## **NAME**

```
archive_write_add_filter_b64encode,
                                        archive_write_add_filter_by_name,
archive_write_add_filter_bzip2,
                                        archive_write_add_filter_compress,
archive_write_add_filter_grzip,
                                             archive_write_add_filter_gzip,
archive_write_add_filter_lrzip,
                                             archive_write_add_filter_lz4,
archive_write_add_filter_lzip,
                                            archive_write_add_filter_lzma,
archive_write_add_filter_lzop,
                                             archive_write_add_filter_none,
archive_write_add_filter_program,
                                       archive_write_add_filter_uuencode,
archive_write_add_filter_xz, archive_write_add_filter_zstd — functions enabling
output filters
```

## **LIBRARY**

Streaming Archive Library (libarchive, -larchive)

### **SYNOPSIS**

```
#include <archive.h>
archive_write_add_filter_b64encode(struct archive *);
int
archive_write_add_filter_bzip2(struct archive *);
archive_write_add_filter_compress(struct archive *);
archive_write_add_filter_grzip(struct archive *);
int
archive_write_add_filter_gzip(struct archive *);
archive_write_add_filter_lrzip(struct archive *);
archive_write_add_filter_lz4(struct archive *);
int.
archive_write_add_filter_lzip(struct archive *);
archive_write_add_filter_lzma(struct archive *);
archive_write_add_filter_lzop(struct archive *);
archive_write_add_filter_none(struct archive *);
archive_write_add_filter_program(struct archive *, const char * cmd);
{\tt archive\_write\_add\_filter\_uuencode}(struct\ archive\ *);
int
archive_write_add_filter_xz(struct archive *);
```

archive\_write\_add\_filter\_zstd(struct archive \*);

### **DESCRIPTION**

```
archive_write_add_filter_bzip2(),
                                                             archive_write_add_filter_compress(),
          archive_write_add_filter_grzip(), archive_write_add_filter_gzip(),
           archive_write_add_filter_lrzip(),
                                                                    archive_write_add_filter_lz4(),
          \label{lem:continuous} \begin{split} & \texttt{archive\_write\_add\_filter\_lzip}(), & & \texttt{archive\_write\_add\_filter\_lzma}(), \\ & \texttt{archive\_write\_add\_filter\_lzop}(), & & & \texttt{archive\_write\_add\_filter\_xz}(), \end{split}
           archive_write_add_filter_zstd(),
```

The resulting archive will be compressed as specified. Note that the compressed output is always properly blocked.

 ${\tt archive\_write\_add\_filter\_b64encode()}, {\tt archive\_write\_add\_filter\_uuencode()}, \\$ 

The output will be encoded as specified. The encoded output is always properly blocked.

# archive\_write\_add\_filter\_none()

This is never necessary. It is provided only for backwards compatibility.

# archive\_write\_add\_filter\_program()

The archive will be fed into the specified compression program. The output of that program is blocked and written to the client write callbacks.

### **RETURN VALUES**

These functions return ARCHIVE\_OK on success, or ARCHIVE\_FATAL.

### **ERRORS**

Detailed error codes and textual descriptions are available from the archive\_errno() and archive\_error\_string() functions.

## **SEE ALSO**

```
tar(1), archive_write(3), archive_write_format(3), archive_write_set_options(3),
libarchive(3), cpio(5), mtree(5), tar(5)
```