
Subject: how to do to stop progress zip file ?

Posted by [BetoValle](#) on Thu, 20 May 2021 23:59:43 GMT

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HI,

when i produce the code, how to do to stop progress writing zip file ?

Thanks!

```
#include <plugin/zip/zip.h>
using namespace Upp;
```

```
Gate2<int, int> WhenProgress; //tipo definido
int fx(int a,int b){
    float f= static_cast<double>(a) / b * 100;
    Cout() <<"avaliando " << a << " " << b << " % " << Format("%.1f%%", f ) << EOL;
    return WhenProgress(a,b);
}
```

```
CONSOLE_APP_MAIN
```

```
{
    FileZip zip("c:\\tempFolder\\compress.zip");
    FindFile fff("C:\\Users\\myFolder\\Videos\\file.mp4");
    while(fff) {
        if(fff.IsFile()) {
            String s=fff.GetPath();//+fff.GetName();
            Cout()<< "indo/going " << s << EOL;
            zip.WriteFile(LoadFile(s), fff.GetName(),fx);
        }
        fff.Next();
    }
    zip.Finish();

    Cout() << "ended!" << EOL;
}
```

Subject: Re: how to do to stop progress zip file ?

Posted by [Oblivion](#) on Fri, 21 May 2021 07:31:31 GMT

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Hello BetoValle,

You don't have to call WhenProgress. Your fx() function IS the WhenProgress callback:

```
bool fx(int a,int b){                                     <- Gate variants should return
boolean value, not integer.
    float f= static_cast<double>(a) / b * 100;
    Cout() <<"avaliando " << a << " " << b << " % " << Format("%.1f%%", f ) << EOL;
    return boolean_condition;                             // <---- boolean_condition is up to
you to define. If it is true, it will stop progressing. If false (default) it will continue the progress.
}
```

Best regards,
Obilvion

Subject: Re: how to do to stop progress zip file ?
Posted by [BetoValle](#) on Fri, 21 May 2021 12:24:26 GMT
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Tks Oblivion!

(until he saw his answer, he had tested it with the return of "Null" which apparently worked!)
