NAME

a64l, l64a — convert between long and base-64 ASCII

SYNOPSIS

long a64l (s)
char *s;

char *l64a (l)
long l;

DESCRIPTION

These routines are used to maintain numbers stored in *base-64* ASCII. This is a notation by which long integers can be represented by up to six characters; each character represents a "digit" in a radix-64 notation.

The characters used to represent "digits" are . for 0, / for 1, 0 through 9 for 2—11, A through Z for 12—37, and a through z for 38—63.

A64l takes a pointer to a null-terminated base-64 representation and returns a corresponding **long** value. *L64a* takes a **long** argument and returns a pointer to the corresponding base-64 representation.

BUGS

The value returned by *l64a* is a pointer into a static buffer, the contents of which are overwritten by each call.