

NAME

zip_source_win32a, **zip_source_win32a_create** - create data source from a Windows ANSI file name

LIBRARY

libzip (-lzip)

SYNOPSIS

```
#include <zip.h>
```

```
zip_source_t *
```

```
zip_source_win32a(zip_t *archive, const char *fname, zip_uint64_t start, zip_int64_t len);
```

```
zip_source_t *
```

```
zip_source_win32a_create(const char *fname, zip_uint64_t start, zip_int64_t len, zip_error_t *error);
```

DESCRIPTION

The functions **zip_source_win32a()** and **zip_source_win32a_create()** create a zip source on Windows using a Windows ANSI name. They open *fname* and read *len* bytes from offset *start* from it. If *len* is 0 or -1, the whole file (starting from *start*) is used.

If the file supports seek, the source can be used to open a zip archive from.

The file is opened and read when the data from the source is used, usually by **zip_close()** or **zip_open_from_source()**.

RETURN VALUES

Upon successful completion, the created source is returned. Otherwise, NULL is returned and the error code in *archive* or *error* is set to indicate the error.

ERRORS

zip_source_win32a() and **zip_source_win32a_create()** fail if:

[ZIP_ER_INVALID] *fname*, *start*, or *len* are invalid.

[ZIP_ER_MEMORY]

Required memory could not be allocated.

[ZIP_ER_OPEN] Opening *fname* failed.

SEE ALSO

libzip(3), zip_file_add(3), zip_file_replace(3), zip_source(3), zip_source_win32handle(3),
zip_source_win32w(3)

HISTORY

zip_source_win32a() and **zip_source_win32a_create()** were added in libzip 1.0.

AUTHORS

Dieter Baron <dillo@nih.at> and Thomas Klausner <tk@giga.or.at>