
Subject: Re: tar library for u++
Posted by [pepe11](#) on Mon, 18 Oct 2010 10:14:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,
I tried to write something that I wanted to see the content. But it is very simply. Here's your test:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
struct star {  
    char name[100];  
    char filemode[8];  
    char ownerID[8];  
    char GroupID[8];  
    char size[12];  
    char lmodtime[12];  
    char crc[8];  
    char link_ind;  
    char lname[100];  
};  
struct ustar {  
    char ver[2];  
    char ownername[32];  
    char Groupname[32];  
    char devmajnum[8];  
    char devminnum[8];  
    char fileprefix[155];  
};
```

```
CONSOLE_APP_MAIN
```

```
{  
    FileIn fi;  
    star tt;  
    ustar utt;  
    String data;  
    int ifilesize;  
    long lfilepos;  
  
    fi.Open("C:\\TEMP\\rest\\Bratislava.tar");  
    while(!fi.IsEof())  
    {  
        lfilepos=fi.Get(&tt,sizeof(star));  
        if(fi.Get(6)=="ustar ")  
            lfilepos+=fi.Get(&utt,sizeof(ustar))+6;  
        else
```

```
fi.SeekCur(-6);
fi.Get(512 - (Ifilepos % 512));
if(tt.link_ind != 0) Cout() << Format("%d , %s " ,tt.link_ind-48,tt.name);
if(tt.link_ind == '0' || tt.link_ind == '\0')
    if(atoi(tt.size)>0)
    {
        sscanf(tt.size,"%o",&ifilesize);
        data = fi.Get(ifilesize);
        Cout() << Format("%d " ,ifilesize);
        fi.Get(512 - (ifilesize % 512));
    }
    Cout() << "\n";
}
getchar();
}
```

pepe
