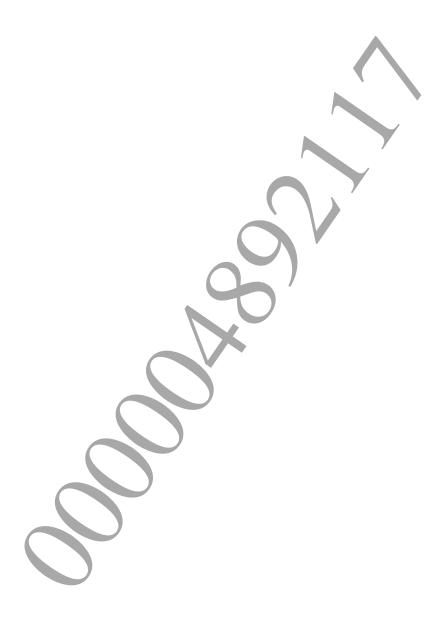


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# sceBase64Encoder

#### **Encode Base64**

#### **Definition**

```
#include <libbase64.h>
int sceBase64Encoder (
        char *pDat,
        const void *pSrc,
        SceUInt32 uiSize
);
```

### **Arguments**

pDat Pointer to the output buffer pSrc Pointer to input byte string uiSize Input byte count

#### **Return Values**

Returns the output byte count for normal termination.

The following error code (negative value) will be returned when normal encoding failed because of an error.

| Macro                      | Value            | Description                     |
|----------------------------|------------------|---------------------------------|
| SCE_BASE64_ERROR_INVALID_V | VALUE 0x80830002 | Argument value is inappropriate |

#### **Description**

This function performs base64 encoding on the byte string which is specified by pSrc and uiSize, outputs the result to the memory area pointed to by pDat, and returns the output byte count. The application must allocate the output memory area; its size is ((uiSize + 2) / 3 \* 4 + 1) bytes.

For safety's sake the output data is NULL-terminated; note the 1 byte for the NULL-terminator is not included in the return value indicating the output byte count.



## sceBase64Decoder

#### Decode Base64

#### **Definition**

```
#include <libbase64.h>
int sceBase64Decoder (
        void *pDat,
        const char *pSrc,
        SceUInt32 uiSize
);
```

#### **Arguments**

pDat Pointer to the output buffer pSrc Pointer to input byte string uiSize Input byte count

#### **Return Values**

Returns the output byte count for normal termination.

One of the following error codes (negative value) will be returned when normal decoding failed because of an error.

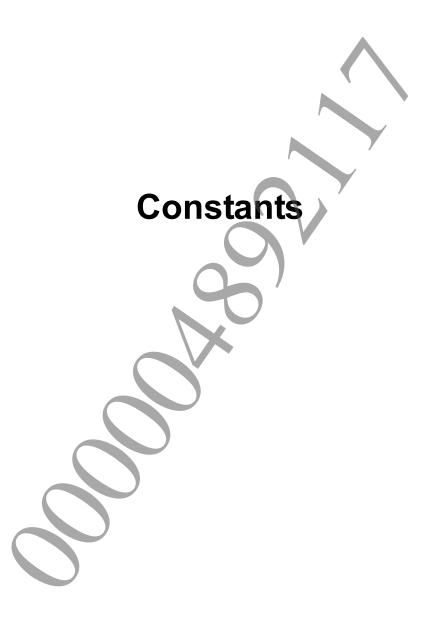
| Macro                           | Value      | Description                     |
|---------------------------------|------------|---------------------------------|
| SCE_BASE64_ERROR_INVALID_FORMAT | 0x80830001 | Input byte string is invalid    |
| SCE_BASE64_ERROR_INVALID_VALUE  | 0x80830002 | Argument value is inappropriate |

### **Description**

This function decodes the byte string (of base64-encoded data) which is specified by psrc and uisize, and outputs the result to the memory area pointed to by pDat. If the function completes normally, the output byte count will be returned. If an error occurs, a negative value is returned. The application must allocate the output memory area; its size is (uiSize / 4 \* 3 + 1) bytes.

For safety's sake the output data is NULL-terminated; note the 1 byte for the NULL-terminator is not included in the return value indicating the output byte count.





# **Return Codes**

List of return codes returned by libbase64

## Definition

| Macro                           |            | Description                     |
|---------------------------------|------------|---------------------------------|
| SCE_BASE64_ERROR_INVALID_FORMAT | 0x80830001 | Input byte string is invalid    |
| SCE_BASE64_ERROR_INVALID_VALUE  | 0x80830002 | Argument value is inappropriate |

