

**NAME**

base64 – Lua module for base64 encoding

**SYNOPSIS**

```
local base64 = require "base64"
```

**DESCRIPTION**

Base64 is a method to represent binary data with only ASCII characters. This can be used for example to embed sound files or images in the Lua script as long strings.

**Attention:** The image formats XPM and XBM are already in an ASCII format and can be embedded directly in a Lua script without further encoding.

**base64.encode(binary-string)**

This encodes the binary data in the *binary-string* with base64. It returns the result as string.

By the way, on GNU systems there is also a command line tool named **base64**. You can also use that to encode data.

**base64.decode(base64-string)**

This decodes the *base64-string* and returns the binary data as a string.

**base64.version**

This variable holds a version string for the base64 module.