

Full credit is given to the above companies including the OS that this PDF file was generated!

Rocky Enterprise Linux 9.2 Manual Pages on command 'a64I.3'

# \$ man a641.3 A64L(3) Linux Programmer's Manual A64L(3) NAME a64I, I64a - convert between long and base-64 **SYNOPSIS** #include <stdlib.h> long a64l(const char \*str64); char \*l64a(long value); Feature Test Macro Requirements for glibc (see feature\_test\_macros(7)): a64I(), I64a(): \_XOPEN\_SOURCE >= 500 || /\* Glibc since 2.19: \*/ \_DEFAULT\_SOURCE || /\* Glibc versions <= 2.19: \*/ \_SVID\_SOURCE DESCRIPTION These functions provide a conversion between 32-bit long integers and little-endian base-64 ASCII strings (of length zero to six). If the string used as argument for a64l() has length greater than six, only

the first six bytes are used. If the type long has more than 32 bits,

then I64a() uses only the low order 32 bits of value, and a64I() sign-

extends its 32-bit result.

The 64 digits in the base-64 system are:

'.' represents a 0

'/' represents a 1

0-9 represent 2-11

A-Z represent 12-37

a-z represent 38-63

So 123 = 59\*64^0 + 1\*64^1 = "v/".

# ATTRIBUTES

For an explanation of the terms used in this section, see at?

tributes(7).

?Interface ? Attribute ? Value

?

?

?l64a() ? Thread safety ? MT-Unsafe race:l64a ?

?a64I() ? Thread safety ? MT-Safe

## CONFORMING TO

POSIX.1-2001, POSIX.1-2008.

# NOTES

The value returned by I64a() may be a pointer to a static buffer, pos?

sibly overwritten by later calls.

The behavior of I64a() is undefined when value is negative. If value

is zero, it returns an empty string.

These functions are broken in glibc before 2.2.5 (puts most significant

digit first).

This is not the encoding used by uuencode(1).

## SEE ALSO

uuencode(1), strtoul(3)

## COLOPHON

This page is part of release 5.10 of the Linux man-pages project. A

description of the project, information about reporting bugs, and the

latest version of this page, can be found at

https://www.kernel.org/doc/man-pages/.

2020-08-13 A64L(3)