPORT inflateReset OF((z_streamp strm));
```

/*

This function is equivalent to inflateEnd followed by inflateInit, but does not free and reallocate all the internal decompression state. The stream will keep attributes that may have been set by inflateInit2.

inflateReset returns Z_OK if success, or Z_STREAM_ERROR if the source stream state was inconsistent (such as zalloc or state being Z_NULL).

*/

```
ZEXTERN int ZEXPORT inflateReset2 OF((z_streamp strm,  
                                     int windowBits));
```

/*

This function is the same as inflateReset, but it also permits changing the wrap and window size requests. The windowBits parameter is interpreted the same as it is for inflateInit2.

inflateReset2 returns Z_OK if success, or Z_STREAM_ERROR if the source stream state was inconsistent (such as zalloc or state being Z_NULL), or if the windowBits parameter is invalid.

*/

```
ZEXTERN int ZEXPORT inflatePrime OF((z_streamp strm,  
                                     int bits,  
                                     int value));
```

/*

This function inserts bits in the inflate input stream. The intent is that this function is used to start inflating at a bit position in the middle of a byte. The provided bits will be used before any bytes are used from next_in. This function should only be used with raw inflate, and should be used before the first inflate() call after inflateInit2() or inflateReset(). bits must be less than or equal to 16, and that many of the least significant bits of value will be inserted in the input.

If bits is negative, then the input stream bit buffer is emptied. Then inflatePrime() can be called again to put bits in the buffer. This is used to clear out bits leftover after feeding inflate a block description prior to feeding inflate codes.

inflatePrime returns Z_OK if success, or Z_STREAM_ERROR if the source stream state was inconsistent.

*/

```
ZEXTERN long ZEXPORT inflateMark OF((z_streamp strm));
```

```
/*
```

This function returns two values, one in the lower 16 bits of the return value, and the other in the remaining upper bits, obtained by shifting the return value down 16 bits. If the upper value is -1 and the lower value is zero, then `inflate()` is currently decoding information outside of a block. If the upper value is -1 and the lower value is non-zero, then `inflate` is in the middle of a stored block, with the lower value equaling the number of bytes from the input remaining to copy. If the upper value is not -1, then it is the number of bits back from the current bit position in the input of the code (literal or length/distance pair) currently being processed. In that case the lower value is the number of bytes already emitted for that code.

A code is being processed if `inflate` is waiting for more input to complete decoding of the code, or if it has completed decoding but is waiting for more output space to write the literal or match data.

`inflateMark()` is used to mark locations in the input data for random access, which may be at bit positions, and to note those cases where the output of a code may span boundaries of random access blocks. The current location in the input stream can be determined from `avail_in` and `data_type` as noted in the description for the `Z_BLOCK` flush parameter for `inflate`.

`inflateMark` returns the value noted above or $-1 \ll 16$ if the provided source stream state was inconsistent.

```
*/
```

```
ZEXTERN int ZEXPORT inflateGetHeader OF((z_streamp strm,  
                                         gz_headerp head));
```

```
/*
```

`inflateGetHeader()` requests that `gzip` header information be stored in the provided `gz_header` structure. `inflateGetHeader()` may be called after `inflateInit2()` or `inflateReset()`, and before the first call of `inflate()`. As `inflate()` processes the `gzip` stream, `head->done` is zero until the header is completed, at which time `head->done` is set to one. If a `zlib` stream is being decoded, then `head->done` is set to -1 to indicate that there will be no `gzip` header information forthcoming. Note that `Z_BLOCK` or `Z_TREES` can be used to force `inflate()` to return immediately after header processing is complete and before any actual data is decompressed.

The `text`, `time`, `xflags`, and `os` fields are filled in with the `gzip` header contents. `hcrc` is set to true if there is a header CRC. (The header CRC was valid if `done` is set to one.) If `extra` is not `Z_NULL`, then `extra_max` contains the maximum number of bytes to write to `extra`. Once `done` is true, `extra_len` contains the actual `extra` field length, and `extra` contains the `extra` field, or that field truncated if `extra_max` is less than `extra_len`.

If `name` is not `Z_NULL`, then up to `name_max` characters are written there,

terminated with a zero unless the length is greater than name_max. If comment is not Z_NULL, then up to comm_max characters are written there, terminated with a zero unless the length is greater than comm_max. When any of extra, name, or comment are not Z_NULL and the respective field is not present in the header, then that field is set to Z_NULL to signal its absence. This allows the use of deflateSetHeader() with the returned structure to duplicate the header. However if those fields are set to allocated memory, then the application will need to save those pointers elsewhere so that they can be eventually freed.

If inflateGetHeader is not used, then the header information is simply discarded. The header is always checked for validity, including the header CRC if present. inflateReset() will reset the process to discard the header information. The application would need to call inflateGetHeader() again to retrieve the header from the next gzip stream.

inflateGetHeader returns Z_OK if success, or Z_STREAM_ERROR if the source stream state was inconsistent.

*/

/*

```
ZEXTERN int ZEXPORT inflateBackInit OF((z_streamp strm, int windowBits,
                                         unsigned char FAR *window));
```

Initialize the internal stream state for decompression using inflateBack() calls. The fields zalloc, zfree and opaque in strm must be initialized before the call. If zalloc and zfree are Z_NULL, then the default library-derived memory allocation routines are used. windowBits is the base two logarithm of the window size, in the range 8..15. window is a caller supplied buffer of that size. Except for special applications where it is assured that deflate was used with small window sizes, windowBits must be 15 and a 32K byte window must be supplied to be able to decompress general deflate streams.

See inflateBack() for the usage of these routines.

inflateBackInit will return Z_OK on success, Z_STREAM_ERROR if any of the parameters are invalid, Z_MEM_ERROR if the internal state could not be allocated, or Z_VERSION_ERROR if the version of the library does not match the version of the header file.

*/

```
typedef unsigned (*in_func) OF((void FAR *, unsigned char FAR * FAR *));
typedef int (*out_func) OF((void FAR *, unsigned char FAR *, unsigned));
```

```
ZEXTERN int ZEXPORT inflateBack OF((z_streamp strm,
                                     in_func in, void FAR *in_desc,
                                     out_func out, void FAR *out_desc));
```

/*

`inflateBack()` does a raw inflate with a single call using a call-back interface for input and output. This is more efficient than `inflate()` for file i/o applications in that it avoids copying between the output and the sliding window by simply making the window itself the output buffer. This function trusts the application to not change the output buffer passed by the output function, at least until `inflateBack()` returns.

`inflateBackInit()` must be called first to allocate the internal state and to initialize the state with the user-provided window buffer. `inflateBack()` may then be used multiple times to inflate a complete, raw deflate stream with each call. `inflateBackEnd()` is then called to free the allocated state.

A raw deflate stream is one with no zlib or gzip header or trailer. This routine would normally be used in a utility that reads zip or gzip files and writes out uncompressed files. The utility would decode the header and process the trailer on its own, hence this routine expects only the raw deflate stream to decompress. This is different from the normal behavior of `inflate()`, which expects either a zlib or gzip header and trailer around the deflate stream.

`inflateBack()` uses two subroutines supplied by the caller that are then called by `inflateBack()` for input and output. `inflateBack()` calls those routines until it reads a complete deflate stream and writes out all of the uncompressed data, or until it encounters an error. The function's parameters and return types are defined above in the `in_func` and `out_func` typedefs. `inflateBack()` will call `in(in_desc, &buf)` which should return the number of bytes of provided input, and a pointer to that input in `buf`. If there is no input available, `in()` must return zero--`buf` is ignored in that case--and `inflateBack()` will return a buffer error. `inflateBack()` will call `out(out_desc, buf, len)` to write the uncompressed data `buf[0..len-1]`. `out()` should return zero on success, or non-zero on failure. If `out()` returns non-zero, `inflateBack()` will return with an error. Neither `in()` nor `out()` are permitted to change the contents of the window provided to `inflateBackInit()`, which is also the buffer that `out()` uses to write from. The length written by `out()` will be at most the window size. Any non-zero amount of input may be provided by `in()`.

For convenience, `inflateBack()` can be provided input on the first call by setting `strm->next_in` and `strm->avail_in`. If that input is exhausted, then `in()` will be called. Therefore `strm->next_in` must be initialized before calling `inflateBack()`. If `strm->next_in` is `Z_NULL`, then `in()` will be called immediately for input. If `strm->next_in` is not `Z_NULL`, then `strm->avail_in` must also be initialized, and then if `strm->avail_in` is not zero, input will initially be taken from `strm->next_in[0 .. strm->avail_in - 1]`.

The `in_desc` and `out_desc` parameters of `inflateBack()` is passed as the

first parameter of in() and out() respectively when they are called. These descriptors can be optionally used to pass any information that the caller-supplied in() and out() functions need to do their job.

On return, inflateBack() will set strm->next_in and strm->avail_in to pass back any unused input that was provided by the last in() call. The return values of inflateBack() can be Z_STREAM_END on success, Z_BUF_ERROR if in() or out() returned an error, Z_DATA_ERROR if there was a format error in the deflate stream (in which case strm->msg is set to indicate the nature of the error), or Z_STREAM_ERROR if the stream was not properly initialized. In the case of Z_BUF_ERROR, an input or output error can be distinguished using strm->next_in which will be Z_NULL only if in() returned an error. If strm->next_in is not Z_NULL, then the Z_BUF_ERROR was due to out() returning non-zero. (in() will always be called before out(), so strm->next_in is assured to be defined if out() returns non-zero.) Note that inflateBack() cannot return Z_OK.

*/

```
ZEXTERN int ZEXPORT inflateBackEnd OF((z_streamp strm));
```

/*

All memory allocated by inflateBackInit() is freed.

inflateBackEnd() returns Z_OK on success, or Z_STREAM_ERROR if the stream state was inconsistent.

*/

```
ZEXTERN uLong ZEXPORT zlibCompileFlags OF((void));
```

/* Return flags indicating compile-time options.

Type sizes, two bits each, 00 = 16 bits, 01 = 32, 10 = 64, 11 = other:

1.0: size of uInt

3.2: size of uLong

5.4: size of voidpf (pointer)

7.6: size of z_off_t

Compiler, assembler, and debug options:

8: DEBUG

9: ASMV or ASMINF -- use ASM code

10: ZLIB_WINAPI -- exported functions use the WINAPI calling convention

11: 0 (reserved)

One-time table building (smaller code, but not thread-safe if true):

12: BUILDFIXED -- build static block decoding tables when needed

13: DYNAMIC_CRC_TABLE -- build CRC calculation tables when needed

14,15: 0 (reserved)

Library content (indicates missing functionality):

16: NO_GZCOMPRESS -- gz* functions cannot compress (to avoid linking

deflate code when not needed)
17: NO_GZIP -- deflate can't write gzip streams, and inflate can't detect
and decode gzip streams (to avoid linking crc code)
18-19: 0 (reserved)

Operation variations (changes in library functionality):

20: PKZIP_BUG_WORKAROUND -- slightly more permissive inflate
21: FASTEST -- deflate algorithm with only one, lowest compression level
22,23: 0 (reserved)

The sprintf variant used by gzprintf (zero is best):

24: 0 = vs*, 1 = s* -- 1 means limited to 20 arguments after the format
25: 0 = *nprintf, 1 = *printf -- 1 means gzprintf() not secure!
26: 0 = returns value, 1 = void -- 1 means inferred string length returned

Remainder:

27-31: 0 (reserved)

*/

#ifndef Z_SOLO

/* utility functions */

/*

The following utility functions are implemented on top of the basic stream-oriented functions. To simplify the interface, some default options are assumed (compression level and memory usage, standard memory allocation functions). The source code of these utility functions can be modified if you need special options.

*/

ZEXTERN int ZEXPORT compress OF((Bytef *dest, uLongf *destLen,
const Bytef *source, uLong sourceLen));

/*

Compresses the source buffer into the destination buffer. sourceLen is the byte length of the source buffer. Upon entry, destLen is the total size of the destination buffer, which must be at least the value returned by compressBound(sourceLen). Upon exit, destLen is the actual size of the compressed buffer.

compress returns Z_OK if success, Z_MEM_ERROR if there was not enough memory, Z_BUF_ERROR if there was not enough room in the output buffer.

*/

ZEXTERN int ZEXPORT compress2 OF((Bytef *dest, uLongf *destLen,
const Bytef *source, uLong sourceLen,
int level));

```

/*
    Compresses the source buffer into the destination buffer. The level
    parameter has the same meaning as in deflateInit. sourceLen is the byte
    length of the source buffer. Upon entry, destLen is the total size of the
    destination buffer, which must be at least the value returned by
    compressBound(sourceLen). Upon exit, destLen is the actual size of the
    compressed buffer.

    compress2 returns Z_OK if success, Z_MEM_ERROR if there was not enough
    memory, Z_BUF_ERROR if there was not enough room in the output buffer,
    Z_STREAM_ERROR if the level parameter is invalid.
*/

```

```

ZEXTERN uLong ZEXPORT compressBound OF((uLong sourceLen));

```

```

/*
    compressBound() returns an upper bound on the compressed size after
    compress() or compress2() on sourceLen bytes. It would be used before a
    compress() or compress2() call to allocate the destination buffer.
*/

```

```

ZEXTERN int ZEXPORT uncompress OF((Bytef *dest, uLongf *destLen,
    const Bytef *source, uLong sourceLen));

```

```

/*
    Decompresses the source buffer into the destination buffer. sourceLen is
    the byte length of the source buffer. Upon entry, destLen is the total size
    of the destination buffer, which must be large enough to hold the entire
    uncompressed data. (The size of the uncompressed data must have been saved
    previously by the compressor and transmitted to the decompressor by some
    mechanism outside the scope of this compression library.) Upon exit, destLen
    is the actual size of the uncompressed buffer.

    uncompress returns Z_OK if success, Z_MEM_ERROR if there was not
    enough memory, Z_BUF_ERROR if there was not enough room in the output
    buffer, or Z_DATA_ERROR if the input data was corrupted or incomplete. In
    the case where there is not enough room, uncompress() will fill the output
    buffer with the uncompressed data up to that point.
*/

```

```

    /* gzip file access functions */

```

```

/*
    This library supports reading and writing files in gzip (.gz) format with
    an interface similar to that of stdio, using the functions that start with
    "gz". The gzip format is different from the zlib format. gzip is a gzip
    wrapper, documented in RFC 1952, wrapped around a deflate stream.
*/

```

```

typedef struct gzFile_s *gzFile; /* semi-opaque gzip file descriptor */

```

```
/*
```

```
ZEXTERN gzFile ZEXPORT gzopen OF((const char *path, const char *mode));
```

Opens a gzip (.gz) file for reading or writing. The mode parameter is as in fopen ("rb" or "wb") but can also include a compression level ("wb9") or a strategy: 'f' for filtered data as in "wb6f", 'h' for Huffman-only compression as in "wb1h", 'R' for run-length encoding as in "wb1R", or 'F' for fixed code compression as in "wb9F". (See the description of deflateInit2 for more information about the strategy parameter.) 'T' will request transparent writing or appending with no compression and not using the gzip format.

"a" can be used instead of "w" to request that the gzip stream that will be written be appended to the file. "+" will result in an error, since reading and writing to the same gzip file is not supported. The addition of "x" when writing will create the file exclusively, which fails if the file already exists. On systems that support it, the addition of "e" when reading or writing will set the flag to close the file on an execve() call.

These functions, as well as gzip, will read and decode a sequence of gzip streams in a file. The append function of gzopen() can be used to create such a file. (Also see gzflush() for another way to do this.) When appending, gzopen does not test whether the file begins with a gzip stream, nor does it look for the end of the gzip streams to begin appending. gzopen will simply append a gzip stream to the existing file.

gzopen can be used to read a file which is not in gzip format; in this case gzread will directly read from the file without decompression. When reading, this will be detected automatically by looking for the magic two-byte gzip header.

gzopen returns NULL if the file could not be opened, if there was insufficient memory to allocate the gzFile state, or if an invalid mode was specified (an 'r', 'w', or 'a' was not provided, or '+' was provided). errno can be checked to determine if the reason gzopen failed was that the file could not be opened.

```
*/
```

```
ZEXTERN gzFile ZEXPORT gzdopen OF((int fd, const char *mode));
```

```
/*
```

gzdopen associates a gzFile with the file descriptor fd. File descriptors are obtained from calls like open, dup, creat, pipe or fileno (if the file has been previously opened with fopen). The mode parameter is as in gzopen.

The next call of gzclose on the returned gzFile will also close the file descriptor fd, just like fclose(fdopen(fd, mode)) closes the file descriptor fd. If you want to keep fd open, use fd = dup(fd_keep); gz = gzdopen(fd,

mode);. The duplicated descriptor should be saved to avoid a leak, since `gzopen` does not close `fd` if it fails. If you are using `fileno()` to get the file descriptor from a `FILE *`, then you will have to use `dup()` to avoid double-close()ing the file descriptor. Both `gzclose()` and `fclose()` will close the associated file descriptor, so they need to have different file descriptors.

`gzopen` returns `NULL` if there was insufficient memory to allocate the `gzFile` state, if an invalid mode was specified (an 'r', 'w', or 'a' was not provided, or '+' was provided), or if `fd` is `-1`. The file descriptor is not used until the next `gz*` read, write, seek, or close operation, so `gzopen` will not detect if `fd` is invalid (unless `fd` is `-1`).

*/

```
ZEXTERN int ZEXPORT gzbuffer OF((gzFile file, unsigned size));
```

/*

Set the internal buffer size used by this library's functions. The default buffer size is 8192 bytes. This function must be called after `gzopen()` or `gzopen64()`, and before any other calls that read or write the file. The buffer memory allocation is always deferred to the first read or write. Two buffers are allocated, either both of the specified size when writing, or one of the specified size and the other twice that size when reading. A larger buffer size of, for example, 64K or 128K bytes will noticeably increase the speed of decompression (reading).

The new buffer size also affects the maximum length for `gzprintf()`.

`gzbuffer()` returns 0 on success, or `-1` on failure, such as being called too late.

*/

```
ZEXTERN int ZEXPORT gzsetparams OF((gzFile file, int level, int strategy));
```

/*

Dynamically update the compression level or strategy. See the description of `deflateInit2` for the meaning of these parameters.

`gzsetparams` returns `Z_OK` if success, or `Z_STREAM_ERROR` if the file was not opened for writing.

*/

```
ZEXTERN int ZEXPORT gzread OF((gzFile file, voidp buf, unsigned len));
```

/*

Reads the given number of uncompressed bytes from the compressed file. If the input file is not in `gzip` format, `gzread` copies the given number of bytes into the buffer directly from the file.

After reaching the end of a `gzip` stream in the input, `gzread` will continue to read, looking for another `gzip` stream. Any number of `gzip` streams may be

concatenated in the input file, and will all be decompressed by `gzread()`. If something other than a gzip stream is encountered after a gzip stream, that remaining trailing garbage is ignored (and no error is returned).

`gzread` can be used to read a gzip file that is being concurrently written. Upon reaching the end of the input, `gzread` will return with the available data. If the error code returned by `gzerror` is `Z_OK` or `Z_BUF_ERROR`, then `gzclearerr` can be used to clear the end of file indicator in order to permit `gzread` to be tried again. `Z_OK` indicates that a gzip stream was completed on the last `gzread`. `Z_BUF_ERROR` indicates that the input file ended in the middle of a gzip stream. Note that `gzread` does not return -1 in the event of an incomplete gzip stream. This error is deferred until `gzclose()`, which will return `Z_BUF_ERROR` if the last `gzread` ended in the middle of a gzip stream. Alternatively, `gzerror` can be used before `gzclose` to detect this case.

`gzread` returns the number of uncompressed bytes actually read, less than `len` for end of file, or -1 for error.

*/

```
ZEXTERN int ZEXPORT gzwrite OF((gzFile file,
                                voidpc buf, unsigned len));
```

/*

Writes the given number of uncompressed bytes into the compressed file. `gzwrite` returns the number of uncompressed bytes written or 0 in case of error.

*/

```
ZEXTERN int ZEXPORTVA gzprintf Z_ARG((gzFile file, const char *format, ...));
```

/*

Converts, formats, and writes the arguments to the compressed file under control of the format string, as in `fprintf`. `gzprintf` returns the number of uncompressed bytes actually written, or 0 in case of error. The number of uncompressed bytes written is limited to 8191, or one less than the buffer size given to `gzbuffer()`. The caller should assure that this limit is not exceeded. If it is exceeded, then `gzprintf()` will return an error (0) with nothing written. In this case, there may also be a buffer overflow with unpredictable consequences, which is possible only if `zlib` was compiled with the insecure functions `sprintf()` or `vsprintf()` because the secure `snprintf()` or `vsnprintf()` functions were not available. This can be determined using `zlibCompileFlags()`.

*/

```
ZEXTERN int ZEXPORT gzputs OF((gzFile file, const char *s));
```

/*

Writes the given null-terminated string to the compressed file, excluding the terminating null character.

gzputs returns the number of characters written, or -1 in case of error.

*/

```
ZEXTERN char * ZEXPORT gzgets OF((gzFile file, char *buf, int len));
```

/*

Reads bytes from the compressed file until len-1 characters are read, or a newline character is read and transferred to buf, or an end-of-file condition is encountered. If any characters are read or if len == 1, the string is terminated with a null character. If no characters are read due to an end-of-file or len < 1, then the buffer is left untouched.

gzgets returns buf which is a null-terminated string, or it returns NULL for end-of-file or in case of error. If there was an error, the contents at buf are indeterminate.

*/

```
ZEXTERN int ZEXPORT gzputc OF((gzFile file, int c));
```

/*

Writes c, converted to an unsigned char, into the compressed file. gzputc returns the value that was written, or -1 in case of error.

*/

```
ZEXTERN int ZEXPORT gzgetc OF((gzFile file));
```

/*

Reads one byte from the compressed file. gzgetc returns this byte or -1 in case of end of file or error. This is implemented as a macro for speed. As such, it does not do all of the checking the other functions do. I.e. it does not check to see if file is NULL, nor whether the structure file points to has been clobbered or not.

*/

```
ZEXTERN int ZEXPORT gzungetc OF((int c, gzFile file));
```

/*

Push one character back onto the stream to be read as the first character on the next read. At least one character of push-back is allowed.

gzungetc() returns the character pushed, or -1 on failure. gzungetc() will fail if c is -1, and may fail if a character has been pushed but not read yet. If gzungetc is used immediately after gzopen or gzopen, at least the output buffer size of pushed characters is allowed. (See gzbuffer above.) The pushed character will be discarded if the stream is repositioned with gzseek() or gzrewind().

*/

```
ZEXTERN int ZEXPORT gzflush OF((gzFile file, int flush));
```

/*

Flushes all pending output into the compressed file. The parameter flush is as in the deflate() function. The return value is the zlib error number (see function gzerror below). gzflush is only permitted when writing.

If the flush parameter is Z_FINISH, the remaining data is written and the gzip stream is completed in the output. If gzwrite() is called again, a new gzip stream will be started in the output. gzread() is able to read such concatenated gzip streams.

gzflush should be called only when strictly necessary because it will degrade compression if called too often.

*/

/*

```
ZEXTERN z_off_t ZEXPORT gzseek OF((gzFile file,
                                z_off_t offset, int whence));
```

Sets the starting position for the next gzread or gzwrite on the given compressed file. The offset represents a number of bytes in the uncompressed data stream. The whence parameter is defined as in lseek(2); the value SEEK_END is not supported.

If the file is opened for reading, this function is emulated but can be extremely slow. If the file is opened for writing, only forward seeks are supported; gzseek then compresses a sequence of zeroes up to the new starting position.

gzseek returns the resulting offset location as measured in bytes from the beginning of the uncompressed stream, or -1 in case of error, in particular if the file is opened for writing and the new starting position would be before the current position.

*/

```
ZEXTERN int ZEXPORT gzrewind OF((gzFile file));
```

/*

Rewinds the given file. This function is supported only for reading.

gzrewind(file) is equivalent to (int)gzseek(file, 0L, SEEK_SET)

*/

/*

```
ZEXTERN z_off_t ZEXPORT gztell OF((gzFile file));
```

Returns the starting position for the next gzread or gzwrite on the given compressed file. This position represents a number of bytes in the uncompressed data stream, and is zero when starting, even if appending or reading a gzip stream from the middle of a file using gzdopen().

gztell(file) is equivalent to gzseek(file, 0L, SEEK_CUR)

*/

```
/*  
ZEXTERN z_off_t ZEXPORT gzoffset OF((gzFile file));
```

Returns the current offset in the file being read or written. This offset includes the count of bytes that precede the gzip stream, for example when appending or when using `gzdopen()` for reading. When reading, the offset does not include as yet unused buffered input. This information can be used for a progress indicator. On error, `gzoffset()` returns -1.

```
*/
```

```
ZEXTERN int ZEXPORT gzeof OF((gzFile file));
```

```
/*
```

Returns true (1) if the end-of-file indicator has been set while reading, false (0) otherwise. Note that the end-of-file indicator is set only if the read tried to go past the end of the input, but came up short. Therefore, just like `feof()`, `gzeof()` may return false even if there is no more data to read, in the event that the last read request was for the exact number of bytes remaining in the input file. This will happen if the input file size is an exact multiple of the buffer size.

If `gzeof()` returns true, then the read functions will return no more data, unless the end-of-file indicator is reset by `gzclearerr()` and the input file has grown since the previous end of file was detected.

```
*/
```

```
ZEXTERN int ZEXPORT gzdirect OF((gzFile file));
```

```
/*
```

Returns true (1) if file is being copied directly while reading, or false (0) if file is a gzip stream being decompressed.

If the input file is empty, `gzdirect()` will return true, since the input does not contain a gzip stream.

If `gzdirect()` is used immediately after `gzopen()` or `gzdopen()` it will cause buffers to be allocated to allow reading the file to determine if it is a gzip file. Therefore if `gzbuffer()` is used, it should be called before `gzdirect()`.

When writing, `gzdirect()` returns true (1) if transparent writing was requested ("wT" for the `gzopen()` mode), or false (0) otherwise. (Note: `gzdirect()` is not needed when writing. Transparent writing must be explicitly requested, so the application already knows the answer. When linking statically, using `gzdirect()` will include all of the zlib code for gzip file reading and decompression, which may not be desired.)

```
*/
```

```
ZEXTERN int ZEXPORT gzclose OF((gzFile file));
```

```
/*
```

Flushes all pending output if necessary, closes the compressed file and deallocates the (de)compression state. Note that once file is closed, you cannot call gzerror with file, since its structures have been deallocated. gzclose must not be called more than once on the same file, just as free must not be called more than once on the same allocation.

gzclose will return Z_STREAM_ERROR if file is not valid, Z_ERRNO on a file operation error, Z_MEM_ERROR if out of memory, Z_BUF_ERROR if the last read ended in the middle of a gzip stream, or Z_OK on success.

*/

```
ZEXTERN int ZEXPORT gzclose_r OF((gzFile file));
ZEXTERN int ZEXPORT gzclose_w OF((gzFile file));
```

/*

Same as gzclose(), but gzclose_r() is only for use when reading, and gzclose_w() is only for use when writing or appending. The advantage to using these instead of gzclose() is that they avoid linking in zlib compression or decompression code that is not used when only reading or only writing respectively. If gzclose() is used, then both compression and decompression code will be included the application when linking to a static zlib library.

*/

```
ZEXTERN const char * ZEXPORT gzerror OF((gzFile file, int *errnum));
```

/*

Returns the error message for the last error which occurred on the given compressed file. errnum is set to zlib error number. If an error occurred in the file system and not in the compression library, errnum is set to Z_ERRNO and the application may consult errno to get the exact error code.

The application must not modify the returned string. Future calls to this function may invalidate the previously returned string. If file is closed, then the string previously returned by gzerror will no longer be available.

gzerror() should be used to distinguish errors from end-of-file for those functions above that do not distinguish those cases in their return values.

*/

```
ZEXTERN void ZEXPORT gzclearerr OF((gzFile file));
```

/*

Clears the error and end-of-file flags for file. This is analogous to the clearerr() function in stdio. This is useful for continuing to read a gzip file that is being written concurrently.

*/

```
#endif /* !Z_SOLO */
```

```
/* checksum functions */
```

```
/*
```

These functions are not related to compression but are exported anyway because they might be useful in applications using the compression library.

```
*/
```

```
ZEXTERN uLong ZEXPORT Adler32 OF((uLong Adler, const Bytef *buf, uInt len));
```

```
/*
```

Update a running Adler-32 checksum with the bytes `buf[0..len-1]` and return the updated checksum. If `buf` is `Z_NULL`, this function returns the required initial value for the checksum.

An Adler-32 checksum is almost as reliable as a CRC32 but can be computed much faster.

Usage example:

```
uLong Adler = Adler32(0L, Z_NULL, 0);
```

```
while (read_buffer(buffer, length) != EOF) {
```

```
    Adler = Adler32(Adler, buffer, length);
```

```
}
```

```
if (Adler != original_Adler) error();
```

```
*/
```

```
/*
```

```
ZEXTERN uLong ZEXPORT Adler32_combine OF((uLong Adler1, uLong Adler2,  
                                           z_off_t len2));
```

Combine two Adler-32 checksums into one. For two sequences of bytes, `seq1` and `seq2` with lengths `len1` and `len2`, Adler-32 checksums were calculated for each, `Adler1` and `Adler2`. `Adler32_combine()` returns the Adler-32 checksum of `seq1` and `seq2` concatenated, requiring only `Adler1`, `Adler2`, and `len2`. Note that the `z_off_t` type (like `off_t`) is a signed integer. If `len2` is negative, the result has no meaning or utility.

```
*/
```

```
ZEXTERN uLong ZEXPORT Crc32 OF((uLong Crc, const Bytef *buf, uInt len));
```

```
/*
```

Update a running CRC-32 with the bytes `buf[0..len-1]` and return the updated CRC-32. If `buf` is `Z_NULL`, this function returns the required initial value for the CRC. Pre- and post-conditioning (one's complement) is performed within this function so it shouldn't be done by the application.

Usage example:

```

uLong crc = crc32(0L, Z_NULL, 0);

while (read_buffer(buffer, length) != EOF) {
    crc = crc32(crc, buffer, length);
}
if (crc != original_crc) error();
*/

/*
ZEXTERN uLong ZEXPORT crc32_combine OF((uLong crc1, uLong crc2, z_off_t len2));

```

Combine two CRC-32 check values into one. For two sequences of bytes, seq1 and seq2 with lengths len1 and len2, CRC-32 check values were calculated for each, crc1 and crc2. crc32_combine() returns the CRC-32 check value of seq1 and seq2 concatenated, requiring only crc1, crc2, and len2.

```

*/

/* various hacks, don't look :) */

/* deflateInit and inflateInit are macros to allow checking the zlib version
* and the compiler's view of z_stream:
*/
ZEXTERN int ZEXPORT deflateInit_ OF((z_streamp strm, int level,
    const char *version, int stream_size));
ZEXTERN int ZEXPORT inflateInit_ OF((z_streamp strm,
    const char *version, int stream_size));
ZEXTERN int ZEXPORT deflateInit2_ OF((z_streamp strm, int level, int method,
    int windowBits, int memLevel,
    int strategy, const char *version,
    int stream_size));
ZEXTERN int ZEXPORT inflateInit2_ OF((z_streamp strm, int windowBits,
    const char *version, int stream_size));
ZEXTERN int ZEXPORT inflateBackInit_ OF((z_streamp strm, int windowBits,
    unsigned char FAR *window,
    const char *version,
    int stream_size));
#define deflateInit(strm, level) \
    deflateInit_((strm), (level), ZLIB_VERSION, (int)sizeof(z_stream))
#define inflateInit(strm) \
    inflateInit_((strm), ZLIB_VERSION, (int)sizeof(z_stream))
#define deflateInit2(strm, level, method, windowBits, memLevel, strategy) \
    deflateInit2_((strm), (level), (method), (windowBits), (memLevel), \
        (strategy), ZLIB_VERSION, (int)sizeof(z_stream))
#define inflateInit2(strm, windowBits) \
    inflateInit2_((strm), (windowBits), ZLIB_VERSION, \
        (int)sizeof(z_stream))

```

```

#define inflateBackInit(strm, windowBits, window) \
    inflateBackInit_((strm), (windowBits), (window), \
        ZLIB_VERSION, (int)sizeof(z_stream))

#ifndef Z_SOLO

/* gzgetc() macro and its supporting function and exposed data structure. Note
 * that the real internal state is much larger than the exposed structure.
 * This abbreviated structure exposes just enough for the gzgetc() macro. The
 * user should not mess with these exposed elements, since their names or
 * behavior could change in the future, perhaps even capriciously. They can
 * only be used by the gzgetc() macro. You have been warned.
 */
struct gzFile_s {
    unsigned have;
    unsigned char *next;
    z_off64_t pos;
};
ZEXTERN int ZEXPORT gzgetc_OF((gzFile file)); /* backward compatibility */
#ifdef Z_PREFIX_SET
# undef z_gzgetc
# define z_gzgetc(g) \
    ((g)->have ? ((g)->have--, (g)->pos++, *((g)->next)++) : gzgetc(g))
#else
# define gzgetc(g) \
    ((g)->have ? ((g)->have--, (g)->pos++, *((g)->next)++) : gzgetc(g))
#endif

/* provide 64-bit offset functions if _LARGEFILE64_SOURCE defined, and/or
 * change the regular functions to 64 bits if _FILE_OFFSET_BITS is 64 (if
 * both are true, the application gets the *64 functions, and the regular
 * functions are changed to 64 bits) -- in case these are set on systems
 * without large file support, _LFS64_LARGEFILE must also be true
 */
#ifdef Z_LARGE64
    ZEXTERN gzFile ZEXPORT gzopen64 OF((const char *, const char *));
    ZEXTERN z_off64_t ZEXPORT gzseek64 OF((gzFile, z_off64_t, int));
    ZEXTERN z_off64_t ZEXPORT gtell64 OF((gzFile));
    ZEXTERN z_off64_t ZEXPORT gzoffset64 OF((gzFile));
    ZEXTERN uLong ZEXPORT Adler32_combine64 OF((uLong, uLong, z_off64_t));
    ZEXTERN uLong ZEXPORT crc32_combine64 OF((uLong, uLong, z_off64_t));
#endif

#if !defined(ZLIB_INTERNAL) && defined(Z_WANT64)
# ifdef Z_PREFIX_SET
#   define z_gzopen z_gzopen64
#   define z_gzseek z_gzseek64
#   define z_gtell z_gtell64

```

```

# define z_gzoffset z_gzoffset64
# define z_adler32_combine z_adler32_combine64
# define z_crc32_combine z_crc32_combine64
# else
# define gzopen gzopen64
# define gzseek gzseek64
# define gztell gztell64
# define gzoffset gzoffset64
# define adler32_combine adler32_combine64
# define crc32_combine crc32_combine64
# endif
# ifndef Z_LARGE64
    ZEXTERN gzFile ZEXPORT gzopen64 OF((const char *, const char *));
    ZEXTERN z_off_t ZEXPORT gzseek64 OF((gzFile, z_off_t, int));
    ZEXTERN z_off_t ZEXPORT gztell64 OF((gzFile));
    ZEXTERN z_off_t ZEXPORT gzoffset64 OF((gzFile));
    ZEXTERN uLong ZEXPORT adler32_combine64 OF((uLong, uLong, z_off_t));
    ZEXTERN uLong ZEXPORT crc32_combine64 OF((uLong, uLong, z_off_t));
# endif
#else
    ZEXTERN gzFile ZEXPORT gzopen OF((const char *, const char *));
    ZEXTERN z_off_t ZEXPORT gzseek OF((gzFile, z_off_t, int));
    ZEXTERN z_off_t ZEXPORT gztell OF((gzFile));
    ZEXTERN z_off_t ZEXPORT gzoffset OF((gzFile));
    ZEXTERN uLong ZEXPORT adler32_combine OF((uLong, uLong, z_off_t));
    ZEXTERN uLong ZEXPORT crc32_combine OF((uLong, uLong, z_off_t));
#endif

#else /* Z_SOLO */

    ZEXTERN uLong ZEXPORT adler32_combine OF((uLong, uLong, z_off_t));
    ZEXTERN uLong ZEXPORT crc32_combine OF((uLong, uLong, z_off_t));

#endif /* !Z_SOLO */

/* hack for buggy compilers */
#if !defined(ZUTIL_H) && !defined(NO_DUMMY_DECL)
    struct internal_state {int dummy;};
#endif

/* undocumented functions */
ZEXTERN const char * ZEXPORT zError OF((int));
ZEXTERN int ZEXPORT inflateSyncPoint OF((z_streamp));
ZEXTERN const z_crc_t FAR * ZEXPORT get_crc_table OF((void));
ZEXTERN int ZEXPORT inflateUndermine OF((z_streamp, int));
ZEXTERN int ZEXPORT inflateResetKeep OF((z_streamp));
ZEXTERN int ZEXPORT deflateResetKeep OF((z_streamp));
#if defined(_WIN32) && !defined(Z_SOLO)

```

```
ZEXTERN gzFile      ZEXPORT gzopen_w OF((const wchar_t *path,
                                const char *mode));

#endif

#ifdef __cplusplus
}
#endif

#endif /* ZLIB_H */
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```

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