
**bzip2 and libbzip2, version 1.0.5: A program and library for data
compression**

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than a block. For example, compressing a file 20,000 bytes long with the flag

worst-case and average-case compression time is in the region of 10:1. For previous versions, this figure was more like 100:1. You can use the `-vvvv` option to monitor progress in great detail, if you want.

BZ_MEM_ERROR

Returned when a request to allocate memory failed. Note that the quantity of memory needed to decompress

2. Shovel data in and slurp out its compressed form using zero or more calls of

- If `bzerror` indicates an error (ie, anything except

```
Pointer to an abstract BZFILE  
if bzerror is BZ_OK  
NULL  
otherwise
```

Allowable next actions:

```
BZ2_bzRead  
if bzerror is BZ_OK  
BZ2_bzClose  
otherwise
```


For the meaning of parameters `blocksize100k`, `verbosity`

- Recompile the program with no optimisation, and see if it works. And/or try a different compiler. I heard all sorts of stories about various flavours of GNU C (and other compilers) generating bad code for bzip2, and I've run across two such examples myself.

2.7.X versions of GNU C are known to generate bad code from time to time, at high optimisation levels. If you get problems, try using the flags `-O2 -fomit-frame-pointer -fno-strength-reduce`. You should specifically *not*

