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Subject: Compression class?

Posted by [lectus](#) on Mon, 13 Aug 2007 18:20:31 GMT

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What about adding a compression class to the Core U++ library?

It would be very useful, since U++ is already a full framework with its own NTL, I think a compression/decompression class would be very handy for lots of people.

A wrapper around some existing library would be nice.

What do you think?

Thanks

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Subject: Re: Compression class?

Posted by [fudadmin](#) on Mon, 13 Aug 2007 18:26:24 GMT

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Like what?

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Subject: Re: Compression class?

Posted by [lectus](#) on Mon, 13 Aug 2007 18:56:09 GMT

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Oh well... I just found ZGCompress() function, by browsing the packages.

That's the simple compression I needed!

I also found Base64 encode function, by browsing the packages.

It's not really hard to find, but please consider adding Web package to the manual. I still don't know how to use the socket class, as I posted on the other thread.

Thanks

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