

**NAME**

Compress::Raw::Bzip2 - Low-Level Interface to bzip2 compression library

**SYNOPSIS**

```
use Compress::Raw::Bzip2 ;

my ($bz, $status) = new Compress::Raw::Bzip2 [OPTS]
or die "Cannot create bzip2 object: $bzerno\n";

$status = $bz->bzdeflate($input, $output);
$status = $bz->bzflush($output);
$status = $bz->bzclose($output);

my ($bz, $status) = new Compress::Raw::Bunzip2 [OPTS]
or die "Cannot create bunzip2 object: $bzerno\n";

$status = $bz->bzinflate($input, $output);

my $version = Compress::Raw::Bzip2::bzlibversion();
```

**DESCRIPTION**

[Compress::Raw::Bzip2](#) provides an interface to the in-memory compression/uncompression functions from the bzip2 compression library.

Although the primary purpose for the existence of [Compress::Raw::Bzip2](#) is for use by the [IO::Compress::Bzip2](#) and [IO::Compress::Bunzip2](#) modules, it can be used on its own for simple compression/uncompression tasks.

**Compression**

[Compress::Raw::Bzip2](#) \$appendOutput, \$blockSize100k, \$workfactor;

(\$z, \$status) = new

[Compress::Raw::Bzip2](#) \$appendOutput, \$blockSize100k, \$workfactor; [Compress::Raw::Bzip2](#) \$appendOutput, \$blockSize100k, \$workfactor; Creates a new compression object.

If successful, it will return the initialised compression object, \$z and a \$status of BZ\_OK in a list context. In scalar context it returns the deflation object, \$z, only.

If not successful, the returned compression object, \$z, will be *undef* and \$status will hold the a *bzip2* error code.

Below is a list of the valid options:

**\$appendOutput**

Controls whether the compressed data is appended to the output buffer in the `bzdeflate`, `bzflush` and `bzclose` methods.

Defaults to 1.

**\$blockSize100k**

To quote the bzip2 documentation

blockSize100k specifies the block size to be used for compression. It should be a value between 1 and 9 inclusive, and the actual block size used is 100000 x this figure. 9 gives the best compression but takes most memory.

Defaults to 1.

**\$workfactor**

To quote the bzip2 documentation

This parameter controls how the compression phase behaves when presented with worst case, highly repetitive, input data. If compression runs into difficulties caused by repetitive data, the library switches from the standard sorting algorithm to a fallback algorithm. The fallback is slower than the standard algorithm by perhaps a factor of three, but always behaves reasonably, no matter how bad the input.

Lower values of `workFactor` reduce the amount of effort the standard algorithm will expend before resorting to the fallback. You should set this parameter carefully; too low, and many inputs will be handled by the fallback algorithm and so compress rather slowly, too high, and your average-to-worst case compression times can become very large. The default value of 30 gives reasonable behaviour over a wide range of circumstances.

Allowable values range from 0 to 250 inclusive. 0 is a special case, equivalent to using the default value of 30.

Defaults to 0.

**`$status = $bz->bzdeflate($input, $output);`**

Reads the contents of `$input`, compresses it and writes the compressed data to `$output`.

Returns `BZ_RUN_OK` on success and a `bzip2` error code on failure.

If `appendOutput` is enabled in the constructor for the `bzip2` object, the compressed data will be appended to `$output`. If not enabled, `$output` will be truncated before the compressed data is written to it.

**`$status = $bz->bzflush($output);`**

Flushes any pending compressed data to `$output`.

Returns `BZ_RUN_OK` on success and a `bzip2` error code on failure.

**`$status = $bz->bzclose($output);`**

Terminates the compressed data stream and flushes any pending compressed data to `$output`.

Returns `BZ_STREAM_END` on success and a `bzip2` error code on failure.

### Example

#### Uncompression

**`($z, $status) = new Compress::Raw::Bunzip2 $appendOutput, $consumeInput, $small, $verbosity, $limitOutput;`**

If successful, it will return the initialised uncompression object, `$z` and a `$status` of `BZ_OK` in a list context. In scalar context it returns the deflation object, `$z`, only.

If not successful, the returned uncompression object, `$z`, will be *undef* and `$status` will hold the a *bzip2* error code.

Below is a list of the valid options:

#### **`$appendOutput`**

Controls whether the compressed data is appended to the output buffer in the `bzinflate`, `bzflush` and `bzclose` methods.

Defaults to 1.

#### **`$consumeInput`**

#### **`$small`**

To quote the *bzip2* documentation

If `small` is nonzero, the library will use an alternative decompression algorithm which uses less memory but at the cost of decompressing more slowly (roughly speaking, half the speed, but the maximum memory requirement drops to around 2300k).

Defaults to 0.

### **\$limitOutput**

The `LimitOutput` option changes the behavior of the `$i->bzinflate` method so that the amount of memory used by the output buffer can be limited.

When `LimitOutput` is used the size of the output buffer used will either be the 16k or the amount of memory already allocated to `$output`, whichever is larger. Predicting the output size available is tricky, so don't rely on getting an exact output buffer size.

When `LimitOutput` is not specified `$i->bzinflate` will use as much memory as it takes to write all the uncompressed data it creates by uncompressing the input buffer.

If `LimitOutput` is enabled, the `ConsumeInput` option will also be enabled.

This option defaults to false.

### **\$verbosity**

This parameter is ignored.

Defaults to 0.

**\$status = \$z->bzinflate(\$input, \$output);**

Uncompresses `$input` and writes the uncompressed data to `$output`.

Returns `BZ_OK` if the uncompression was successful, but the end of the compressed data stream has not been reached. Returns `BZ_STREAM_END` on successful uncompression and the end of the compression stream has been reached.

If `consumeInput` is enabled in the constructor for the `bunzip2` object, `$input` will have all compressed data removed from it after uncompression. On `BZ_OK` return this will mean that `$input` will be an empty string; when `BZ_STREAM_END` `$input` will either be an empty string or will contain whatever data immediately followed the compressed data stream.

If `appendOutput` is enabled in the constructor for the `bunzip2` object, the uncompressed data will be appended to `$output`. If not enabled, `$output` will be truncated before the uncompressed data is written to it.

## **Misc**

**my \$version = Compress::Raw::Bzip2::bzlibversion();**

Returns the version of the underlying bzip2 library.

## **Constants**

The following bzip2 constants are exported by this module

`BZ_RUN`  
`BZ_FLUSH`  
`BZ_FINISH`

`BZ_OK`  
`BZ_RUN_OK`  
`BZ_FLUSH_OK`  
`BZ_FINISH_OK`  
`BZ_STREAM_END`  
`BZ_SEQUENCE_ERROR`  
`BZ_PARAM_ERROR`  
`BZ_MEM_ERROR`  
`BZ_DATA_ERROR`

BZ\_DATA\_ERROR\_MAGIC  
BZ\_IO\_ERROR  
BZ\_UNEXPECTED\_EOF  
BZ\_OUTBUFF\_FULL  
BZ\_CONFIG\_ERROR

## SEE ALSO

[Compress::Zlib](#), [IO::Compress::Gzip](#), [IO::Uncompress::Gunzip](#), [IO::Compress::Deflate](#),  
[IO::Uncompress::Inflate](#), [IO::Compress::RawDeflate](#), [IO::Uncompress::RawInflate](#),  
[IO::Compress::Bzip2](#), [IO::Uncompress::Bunzip2](#), [IO::Compress::Lzma](#), [IO::Uncompress::UnLzma](#),  
[IO::Compress::Xz](#), [IO::Uncompress::UnXz](#), [IO::Compress::Lzop](#), [IO::Uncompress::UnLzop](#),  
[IO::Compress::Lzf](#), [IO::Uncompress::UnLzf](#), [IO::Uncompress::AnyInflate](#),  
[IO::Uncompress::AnyUncompress](#)

[IO::Compress::FAQ](#)

[File::GlobMapper](#), [Archive::Zip](#), [Archive::Tar](#), [IO::Zlib](#)

The primary site for the bzip2 program is <http://www.bzip.org>.

See the module [Compress::Bzip2](#)

## AUTHOR

This module was written by Paul Marquess, [pmqs@cpan.org](mailto:pmqs@cpan.org).

## MODIFICATION HISTORY

See the Changes file.

## COPYRIGHT AND LICENSE

Copyright (c) 2005-2014 Paul Marquess. All rights reserved.

This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.