

libbase64 Reference

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Base64 Encoding and Decoding Functions

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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_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.

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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.

Constants

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Return Codes

List of return codes returned by libbase64

Definition

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