
Subject: InFilterStream::Out() is buggy: a possible bugfix

Posted by [zsolt](#) on Mon, 12 Apr 2021 00:54:09 GMT

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The problem is, that it does not set some variables in the base class at a point.

The correct code would be:

```
void InFilterStream::Out(const void *p, int size)
{
    const byte *s = (byte *)p;
    if(todo) {
        dword sz = min(todo, (dword)size);
        memcpy8(t, s, sz);
        t += sz;
        s += sz;
        todo -= sz;
        size -= sz;
        pos += sz;
    }
    if(size) {
        int l = buffer.GetCount();
        buffer.SetCountR(l + size);
        memcpy8(buffer.begin() + l, s, size);
        Stream::buffer = ptr = buffer.begin();
        rdlim = buffer.end();
    }
    WhenOut();
}
```

The added two lines are:

```
+ Stream::buffer = ptr = buffer.begin();
+ rdlim = buffer.end();
```

I hope, it will not break any other things in code.

I found it, when I wanted to use that as a gzip input filter to read from an uncompressed stream in gzipped format:

```
class MyGzipInStream : public InFilterStream {
    Zlib      z;

public:
    void Open(Stream& in)  { Set(in, z); z.Compress(); }
    Zlib& GetZlib()        { return z; }
    MyGzipInStream()       { z.GZip().Header(); }
    ~MyGzipInStream()      { Close(); }
```

```
};
```
