#### **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 *);
      int.
      archive_write_add_filter_compress(struct archive *);
      int
      archive_write_add_filter_grzip(struct archive *);
      int
      archive_write_add_filter_gzip(struct archive *);
      int
      archive_write_add_filter_lrzip(struct archive *);
      int
      archive_write_add_filter_lz4(struct archive *);
      archive_write_add_filter_lzip(struct archive *);
      archive_write_add_filter_lzma(struct archive *);
      int
      archive_write_add_filter_lzop(struct archive *);
      int.
      archive_write_add_filter_none(struct archive *);
      int
      archive_write_add_filter_program(struct archive *, const char * cmd);
      int.
      archive_write_add_filter_uuencode(struct archive *);
      int
      archive_write_add_filter_xz(struct archive *);
      int
      archive_write_add_filter_zstd(struct archive *);
DESCRIPTION
                                             {\tt archive\_write\_add\_filter\_compress}(),
      archive_write_add_filter_bzip2(),
             archive_write_add_filter_grzip(),
                                                 archive_write_add_filter_gzip(),
             archive_write_add_filter_lrzip(),
                                                   archive_write_add_filter_lz4(),
                                               archive_write_add_filter_lzma(),
             archive_write_add_filter_lzip(),
             archive_write_add_filter_lzop(),
                                                   archive_write_add_filter_xz(),
```

### 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)