

NAME

libssh2_base64_decode - decode a base64 encoded string

SYNOPSIS

```
#include <libssh2.h>
```

```
int
```

```
libssh2_base64_decode(LIBSSH2_SESSION *session, char **dest,  
                     unsigned int *dest_len, const char *src,  
                     unsigned int src_len);
```

DESCRIPTION

This function is deemed DEPRECATED and will be removed from libssh2 in a future version. Do not use it!

Decode a base64 chunk and store it into a newly allocated buffer. 'dest_len' will be set to hold the length of the returned buffer that '*dest' will point to.

The returned buffer is allocated by this function, but it is not clear how to free that memory!

BUGS

The memory that *dest points to is allocated by the malloc function libssh2 uses, but there is no way for an application to free this data in a safe and reliable way!

RETURN VALUE

0 if successful, -1 if any error occurred.