

---

Subject: Re: Filtering streams for bz2

Posted by [mirek](#) on Mon, 12 Feb 2018 01:10:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I believe: If Filter does not produce any output, then `buffer.SetCount(0);` holds and `begin == end...`  
Actually, this also needs to work with partially filled buffer.

Anyway, can you post me an example .bz2 to test it with?

---