NAME

zip_source_win32w, **zip_source_win32w_create** - create data source from a Windows Unicode file name

LIBRARY

libzip (-lzip)

SYNOPSIS

#include <zip.h>

zip_source_t *
zip_source_win32w(*zip_t *archive*, *const wchar_t *fname*, *zip_uint64_t start*, *zip_int64_t len*);

zip_source_t *
zip_source_win32w_create(*const wchar_t *fname*, *zip_uint64_t start*, *zip_int64_t len*,
   zip_error_t *error);

DESCRIPTION

The functions **zip_source_win32w**() and **zip_source_win32w_create**() create a zip source on Windows using a Windows Unicode 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_win32w() and **zip_source_win32w_create**() fail if:

[ZIP_ER_INVAL]   *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_win32a(3), zip_source_win32handle(3)

HISTORY

zip_source_win32w() was added in libzip 1.0.

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