

EDI LZSSLib - v1.00

Windows LZSS Compression library by
Eschalon Development Inc.

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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.

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