



BasicUnpackStreamContext Class

Stream context used to extract a single file from an archive into a memory stream.

Methods

Method	Description
<code>CloseArchiveReadStream(archiveNumber, archiveName, stream)</code>	Does <i>not</i> close the stream. The archive stream should be managed by the code that invokes the archive extraction.
<code>CloseFileWriteStream(path, stream, attributes, lastWriteTime)</code>	Does <i>not</i> close the file stream. The file stream is saved in memory so it can be read later.
<code>OpenArchiveReadStream(archiveNumber, archiveName, compressionEngine)</code>	Opens the archive stream for reading. Returns a <code>DuplicateStream</code> instance, so the stream may be virtually opened multiple times.
<code>OpenFileWriteStream(path, fileSize, lastWriteTime)</code>	Opens a stream for writing extracted file bytes. The returned stream is a <code>MemoryStream</code> instance, so the file is extracted straight into memory.

Properties

Property	Description
FileStream	Gets the stream for the extracted file, or null if no file was extracted.

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CloseArchiveReadStream(archiveNumber, archiveName, stream) Method

Does *not* close the stream. The archive stream should be managed by the code that invokes the archive extraction.

Declaration

```
public void CloseArchiveReadStream(  
    int archiveNumber,  
    string archiveName,  
    System.IO.Stream stream  
)
```

Parameters

Parameter	Type	Description
archiveNumber	int	The archive number of the stream to close.
archiveName	string	The name of the archive being closed.
stream	System.IO.Stream	The stream being closed.

CloseFileWriteStream(path, stream, attributes, lastWriteTime) Method

Does *not* close the file stream. The file stream is saved in memory so it can be read later.

Declaration

```
public void CloseFileWriteStream(  
    string path,  
    System.IO.Stream stream,  
    System.IO.FileAttributes attributes,  
    System.DateTime lastWriteTime  
)
```

Parameters

Parameter	Type	Description
path	string	Path of the file within the archive.
stream	System.IO.Stream	The file stream to be closed.
attributes	System.IO.FileAttributes	The attributes of the extracted file.
lastWriteTime	System.DateTime	The last write time of the file.

OpenArchiveReadStream(archiveNumber, archiveName, compressionEngine) Method

Opens the archive stream for reading. Returns a DuplicateStream instance, so the stream may be virtually opened multiple times.

Declaration

```
public System.IO.Stream OpenArchiveReadStream(  
    int archiveNumber,  
    string archiveName,  
    CompressionEngine compressionEngine  
)
```

Parameters

Parameter	Type	Description
archiveNumber	int	The archive number to open (ignored; 0 is assumed).
archiveName	string	The name of the archive being opened.
compressionEngine	CompressionEngine	Instance of the compression engine doing the operations.

Return value

`System.IO.Stream` A stream from which archive bytes are read.

OpenFileWriteStream(path, fileSize, lastWriteTime) Method

Opens a stream for writing extracted file bytes. The returned stream is a `MemoryStream` instance, so the file is extracted straight into memory.

Declaration

```
public System.IO.Stream OpenFileWriteStream(  
    string path,  
    System.Int64 fileSize,  
    System.DateTime lastWriteTime  
)
```

Parameters

Parameter	Type	Description
path	string	Path of the file within the archive.
fileSize	System.Int64	The uncompressed size of the file to be extracted.
lastWriteTime	System.DateTime	The last write time of the file.

Return value

`System.IO.Stream` A stream where extracted file bytes are to be written.

FileStream Property

Gets the stream for the extracted file, or null if no file was extracted.

Declaration

```
public System.IO.Stream FileStream { get; set; }
```