
Subject: lzma compression does not seem to work
Posted by [aftershock](#) on Mon, 30 Mar 2020 18:17:06 GMT
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```
#include <Core/Core.h>

using namespace Upp;
#include "plugin/lzma/lzma.h"
CONSOLE_APP_MAIN
{
    stringstream ss("something");
    stringstream so;
    ss.SetLoading();
    ss.Seek(0);
    /* GZCompress ( so, ss, ss.GetSize(), [](int64 a, int64 b) {
        return false;
    } );*/
    LZMACompress(so,ss,6);
    so.SetLoading();
    so.Seek(0);
    stringstream s2;
    // LZMAdecompress(s2,so);
    // GZDecompress(s2,so);
    LZMAdecompress(s2,so);
    if (ss.GetResult() != s2.GetResult())
    {
        int b = 3;
    }
}
```

This will execute b= 3, not if you change lines for gz....it does not happen.
This seems to happen when compression level is explicitly given.
