
UUENCODE

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UUENCODE provides facilities for encoding files into printing ASCII characters for transfer by electronic mail. It is compatible with the UNIX™ facility of the same name. For details of the file format see the UNIX™ manual page on 'uuencode'.

(UUENCODE *FILES INTO-FILE*) [Function]

Encodes the files named by *FILES* into *INTO-FILE*. *FILES* may be either a list of files or a single file name. Note that UNIX™ uuencode does not support multiple files encoded in one file. Thus one should only pass a single file name to UUENCODE if the file is to be decoded under UNIX™. Returns the name of the file written.

(UUDECODE *FILE-OR-STREAM ONLY-ONE-FILE?*) [Function]

Decode from *FILE-OR-STREAM* writing the decoded files in the connected directory. *FILE-OR-STREAM* may be either a file name or a stream. If *ONLY-ONE-FILE?* is non-NIL then only one file will be extracted from *FILE-OR-STREAM*, and an error will be reported if no encoded file is found. This can be thought of as UNIX™ compatibility mode. Returns the list of the names of the files extracted.

(UUENCODE-INTERNAL *INS OUTS DECODE-NAME FILE-MODE*) [Function]

Called by UUENCODE to encode one file. Encodes all bytes from the stream *INS* to the stream *OUTS*. *DECODE-NAME* is the name the file should be given when it is decoded. *FILE-MODE* is the UNIX™ file mode for the file. *DECODE-NAME* defaults to (*FULLNAME INS*) and *FILE-MODE* defaults to the value of the variable *UU.MODE-DEFAULT*. Returns *OUTS*.

UU.MODE-DEFAULT [Global Variable]

The default UNIX™ file mode to encode files under as an integer. UNIX™ uuencode will use this when creating the decoded file. The initial value is 644Q (read & write by owner, read by group and other).

(UUDECODE-INTERNAL *INS ONE-FILE-ONLY?*) [Function]

Called by UUDECODE to decode one file. *INS* should be a stream open for input. Returns the name of the file extracted or NIL if none is found and *ONE-FILE-ONLY?* is NIL.

UUENCODE was inspired by Christopher Lane's BMENCODE package.