

**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. For a description of the *len* argument, see **zip\_source\_file(3)**.

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\_file(3),  
zip\_source\_win32handle(3), zip\_source\_win32w(3)

## HISTORY

**zip\_source\_win32a()** and **zip\_source\_win32a\_create()** were added in libzip 1.0.

ZIP\_LENGTH\_TO\_END and ZIP\_LENGTH\_UNCHECKED were added in libzip 1.10.1.

## AUTHORS

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