

Uencode - Udecode manual

DESCRIPTION

Uencode and udecode are used to transmit binary files over transmission mediums that do not support other than simple ASCII data.

Uencode reads file (or by default the standard input) and writes an encoded version to the standard output. The encoding uses only printing ASCII characters and includes the mode of the file and the operand name for use by udecode.

Udecode transforms uencoded files (or by default, the standard input) into the original form. The resulting file is named name and will have the mode of the original file except that setuid and execute bits are not retained. Udecode ignores any leading and trailing lines.

Reference file = rgb.gif

Uencode

Uencode syntax: `uencode file_to_be_encoded encoded_file > output_file`

NOTE: The `file_to_be_encoded` and the `encoded_file` can be the same name.

EXAMPLE:

```
uencode rgb.gif rgb.gif > rgbfxr
```

Udecode

Udecode syntax: `udecode output_file`

NOTE: This created a file with the name in the `output_file`.

You can view the encoded file name by issuing the command `head outputfile`

EXAMPLE:

```
udecode output_file
```

Note: The file `rgb.gif` will be decoded.

Application

You want to encode a binary file and attach it to an E-Mail for an individual who does not have a MIME mail client.

You can encode the file and the recipient can decode the attached file and now have the original binary file.