

**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>

int
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 *);

int
archive_write_add_filter_lzip(struct archive *);

int
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

**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\_xz()**,  
**archive\_write\_add\_filter\_zstd()**,

The resulting archive will be compressed as specified. Note that the compressed output is always properly blocked.

**archive\_write\_add\_filter\_b64encode()**, **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), libarchive(3), archive\_write(3), archive\_write\_format(3),  
archive\_write\_set\_options(3), cpio(5),mtree(5),tar(5)