Function

compression_stream_destroy(_:)

Frees any memory allocated by stream initialization function.

iOS 9.0+ | iPadOS 9.0+ | Mac Catalyst 13.1+ | macOS 10.11+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 2.0+

```
func compression_stream_destroy(_ stream: UnsafeMutablePointer<compression
_stream>) -> compression_status
```

Parameters

`stream`

A pointer to an allocated and initialized `compression_stream` structure.

Return Value

A value of type `compression_status`, interpreted as follows:

- `COMPRESSION_STATUS_OK` means that the function successfully destroyed the stream.

- `COMPRESSION_STATUS_ERROR` means an error occurred.

Discussion

Note that `compression_stream_destroy(_:)` doesn't free the stream object or the buffers allocated by the caller.

See Also

Multiple-step compression

`struct compression_stream`

    A structure representing a compression stream.

`func compression_stream_init(UnsafeMutablePointer<compression_stream>, compression_stream_operation, compression_algorithm) -> compression_status`

    Initializes a compression stream for either compression or decompression.

`func compression_stream_process(UnsafeMutablePointer<compression_stream>, Int32) -> compression_status`

    Performs compression or decompression using an initialized compression stream structure.

`struct compression_status`

    A set of values used to represent the status of stream compression.

`struct compression_stream_flags`

    A set of values used to represent stream compression flags.

`struct compression_stream_operation`

    A set of values used to represent a stream compression operation.

`struct compression_algorithm`

    A structure for values that represent compression algorithms.