
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.
