

e-b64

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2003 ff.

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1 Introduction

e-b64 is a small utility to encode or decode texts to and from base-64. The usage is self-explanatory: either texts on the commandline are processed, or the program reads its input from *stdin* and processes that.

For example, `e-b64 -e 'Hello World'` will show `SGVsbG8gV29ybGQ=`, while `e-b64 -d SGVsbG8gV29ybGQ=` will show `Hello World`.

As another example, `e-b64 -e < myfile |e-b64 -d` will encode the contents of `myfile` and pass it to a second process to decode it. The file contents are shown onscreen.

2 Obtaining and installing e-b64

The easiest way to install *e-b64* is to obtain the RPM off <http://public.e-tunity.com>. The RPM is named *e-b64-*.rpm*, with a version ID and platform specifier at the place of the *. The RPM is installed by user *root* using `rpm -i rpm-file`.

To build *e-b64* from source, proceed as follows. The archive containing *e-b64* can be obtained from <http://public.e-tunity.com>. The archive comes in a format *e-b64.tar.gz*.

The archive spills its contents into a subdirectory *e-b64/*. The `Makefile` in this directory compiles and installs the program into the directory pointed to by the environment variable *EBINDIR*.

As prerequisite, the e-tunity library *e-lib* is required. This library is also available from <http://public.e-tunity.com>.