

**NAME**

a64l, l64a - 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\(7\)](#)):

```
a64l(), l64a():
    _SVID_SOURCE || _XOPEN_SOURCE >= 500 ||
    _XOPEN_SOURCE && _XOPEN_SOURCE_EXTENDED
```

**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 **l64a()** uses only the low order 32 bits of *value*, and **a64l()** 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  $123 = 59 \cdot 64^0 + 1 \cdot 64^1 = v/$ .

**ATTRIBUTES**

**Multithreading (see [pthreads\(7\)](#))**

The **l64a()** function is not thread-safe.

The **a64l()** function is thread-safe.

**CONFORMING TO**

POSIX.1-2001.

**NOTES**

The value returned by **l64a()** may be a pointer to a static buffer, possibly overwritten by later calls.

The behavior of **l64a()** 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 3.74 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 <http://www.kernel.org/doc/man-pages/>.