

**EDI LZSSLib - v1.00**

Windows LZSS Compression library by  
Eschalon Development Inc.

© Copyright 1992 Robert Salesas - All Rights Reserved.

## COPYRIGHT

© Copyright 1992 Robert Salesas. All Rights Reserved. This document may not, in whole or part, be copied, photocopied, translated, or reduced to any electronic medium or machine readable form, without prior consent, in writing, from Robert Salesas. All software described in this manual is © Copyright 1992 Robert Salesas. All rights reserved. The distribution and sale of these products are intended for the use of the original purchaser only. Lawful users of these programs are hereby licensed only to read the programs, from their media into memory of a computer, solely for the purpose of executing the programs on one machine at a time. Duplicating or copying for other than backup purposes, or selling or otherwise distributing these products is a violation of the law and this agreement.

## DISCLAIMER

THIS INFORMATION IS PROVIDED "AS IS" WITHOUT REPRESENTATION OR WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION, ANY REPRESENTATIONS OR ENDORSEMENTS REGARDING THE USE OF, THE RESULTS OF, OR PERFORMANCE OF THE INFORMATION, ITS APPROPRIATENESS, ACCURACY, RELIABILITY, OR CURRENTNESS. THE ENTIRE RISK AS TO THE USE OF THIS INFORMATION IS ASSUMED BY THE USER. IN NO EVENT WILL ROBERT SALESAS, ESCHALON DEVELOPMENT INC. OR ITS EMPLOYEES BE LIABLE FOR ANY DAMAGES, DIRECT, INDIRECT, INCIDENTAL OR CONSEQUENTIAL, RESULTING FROM ANY DEFECT IN THE INFORMATION, EVEN IF ROBERT SALESAS OR ESCHALON DEVELOPMENT INC. HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THIS DISCLAIMER SHALL SUPERSEDE ANY VERBAL OR WRITTEN STATEMENT TO THE CONTRARY. IF YOU DO NOT ACCEPT THESE TERMS YOU MUST CEASE AND DESIST USING THIS PRODUCT.

## LICENSE AGREEMENT

Your use of this package indicates your acceptance of the following terms and conditions:

- 1. Copyright:** These programs and the related documentation are copyright. The sole owner is Robert Salesas. You may not use, copy, modify, or transfer the programs, documentation, or any copy except as expressly provided in this agreement.
- 2. License:** You have the non-exclusive right to use any enclosed program only on a single computer at a time. You may load the program into your computers temporary memory (RAM). You may physically transfer the program from one computer to another, provided that the program is used on only one computer at a time. You may not distribute copies of the **complete** package or the accompanying documentation to others. You may not decompile, disassemble, reverse engineer, modify, or translate the program or the documentation. You may not attempt to unlock or bypass any copy protection utilized with the program. All other rights and uses not specifically granted in this license are reserved by Robert Salesas and/or Eschalon Development Inc.
- 3. Back-up and Transfer:** You may make one (1) copy of the program solely for back-up purposes. You must reproduce and include the copyright notice on the back-up copy. You may transfer the product to another party only if the other party agrees to the terms and conditions of this agreement and completes and returns a registration card to Eschalon Development Inc. If you transfer the program you must at the same time transfer the documentation and back-up copy or transfer the documentation and destroy the back-up copy.
- 4. Terms:** This license is effective until terminated. You may terminate it by destroying the program, the documentation and copies thereof. This license will also terminate if you fail to comply with any terms or conditions of this agreement. You agree upon such termination to destroy all copies of the program and of the documentation.

## The shareware concept

*Shareware* is copyrighted software which is distributed by authors through bulletin boards, on-line services, disk vendors, and copies passed among friends. It is commercial software which you are allowed to try before you pay for it. This makes shareware the ultimate in money back guarantees.

Most money back guarantees work like this: you pay for the product and then have some period of time to try it out and see whether or not you like it. If you don't like it or find that it doesn't do that you need, you return it and you get your money back. Some software companies won't even let you try their product because in order to qualify for a refund, the diskette envelope must have an unbroken seal.

With Shareware you get to try it for a reasonable limited time (like 30 days), without spending a penny. You are able to use the software on your own system(s), in your own special work environment, with no sales people looking over your shoulder. If you decide not to continue using it, you throw it away and forget all about it. No paperwork, phone calls, or correspondence to waste your valuable time. If you do continue using it, then - and only then - do you pay for it.

Shareware is a distribution method, **not** a type of software. Shareware is produced by accomplished programmers, just like retail software. There is good and bad shareware, just as there is good and bad retail software. The primary difference between shareware and retail software is that with shareware you know if it's good or bad **before** you pay for it.

As a software user, you benefit because you get to use the software to determine whether it meets your needs before you pay for it, and authors benefit because they are able to get their products into your hands without the hundreds of thousands of dollars in expenses it takes to launch a traditional retail software product. There are many programs on the market today which would never have become available without the shareware marketing method.

The shareware system and the continued availability of quality shareware products depend on your willingness to register and pay for the shareware you use. It's the registration fees you pay which allow us to support and continue to develop our products. Please show your support for shareware by registering those programs you actually use and by passing them on to others. Shareware is kept alive by **your** support!

## How do I register and what do I get?

Peace of mind. Seriously, if you like EDI LZSSLib and you choose to use it, you **must** register it. You are not allowed to keep and use EDI LZSSLib unless you register. Once you have registered you will receive a registration number to create a "clean" version that removes those annoying "nag-screens" as well as providing 3 different versions, each enhanced for different purposes. You will also be notified of future upgrades and upcoming features and have access to complete technical support. It will **not** have **any** of the delay screens that you get with the unregistered version.

To register EDI LZSSLib, have your VISA card ready and give us a call at (604) 520-1543. You may also send a check or money order for \$25 (US) or \$32 (+GST & PST Cdn) to:

Eschalon Development Inc.  
110-2 Renaissance Square  
New Westminster, BC  
V3M 6K3 Canada

Please see ORDRFORM.TXT for more information on ordering by mail and to obtain the complete and correct prices.

## How do I use LZSSLib?

You may use LZSSLib with any language that supports Windows DLLs. Included with the package are 3 sample files; one for Turbo Pascal for Windows, one for C/C++, and another for Borland's ObjectVision. It is very simple to use the two functions of LZSSLib. Following is the definition for the Pascal and C versions:

### **Turbo Pascal for Windows**

```
Function LZSSPackFile(SrcFile, DstFile : PChar) : Integer; Far;  
  External 'EDILZSSA' Index 100;
```

```
Function LZSSUnPackFile(SrcFile, DstFile : PChar) : Integer; Far;  
  External 'EDILZSSA' Index 200;
```

### **C or C++**

```
int FAR PASCAL LZSSPackFile(LPSTR srcFile, LPSTR dstFile);
```

```
int FAR PASCAL LZSSUnPackFile(LPSTR srcFile, LPSTR dstFile);
```

also requires a **.DEF** file with the following section:

```
IMPORTS  
    LZSSPackFile      = EDILZSSA.100  
    LZSSUnPackFile    = EDILZSSA.200
```

A call to LZSSPackFile will compress the file using the LZSS algorithm. It will insert a header at the start of the file that LZSSUnPackFile uses to verify the file during the unpacking. If the format is incorrect, you yhe routine will return an error. If a 0 (zero) is returned, all went well. Otherwise, the number returned is a MS-DOS standard error code.

The registered version includes 3 versions of the library, each is optimized for a different purpose. The first version, EDILZSSA.DLL, is the standard library, it is balanced between speed and size. EDILZSSB.DLL is optimized for speed rather than size. Finally, EDILZSSC.DLL creates the most compact files, but it takes the longest to pack and unpack. Note that the unpacking is generally quite fast, even with the "C" version.

---

Eschalon Development Inc.

TEL/FAX - (604) 520-1543

CIS - 76625,1320

BIX - newdawn

USENET - Robert\_Salesas@mindlink.bc.ca