
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
