
Subject: plugin/zip

Posted by [mirek](#) on Sun, 27 Jan 2008 22:32:28 GMT

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...a new package to handle .zip files:

```
#include <plugin/zip/zip.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    String outdir = "e:\\zipout";  
    FileUnZip unzip("d:/uppsrc.zip");  
    while(unzip) {  
        String fn = AppendFileName(outdir, unzip.GetPath());  
        if(unzip.IsFolder()) {  
            RealizeDirectory(fn);  
            unzip.SkipFile();  
        }  
        else {  
            RealizePath(fn);  
            FileOut out(fn);  
            unzip.ReadFile(out);  
        }  
    }  
    if(unzip.IsError())  
        LOG("Error!");  
  
    {  
        FindFile ff("e:/zipout/uppsrc/CtrlLib/*.");  
        FileZip zip("e:/test.zip");  
        while(ff) {  
            if(ff.IsFile())  
                zip.WriteFile(LoadFile(AppendFileName("e:/zipout/uppsrc/CtrlLib", ff.GetName()),  
                    ff.GetName()));  
            ff.Next();  
        }  
    }  
}
```

In the process, I have also refactored the code in Core/z.h and z.cpp.

Mirek

Subject: Re: plugin/zip
Posted by [captainc](#) on Mon, 17 Mar 2008 21:08:36 GMT
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How can we append to an existing zip file?

Subject: Re: plugin/zip
Posted by [mirek](#) on Mon, 17 Mar 2008 23:14:24 GMT
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captainc wrote on Mon, 17 March 2008 17:08How can we append to an existing zip file?

Unzip / zip?

Mirek

Subject: Re: plugin/zip
Posted by [captainc](#) on Thu, 20 Mar 2008 17:11:51 GMT
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So we would have to unzip the whole thing and then rezip with the new content? hmm, that could get a little resource intensive...

Can you point me to the zip specification you used? Maybe I can code up something that appends to the zip files.

Subject: Re: plugin/zip
Posted by [mirek](#) on Thu, 20 Mar 2008 18:39:47 GMT
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E.g.:

<http://www.winimage.com/zLibDll/minizip.html>
