

**NAME**

**zip\_source\_window\_create** - create zip data source overlay

**LIBRARY**

libzip (-lzip)

**SYNOPSIS**

**#include <zip.h>**

*zip\_source\_t* \*

**zip\_source\_window\_create**(*zip\_source\_t* \**source*, *zip\_uint64\_t* *start*, *zip\_int64\_t* *len*,  
*zip\_error\_t* \**error*);

**DESCRIPTION**

The **zip\_source\_window\_create**() function create a zip source from an underlying zip source, restricting access to a particular window starting at byte *start* and having size *len*. If *len* is -1, the window spans to the end of the underlying source.

**zip\_source\_window**() and **zip\_source\_window\_create**() don't take ownership of *source*. The caller is responsible for freeing it. (This is different to other layered sources.)

**RETURN VALUES**

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

**ERRORS**

**zip\_source\_window\_create**() fails if:

[ZIP\_ER\_INVALID]     *src* is NULL; there is an integer overflow adding *start* and *len*; or *len* is less than -1.

[ZIP\_ER\_MEMORY]  
Required memory could not be allocated.

**SEE ALSO**

libzip(3), zip\_source(3) zip\_source(3)

**HISTORY**

**zip\_source\_window\_create**() was added in libzip 1.8.0.

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