
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);  
}
```
