

**NAME**

gsasl\_base64\_to - API function

**SYNOPSIS**

```
#include <gsasl.h>
```

```
int gsasl_base64_to(const char * in, size_t inlen, char ** out, size_t * outlen);
```

**ARGUMENTS**

const char \* in

input byte array.

size\_t inlen size of input byte array.

char \*\* out pointer to newly allocated base64-encoded string.

size\_t \* outlen

pointer to size of newly allocated base64-encoded string.

**DESCRIPTION**

Encode data as base64. The *out* string is zero terminated, and *outlen* holds the length excluding the terminating zero. The *out* buffer must be deallocated by the caller.

Return value: Returns **GSASL\_OK** on success, or **GSASL\_MALLOC\_ERROR** if input was too large or memory allocation fail.

**SINCE**

0.2.2

**REPORTING BUGS**

Report bugs to <bug-gsasl@gnu.org>.

General guidelines for reporting bugs: <http://www.gnu.org/gethelp/>

GNU SASL home page: <http://www.gnu.org/software/gsasl/>

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**SEE ALSO**

The full documentation for **gsasl** is maintained as a Texinfo manual. If the **info** and **gsasl** programs are properly installed at your site, the command

**info gsasl**

should give you access to the complete manual. As an alternative you may obtain the manual from:

**<http://www.gnu.org/software/gsasl/manual/>**