Subject: FilterStreams
Posted by mirek on Tue, 19 Feb 2013 10:06:49 GMT
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New InFilterStream and OutFilterStream are classes intended for gluing input or output stream with some filter, typically with compression object. InFilterStream can be alternatively used to convert any data source to input stream.

reference/FilterStream:

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
 String path = GetHomeDirFile("test.gz");
 {
  FileOut fout(path);
  Zlib zlib;
  OutFilterStream out(fout, zlib);
  zlib.GZip().Compress();
  out.Put("Hello world!");
  out.Close();
 }

 {
  FileIn fin(path);
  Zlib zlib;
  InFilterStream in(fin, zlib);
  zlib.GZip().Decompress();
  LOG(in.GetLine());
 }


 {
  HttpRequest http("www.ultimatepp.org");
  InFilterStream in;
  http.WhenContent = callback(&in, &InFilterStream::Out);
  in.More = callback(&http, &HttpRequest::Do);
  http.Blocking();
  while(!in.IsEof())
   LOG(in.GetLine());
 }
}
```