

**NAME**

**lzmainfo** – show information stored in the .lzma file header

**SYNOPSIS**

**lzmainfo** [**--help**] [**--version**] [*file*]...

**DESCRIPTION**

**lzmainfo** shows information stored in the **.lzma** file header. It reads the first 13 bytes from the specified *file*, decodes the header, and prints it to standard output in human readable format. If no *files* are given or *file* is –, standard input is read.

Usually the most interesting information is the uncompressed size and the dictionary size. Uncompressed size can be shown only if the file is in the non-streamed **.lzma** format variant. The amount of memory required to decompress the file is a few dozen kilobytes plus the dictionary size.

**lzmainfo** is included in XZ Utils primarily for backward compatibility with LZMA Utils.

**EXIT STATUS**

**0** All is good.

**1** An error occurred.

**BUGS**

**lzmainfo** uses **MB** while the correct suffix would be **MiB** ( $2^{20}$  bytes). This is to keep the output compatible with LZMA Utils.

**SEE ALSO**

**xz**(1)