

ROSEETTA FLASH

FLASH FILE TYPES

TYPE	FILE STRUCTURE
FLAT	FWS <Version:1> <FileLength:4> <uncompressed data...>
=> ZLIB	CWS <Version:1> * <FileLength:4> <zlib data> <small><CMF:1> <FLG:1> <dict>* <deflate> * <adler32:4></small>
LZMA	ZWS <Version:1> * <FileLength:4> <lzma data> *UNCOMPRESSED

Version AND FileLength ARE NOT CHECKED.

ADLER32 CHECKSUM

FOR EACH BYTE OF THE UNCOMPRESSED STREAM:

... .. XX
 $S1 += XX$
 $S2 += S1$

FINAL RESULT:

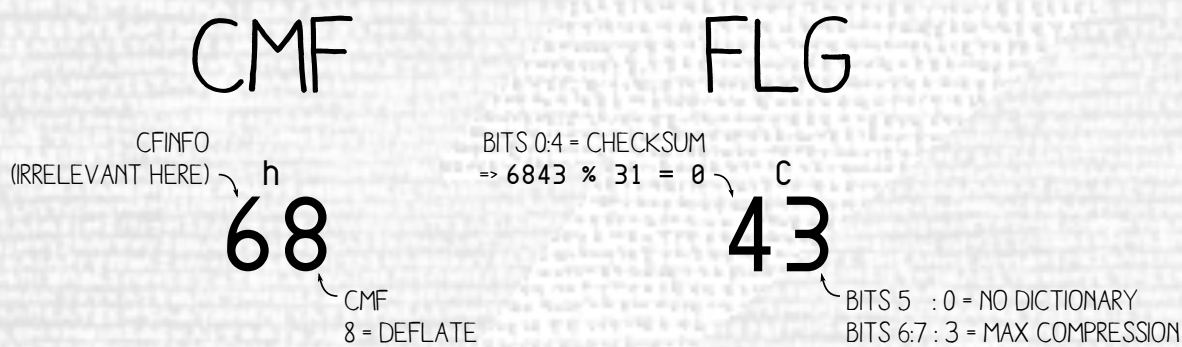
$$ADLER32 = S2 \ll 16 \mid S1$$

WITH BOTH S1 & S2 MODULO 65521 (LARGEST PRIME <2^16)

FLASH ALLOWS APPENDED DATA AFTER END MARKER:

- ADJUST S1:
 - APPEND 0xFE TO *uncompressed* DATA UNTIL S1 IS VALID ([0-9a-zA-Z./]*) (0xFF DOESN'T WORK WELL FOR HUFFMAN MANIPULATION)
- ADJUST S2:
 - APPEND 0x00 UNTIL S2 IS VALID (APPENDING 0x00 DOESN'T AFFECT S1)

ZLIB STREAM START



STRUCTURE OF A DEFLATE BLOCK

