

**NAME**

<code>archive_write_add_filter_bzip2,</code>	<code>archive_write_add_filter_compress,</code>
<code>archive_write_add_filter_gzip,</code>	<code>archive_write_add_filter_lzip,</code>
<code>archive_write_add_filter_lzma,</code>	<code>archive_write_add_filter_none,</code>
<code>archive_write_add_filter_program,</code>	<code>archive_write_add_filter_xz</code>

**LIBRARY**

Streaming Archive Library (libarchive, -larchive)

**SYNOPSIS**

```
#include <archive.h>

int
archive_write_add_filter_bzip2(struct archive *);

int
archive_write_add_filter_compress(struct archive *);

int
archive_write_add_filter_gzip(struct archive *);

int
archive_write_add_filter_lzip(struct archive *);

int
archive_write_add_filter_lzma(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_xz(struct archive *);
```

**DESCRIPTION**

`archive_write_add_filter_bzip2()`, `archive_write_add_filter_compress()`,  
`archive_write_add_filter_gzip()`, `archive_write_add_filter_lzip()`,  
`archive_write_add_filter_lzma()`, `archive_write_add_filter_xz()`,  
The resulting archive will be compressed as specified. Note that the compressed 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)