Subject: Izma compression does not seem to work  
Posted by aftershock on Mon, 30 Mar 2020 18:17:06 GMT  
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```cpp
#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.

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Subject: Re: Izma compression does not seem to work  
Posted by mirek on Tue, 31 Mar 2020 15:39:04 GMT  
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```cpp
int64  LZMACompress(Stream& out, Stream& in, int64 size, Gate2<int64, int64> progress = false, int lvl = 6);
```

(20 minutes wasted... never mind :)

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Page 1 of 1 ---- Generated from Ultimate++ forum