

IZIPFILE INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/addon-sdk/reference/misc-interfaces/izipfile>

The `IZipFile` interface represents a zip file in the SDK. It allows access to the file list and reading files contained within the zip.

Methods

PathExists(path)

Return a boolean indicating if a given path exists within the zip.

GetFileList()

Return an array of all file paths contained within the zip.

GetFirstEntryWithExtension(ext)

Return a `IZipFileEntry` representing the first entry found with a given file extension, or `null` if none was found.

GetEntry(path)

Return a `IZipFileEntry` representing the file at the given path. If the path does not exist in the zip, this returns `null`.

ReadText(entry)

Return a promise that resolves with the contents of the given `IZipFileEntry` read as plain text.

ReadJson(entry)

Return a promise that resolves with the contents of the given `IZipFileEntry`, read as plain text and then parsed as JSON.

ReadBlob(entry)

Return a promise that resolves with the contents of the given `IZipFileEntry`, read as a `Blob`. (This is a raw binary format that can be read with other JavaScript APIs.)

The returned blob will have `name` and `LastModified` properties added, reflecting the properties of the file in the zip.