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Subject: Re: Zlib problem

Posted by [Novo](#) on Thu, 28 Mar 2019 16:50:33 GMT

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Below is a fixed version which works in both Release and Debug configurations.

```
#include <Core/Core.h>
#include <plugin/lz4/lz4.h>
#include <plugin/zstd/zstd.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
  StdLogSetup(LOG_FILE|LOG_COUT);

  String cpath = GetHomeDirFile("test");

  {
    FileOut out(cpath);
    ZCompressStream z(out);
    z.Put("Compressed by zlib");
  }

  {
    FileIn in(cpath);
    ZDecompressStream z(in);
    RLOG(z.GetLine());
  }

  {
    FileOut out(cpath);
    LZ4CompressStream z(out);
    z.Put("Compressed by LZ4");
  }

  {
    FileIn in(cpath);
    LZ4DecompressStream z(in);
    RLOG(z.GetLine());
  }

  {
    FileOut out(cpath);
    ZstdCompressStream z(out);
    z.Put("Compressed by Zstd");
  }
}
```

```
{  
FileIn in(cpath);  
ZstdDecompressStream z(in);  
RLOG(z.GetLine());  
}
```

```
FileDelete(cpath);  
}
```

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