
Subject: plugin/LZMA

Posted by [mirek](#) on Wed, 19 Feb 2014 19:10:05 GMT

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...if you feel like zlib is not enough...

In the end, I have decided to provide 'minimal' support, without proper filter-like interface of Zlib, only providing Stream->Stream operations, with individual functions modelled after zlib.

```
int64 LZMACompress(Stream& out, Stream& in, int64 size, Gate2<int64, int64> progress = false,
int lvl = 6);
```

```
int64 LZMACompress(Stream& out, Stream& in, Gate2<int64, int64> progress = false, int lvl = 6);
```

```
String LZMACompress(const void *data, int64 len, Gate2<int64, int64> progress = false, int lvl =
6);
```

```
String LZMACompress(const String& s, Gate2<int64, int64> progress = false, int lvl = 6);
```

```
int64 LZMADecompress(Stream& out, Stream& in, Gate2<int64, int64> progress = false);
```

```
String LZMADecompress(const void *data, int64 len, Gate2<int64, int64> progress = false);
```

```
String LZMADecompress(const String& s, Gate2<int64, int64> progress = false);
```

```
bool LZMACompressFile(const char *dstfile, const char *srcfile, Gate2<int64, int64> progress =
false, int lvl = 6);
```

```
bool LZMACompressFile(const char *srcfile, Gate2<int64, int64> progress, int lvl = 6);
```

```
bool LZMADecompressFile(const char *dstfile, const char *srcfile, Gate2<int64, int64> progress
= false);
```

```
bool LZMADecompressFile(const char *srcfile, Gate2<int64, int64> progress);
```

Filter-like class is IMO not possible using *documented* features of original code. Perhaps we can add that later...

Mirek

Subject: Re: plugin/LZMA

Posted by [koldo](#) on Thu, 20 Feb 2014 07:40:24 GMT

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Useful functions. Thank you.
