

[Apple Archive](#) / `ArchiveByteStreamProtocol`

Protocol

ArchiveByteStreamProtocol

A set of methods that defines the interface for using an archive stream that reads from and writes to buffers.

iOS 14.0+ | iPadOS 14.0+ | Mac Catalyst | macOS 11.0+ | tvOS 14.0+ | visionOS | watchOS 7.0+

`protocol` `ArchiveByteStreamProtocol`

Topics

Reading and Writing Data

```
func read(into: UnsafeMutableRawBufferPointer) throws -> Int
```

Reads data to the specified buffer, not exceeding the buffer's previously allocated size.

Required

```
func read(into: UnsafeMutableRawBufferPointer, atOffset: Int64) throws  
-> Int
```

Reads data at the supplied offset to the specified buffer, not exceeding the buffer's previously allocated size.

Required

```
func write(from: UnsafeRawBufferPointer) throws -> Int
```

Writes data from the specified buffer, not exceeding the buffer's allocated size.

Required

```
func write(from: UnsafeRawBufferPointer, atOffset: Int64) throws -> Int
```

Writes data at the supplied offset from the specified buffer, not exceeding the buffer's allocated size.

Required

Using Archive Byte Streams

```
func seek(toOffset: Int64, relativeTo: FileDescriptor.SeekOrigin)
throws -> Int64
```

Updates the internal stream position to the specified offset relative to the specified origin.

Required

```
func cancel()
```

Cancels stream operations.

Required

```
func close() throws
```

Closes the stream and releases associated resources.

Required

Relationships

Conforming Types

ArchiveByteStream

See Also

Apple Archive streams

```
protocol ArchiveStreamProtocol
```

A set of methods that defines the interface for using an archive stream that reads from and writes to data blobs.

```
class ArchiveStream
```

An archive stream that reads from and writes to data blobs

```
class ArchiveByteStream
```

An archive stream that reads from and writes to buffers.