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Subject: plugin/zip

Posted by [mirek](#) on Sun, 27 Jan 2008 22:32:28 GMT

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...a new package to handle .zip files:

```
#include <plugin/zip/zip.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{
String outdir = "e:\\zipout";
FileUnZip unzip("d:/uppsrc.zip");
while(unzip) {
String fn = AppendFileName(outdir, unzip.GetPath());
if(unzip.IsFolder()) {
RealizeDirectory(fn);
unzip.SkipFile();
}
else {
RealizePath(fn);
FileOut out(fn);
unzip.ReadFile(out);
}
}
if(unzip.IsError())
LOG("Error!");

{
FindFile ff("e:/zipout/uppsrc/CtrlLib/*.");
FileZip zip("e:/test.zip");
while(ff) {
if(ff.IsFile())
zip.WriteFile(LoadFile(AppendFileName("e:/zipout/uppsrc/CtrlLib", ff.GetName()),
ff.GetName()));
ff.Next();
}
}
}
```

In the process, I have also refactored the code in Core/z.h and z.cpp.

Mirek

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