# Archived:Getting trailer and header info from GZIP files using Symbian C++

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## Overview

This snippet shows how to get the trailer and the header info from GZIP files.

The trailer part of GZIP file should contain the following data:

- CRC32
- Input size (calculated from the original uncompressed data)

The actual GZIP header is defined to contain the following fields:

- Fixed value for ID1 = 31
- Fixed value for ID2 = 139
- Compression method (8 is the standard)
- Flags (0 = no flags are set)
- Modification time (time stamp in Unix format)
- Extra flags (maximum compression - fastest algorithm)
- Operating System

This snippet can be self-signed.

## MMP file

The following libraries are required:

```
LIBRARY efsrv.lib
LIBRARY ezlib.lib
```

## Header file

## Source file

```
#include <ezgzip.h>
#include <f32file.h>


void GetGZipFileTrailerAndHeaderInfoL(RFs& aRfs, const TDesC& aFileName)
  {
  RFile file;
  TEZGZipHeader header;
  TEZGZipTrailer trailer;

  if (!EZGZipFile::IsGzipFileL(aRfs,aFileName))
    {
    _LIT(KIsNotGZipFile,"File:%S is not in GZip format\n");
    console->Printf(KIsNotGZipFile,&aFileName);
    console->Getch();
    User::Leave(KErrGeneral);
    }

  EZGZipFile::LocateAndReadTrailerL(aRfs, aFileName, trailer);
  _LIT(KTrailer,"CRC32 = %d size = %d\n");
  console->Printf(KTrailer,trailer.iCrc32,trailer.iSize);

  User::LeaveIfError(file.Open(aRfs,aFileName,EFileStream | EFileRead | EFileShareAny));
  EZGZipFile::ReadHeaderL(file, header);

  _LIT(KFileId1,"ID1 = %d\n");
  console->Printf(KFileId1,header.iId1);
  _LIT(KFileId2,"ID2 = %d\n");
    console->Printf(KFileId2,header.iId2);
  _LIT(KCompressionMethod,"compression method = %d\n");
  console->Printf(KCompressionMethod,header.iCompressionMethod);
  _LIT(KFlags,"flags = %d\n");
  console->Printf(KFlags,header.iFlags);
  _LIT(KTimeStamp,"time stamp = %d\n");
  console->Printf(KTimeStamp,header.iTime);
  _LIT(KExtraFlags,"extra flags %d\n");
  console->Printf(KExtraFlags,header.iExtraFlags);
  _LIT(KOS,"OS %d\n");
  console->Printf(KOS,header.iOs);

  if (header.iFlags & EZGZipFile::EFText)
    {
    _LIT(KText,"text flag set\n");
```


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```
    console->Printf(KText);
    }

  if (header.iFlags & EZGZipFile::EFHcrc)
    {
    _LIT(KCrc16,"CRC16 = %d\n");
    console->Printf(KCrc16,header.iCrc);
    }

  if (header.iFlags & EZGZipFile::EFExtra)
    {
    _LIT(KExtraLength,"extra length %d\n");
    console->Printf(KExtraLength,header.iXlen);
    HBufC *buf = HBufC::NewLC(header.iExtra->Length());
    buf->Des().Copy(*header.iExtra);
    console->Printf(*buf);
    CleanupStack::PopAndDestroy(); //buf
    }

  if (header.iFlags & EZGZipFile::EFName)
    {
    _LIT(KFName,"fname: %S\n");
    HBufC *buf = HBufC::NewLC(header.iFname->Length());
    buf->Des().Copy(*header.iFname);
    console->Printf(KFName,buf);
    CleanupStack::PopAndDestroy(); //buf
    }

  if (header.iFlags & EZGZipFile::EFComment)
    {
    _LIT(KComment,"comment: %S\n");
    HBufC *buf = HBufC::NewLC(header.iComment->Length());
    buf->Des().Copy(*header.iComment);
    console->Printf(KComment,buf);
    CleanupStack::PopAndDestroy(); //buf
    }
  }
```

## Postconditions

The trailer and header info from the given GZIP file is printed to the console.

## See also

Archived:Compressing and decompressing GZIP files using Symbian C++

The GZIP format is specified in http://www.faqs.org/rfcs/rfc1952.html.


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