

Forum:[Hack Forums](#)

Thread: [Streamer - A stream wrapper with many features.. and more to come](#)

Barret - *October 31, 2017, 3:43 pm*

Library that wraps around the memory stream combined with the following features

CompressionsStreamer.Compressors.GZip (Built-in, Allround)

Streamer.Compressors.Bypat (Custom, Media files)

Streamer.Compressors.RLE (Custom, Text files)

EncodersStreamer.Encoders.Base64 (Built-in, Allround)

WrappersStreamer.Wrappers.File (Custom, Allround)

Streamer.Wrappers.Null (stream debugger)

SerializersStreamer.Serializers.Binary(Of T) (Built-in, Allround)

Hash GeneratorsStreamer.Cryptography.KeyedHash (Built-in, Allround)

Streamer.Cryptography.MD2 (Custom, Allround)

Streamer.Cryptography.MD5 (Built-in, Allround)

Streamer.Cryptography.RIPEMD160 (Built-in, Allround)

Streamer.Cryptography.SHA1 (Built-in, Allround)

Streamer.Cryptography.SHA256 (Built-in, Allround)

Streamer.Cryptography.SHA384 (Built-in, Allround)

Streamer.Cryptography.SHA512 (Built-in, Allround)

ChecksumsStreamer.Checksums.CRC32 (Custom, Allround)

UtilitiesStreamer.Services.Randomizer (Custom)

Built-in : using .net's own library for this

Custom : using custom written methods for this

Github: <https://github.com/TheBarret/Streamer>

im still actively working on it, if it happens you see an error or problem, let me know i probably caused it or forgot about something :P

gigajew - November 1, 2017, 9:54 am

Interesting, good job Barret

Barret - November 1, 2017, 12:36 pm

Updated with a cleaned up version, a lot easier to read and understand now.

0xDEAD10CC - November 1, 2017, 1:39 pm

It's not a bad idea, but there's tons of this code from my knowledge in C# that could be cleaned up a bit. Lots of boilerplate code and some extensions that I would consider not very useful. Interface names aren't as verbose as they should be "IAlgorithm" - an interface for some kind of algorithm?

Kind of similar to RLE.

Barret - November 1, 2017, 1:51 pm

(Nov 1, 2017 01:39 PM)0xDEAD10CC Wrote: [\[CITE\]](#) It's not a bad idea, but there's tons of this code from my knowledge in C# that could be cleaned up a bit. Lots of boilerplate code and some extensions that I would consider not very useful. Interface names aren't as verbose as they should be "IAlgorithm" - an interface for some kind of algorithm?

Kind of similar to RLE.

Im no expert, and rle does do similar indeed but its not ment for byte arrays as far as im concerned, RLE was invented for text base transmissions back in the days, think Fax etc etc

i have my own way of doing things, if its better or worse ill leave that beside. :P

0xDEAD10CC - November 1, 2017, 1:55 pm

(Nov 1, 2017 01:51 PM)Barret Wrote: [\[CITE\]](#) Im no expert, and rle does do similar indeed but its not ment for byte arrays as far as im concerned, RLE was invented for text base transmissions back in the days, think Fax etc etc

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RLE provides an algorithm that could be applied to bytes if you think of the values as integers rather than characters. It's just a running length of the same value that it uses to encode. Instead of characters someone could use 2-value hexadecimal representation of each byte.

Barret - November 1, 2017, 2:00 pm

(Nov 1, 2017 01:55 PM)0xDEAD10CC Wrote: [\[CITE\]](#) RLE provides an algorithm that could be applied to bytes if you think of the values as integers rather than characters. It's just a running length

of the same value that it uses to encode. Instead of characters someone could use 2-value hexadecimal representation of each byte.

Yeah that would be the next variation of that, what im saying is it was originally made for text base transmission