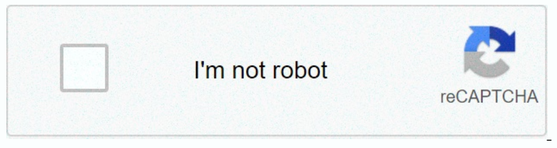

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Content- transfer- encoding binary php

This is a quick guide on how to force a PDF file to download using PHP. In this guide, I will show you how to force the browser to download the PDF file as an attachment, rather than display it directly. Take a look at the following PHP script: //The full or relative path to the PDF file. $pdfFile = instructions.pdf; Set content-type to application/pdf header(Content-Type: application/pdf); Set the Content Length header. header('Content-Length: ' . file size($pdfFile)); Set Content-Transfer-Encoding:Binary'; The file name that you need to download. $downloadName = instructions.pdf; Set Content-Disposition to the attachment and specify the name of the //file. header('Content-Disposition: attachment; filename=' . $downloadName); Read the information in the PDF and exit the script. readfile($pdfFile); exit; $pdfFile = 'instructions.pdf';//Set the Content-Type to application/pdfheader('Content-Type: application/pdf');//Set the Content-Length header.header('Content-Length: . file size($pdfFile));//Set content transfer encoding Binary header('Content-Transfer-Encoding: Binary');//The filename that it should download as.$downloadName = 'instructions.pdf//Set the Content-Disposition to attachment and specifyheader('Content-Disposition: attachment; filename=' . $downloadName);//Read the PDF file information, and exit the script. In the code above: The path to the PDF file you want to download is mentioned. In this case, the file in question is .pdf and is located in the same directory as our PHP script. Note that you can also use the full path of the PDF if the file is in a different directory. We used the PHP header function to set up the Content-Type response application/pdf. This header tells the browser what type of data to expect. The Content-Transfer-Encoding header was Binary because you want to transfer the file in natural binary format. You have specified the file name to use when downloading the file. This is the name that appears when the user is prompted to download the file. Note that this does not have to be the same as the original file name. For example: If it makes sense, you can add the current date to the file name. Php's file size feature allows us to calculate the size of the file in bytes and set it as a content-length header. The Content-Disposition header will be an attachment. As a result, the client's browser now knows that you need to treat the data as a file download. Finally, php's readfile feature exposed the output of the PDF file data. That's it, that's it! It's pretty simple, isn't it? Many content types that can be delivered in e-mail usefully are displayed as 8-bit or binary data in natural format. Such data may not be transmitted to certain transmission Through. For example, RFC 821 limits the 7-bit US-ASCII data with 1000 character lines. Therefore, a standard mechanism should be established for recoding such data into a 7-bit short-line format. This document specifies that such encodings are indicated by a new Content Transfer Encoding header field. The Content-Transfer-Encoding field indicates the type of transformation used to represent the body in an acceptable way. Unlike content types, the proliferation of content transfer encoding values is undesirable and unnecessary. However, it does not seem possible to create only one content transfer encoding mechanism. There is a trade-off between the desire to encode largely binary data compactly and efficiently and the desire to encode data that is mostly, but not entirely, 7-bit data. Therefore, at least two encoding mechanisms are required: one readable encoding and one dense encoding. The Content-Transfer-Encoding field defines an invertible mapping between a native representation of a specific type of data and a representation that can be easily replaced by 7-bit e-mail transport protocols, such as RFC 821 (SMTP). This field has not been defined by any previous standards. The value of this field is a single token that specifies the type of encoding according to the following enumeration. Officially: Content-Transfer-Encoding := BASE64 / QUOTED-PRINTABLE / 8BIT / 7BIT / BINARY / x-token These values do not contain upper and lower case letters. For that matter, base64 and BASE64 and bAsE64 are all equivalent. The 7BIT encoding type requires that the body is already in a seven-bit mail-ready representation. This is the default value -- that is, Content-Transfer-Encoding: 7BIT if the Content Transfer Encoding header field is not present. 8bit, 7bit and binary values all indicate that no encoding has been made. However, they are potentially useful to indicate the type of data in the subject and therefore to provide the coding that may be required for transmission in a given transport system. 7bit means that the data is displayed as a short line of US-ASCII data. 8bit means that the lines are short, but they can be non-ASCII characters (octeta with high-order bitset). Binary means that not only can non-ASCII characters be present, but also that lines may not be short enough for SMTP transmission. The difference between 8bit (or any other token with conceivable bit width) and binary token is that binary does not require compliance with line length or SMTP CRLF semantics restrictions, while bit-width tokens require such adhesion. If the body contains bit-width data other than 7 bits, a content transfer encoding token with the correct bit width (e.g. 8bit for unencoded 8-bit data) should be used. If the body contains binary data, the binary Content-Transfer-Encoding token must be used. NOTE:THE binary, 8bit, etc. However, clear labelling will be of enormous value to gateways between future postal transport systems, which have different capabilities in the transport of data that does not comply with rfc 821 transport restrictions. As of the publication of this document, there are no standardized internet shipments for which it is legally possible to insert unencoded 8-bit or binary data into letterboxes. Thus, there is no circumstance in which 8bit or binary Content-Transfer-Encoding is actually legal on the Internet. However, in the event that 8-bit or binary mail delivery becomes a reality in Internet mail, or if this document is used in cooperation with any other 8-bit or binary transfer mechanism, 8-bit or binary bodies must be tagged using this mechanism. NOTE: The five values you enter for the Content-Transfer- Encoding field mean nothing about the content type, except for the algorithm used to encode it, or the requirements of the shipping system if it is not encoded. Contractors can define new content-transfer-encoding values if necessary, but they must use an x-token with a prefix prefixed by X to indicate its non-standard state, such as Content Transfer Encoding: x-my-new-encoding. However, unlike content types and subtypes, the creation of new content transfer encoding values is explicitly and strongly opposed, as this seems likely to hinder interoperability and have few potential benefits. Their use is only permitted as a result of an agreement between cooperating user agents. If a content transfer encoding header field appears as part of a message header, it applies to the entire body of the message. If a content transfer encoding header field appears as part of the body header, it applies only to the body of that body. If an entity is of the multipart or message type, Content-Transfer-Encoding cannot have a bit width (e.g. 7bit, 8bit, etc.) or binary value. It should be noted that e-mail is character-oriented, so the mechanisms described here are mechanisms for encoding arbitrary byte streams, not bit streams. If you want to encode a bit stream through one of these mechanisms, you must first convert it to an 8-bit stream using the network standard bit order (big-endian), in which the previous bits of the stream become higher bits in a byte. The bit stream ending at the 8-bit boundary must be cushioned with zeros. This document provides a mechanism to note the addition of such a fill for the Content-Type application, which has a fill parameter. The encoding mechanisms set out here explicitly encode all ascii data. For example, suppose that the header fields for an entity are: text/plain; charset=ISO-8859-1 Tartalomátvitel-kódolás: base64 Ez Ez it is understood that the body is a base64 ASCII encoding of the data that originated in ISO-8859-1 and will have to make the character set after re-decoding. The following sections define the two standard encoding mechanisms. The definition of new content transfer encoding is explicitly opposed and can only occur when absolutely necessary. All content-transfer-encoding namespaces except that starting with X- are specifically reserved for future use by IANA. Private agreements on content transfer encoding are also expressly opposed. Some content transfer encoding values can only be used on certain content types. In particular, it is forbidden to use 7bit, 8bit, or binary encodings with any Content type that recursively includes other Content-Type fields, namely multipart and message content types. All encodings desired for multi-part or message-type bodies must be done at the innermost level by encoding the actual body to be encoded. NOTE ABOUT ENCODER RESTRICTIONS:Although the prohibition of content transfer encoding on multipart or message data may seem too restrictive, you must prevent embedded encodings in which data is passed multiple times through an encoding algorithm and decoded multiple times for proper viewing. Embedded encodings give user agents considerable complexity: in addition to obvious efficiency problems with such multiple encodings, they can obscure the basic structure of the message. In particular, they can mean that multiple decoding operations are needed simply to find out what types of objects are contained in a message. Banning embedded encodings can make it difficult for certain mail gateways to work, but this seems less of a problem than the impact of embedded encodings on user agents. NOTE On the relationship between content type and content TRANSFER-ENCODING Content-Transfer Encoding Content-Transfer-Encoding may appear to be inferred from the characteristics of the content type that are waiting to be encoded, or at least that some content transfer encoding can be trusted to use with specific content types. There are many reasons why this is not the case. First, given the different types of deliveries used in mail, some encodings may be appropriate for certain Content-Type/transport combinations, and not for others. (For example, for an 8-bit transmission, some character sets do not require encoding for text, while 7-bit SMTP clearly requires such encoding.) Secondly, certain types of content may require different types of transfer encoding under different circumstances. For example, many PostScript organizations can consist entirely of short lines of 7-bit data, so it requires little or no encoding. Other PostScript bodies (especially organizations that use the Level 2 PostScript binary encoding mechanism) can only be reasonably represented by binary transfer encoding. Finally aims to effectively match the specification of the application protocol with a given lower level of transmission with a given lower level of transmission, a strict specification of the relationship between content types and encodings. This is undesirable because content type developers do not need to be aware of all shipments and limitations in use. NOTE For translating RECODINGS Quoted-printable and base64 encodings are designed to convert between them. In such a conversion, only line breaks are handled. When converting from quoted printable to base64, the line break must be converted to a CRLF series. Similarly, the CRLF sequence of base64 data must be converted to a quotable line break, but only when converting text data. NOTE THE CANONICAL ENCODING MODEL:There has been some confusion in previous drafts of this memo, the model when email data had to be converted to canonical form and encoded, and in particular how this process would affect the treatment of CRLfs, given that the representation of newlines varies greatly in the system of the system. Therefore, the canonical model for coding is h. 5.1. It encodes the data in such a way that the resulting octets are unlikely to be amended by post. If the encoded data is mostly ASCII text, the encoded form of the data remains largely recognizable to humans. The body, which is entirely ASCII, can also be encoded in Quoted-printable text to ensure the integrity of the data when the message passes through character translation and/or a line envelope gateway. In this encoding, octets must be represented according to the following rules: #1 rule: (General 8-bit representation)All octets, except those indicating a line break corresponding to the new line convention of the canonical form of data to be encoded, can be represented by an = symbol followed by a double-digit hexadecimal representation of the octet value. The digits of the hexadecimal alphabet for this purpose are 0123456789ABCDEF. Capital letters should be used when sending hexadecimal data, although the robust implementation may choose to recognize lowercase letters when receiving them. For example, you can use =0C (ASCII Form Feed) to represent 12 (ASCII EQUAL SIGN) and 61 (ASCII EQUAL SIGN) to =3D. Unless the following rules allow alternative encoding, this rule is mandatory. Rule #2: (Literal representation) Octets have a decimal value of 33-60, and 62-126, including, can be depicted as ASCII characters that correspond to octets (EXCLAMATION POINT through less than, and greater than, TILDE, respectively). #3: (White Square)Octet the 9 and 32 can be depicted asCII TAB (HT) and space characters, respectively, but can't be so represented at the end of a coded line. The TAB (HT) or SPACE characters on the encoded line must therefore be followed by the character that can be printed on the line. In particular, with the symbol = one = at the end of the encoded line, which indicates #5 soft line break (see rule), you can follow one or more TAB (HT) or SPACE characters. It follows that at the end of the coded line, an octave of 9 or 32 #1 be plotted in accordance with the new rule. This rule is necessary because some MTAs (Message Transport Agents, programs that forward messages from one user to another, or perform some of these transfers) are known to padding lines of spacs, while others are known to remove spacebar characters from the end of the line. Therefore, when decoding a quoted printable body, the closing white area on the line must be deleted, as it is necessarily added by intermediate transport agents. Rule #4 (Line breaks)The body text line break, regardless of how the body text follows the canonical representation of the data being encoded, must be a (RFC 822) line break in the Quoted-Printable encoding, which is a CRLF series. If separate CR and LF and LF CR and CR LF sequences may appear in binary data according to the canonical form, they shall be represented by the markings =0D, =0A, =0A=0D and =0D=0A. Note that many implementations may choose to directly encode the local display of different content types. This may apply in particular to plain text materials for systems that use new line conventions other than CRLF delimiter. Such an implementation is allowed, but the generation of line breaks should be general to take into account the case of the use of alternative representations of new line sequences. Rule #5 (Soft Line Breaks)Quoted-printable encoding requires coded lines to be up to 76 characters long. If you need to encode longer lines with quoted printable encoding, use soft line breaks. The equal sign, called the last character in the encoded line, indicates such a non-significant (soft) line break in the encoded text. So if the raw form of the line is a single unencoded line that says: Now is the time for all people to come to the aid of their country. It can be represented in quoted-printable coding as Now is the time = for all people to come = the aid of their country. This provides a mechanism by which long lines are encoded so that the user agent can restore them. The 76-character limit does not count the ending CRLF, but all other characters, including equal signs. Because the hyphen (-) appears as itself in the Quoted printable encoding, care should be taken to ensure that when embedding the quoted printable encoded body in a multi-part entity, the nesting boundary don't show up the encoded body. (A good strategy is to choose a boundary that includes strings like =_, which will never appear in a quoted printable organization. See the definition of multipart messages later in this document.) NOTE: The printed encoding quoted is a trade-off between readability and reliability of delivery. Bodies encoded with quoted printable encoding work reliably through most mail gateways, but may not work perfectly through some gateways, especially by translating into EBCDIC. (In theory, an EBCDIC gateway can decode a quoted printable body and recode it using base64, but such gateways do not yet exist.) Base64 Content-Transfer-Encoding offers a higher level of reliability. One way to transfer imitojós through EBCDIC gateways is to also quote ASCII characters! #$@[\]^`{|} - according #1 the rules. For more information, see Appendix B. Since the quoted printable data is generally assumed to be line-oriented, it is expected that the breaks between the lines of the quoted printable data may change during transport, in the same way that plain text mail has always changed in Internet mail when passing between systems with different new line conventions. If such changes are likely to cause data damage, it is probably better to use base64 encoding than the quoted printable encoding. 5.2 Base64 Content-Transfer-EncodingA Base64 Content-Transfer-Encoding is designed to represent arbitrary octet sequences in a form that cannot be read humanly. Encoding and decoding algorithms are simple, but the encoded data is consistently only about 33 percent larger than unencoded data. This encoding is based on the encoding used in privacy enhanced mail applications as defined in RFC 1113. Base64 encoding is made from RFC 1113 with one change: base64 eliminates the mechanism of embedded clear text *. The 65-character subset of USA-ASCII is 6bit, allowing it to represent 6 bits per printable character. (The extra 65th character, =, is used to indicate a special processing function.) NOTE: This subset has the important property that it appears in the same way in all versions of ISO 646, including US ASCII, and all characters in the subset are displayed in the same way in all versions of EBCDIC. Other popular encodings, such as the encoding used by the UUENCODE utility and the 2. The encoding process represents 24-bit groups of input bits as output strings of 4 encoded characters. From left to right, a 24-bit input group is created by concatenating 3 8-bit input groups. These 24 bits are treated as the next 4 connected 6-bit groups by the next cretin, each will be translated into one digit in the base64 alphabet. When encoding the through base64, the bitstream must first be ordered with the most significant bit. This means that the first bit in the stream becomes the high bit of the first byte, and the eighth bit is the low bit in the first byte, and so on. Each 6-bit group contains an array of 64 printable characters per index. The character referenced by the index is placed in the output string. The following is 1. Table 2: Encoding the Base64 Alphabet Value Encoding Value 0 A 17 R 34 i 51 z 1 B 18 S 35 j 52 0 2 C 19 T 36 k 53 1 3 D 20 U 3 7 l 54 2 4 E 21 V 38 m 55 3 5 F 22 W 39 n 56 4 6 G 23 X 40 o 57 5 7 H 24 Y 41 p 58 6 8 I 25 Z 42 q 59 7 9 J 26 a 43 r 60 8 10 K 27 b 44 s 61 9 11 L 28 c 45 t 62 + 12 M 29 d 46 u 63 / 13 N 30 e 47 v 14 O 31 f 48 w (pad) = 15 P 32 g 49 x 16 Q 33 h 50 y The output stream (encoded bytes) shall represent each line of up to 76 characters. Article 1(2) shall be replaced by the following In Base64 data, the data 1 and 2 are not available. Special processing takes place when the data being encoded is less than 24 bits available at the end. The entire coding quantum is always completed at the end of the body. If fewer than 24 input bits are available in an input group, zero bits (on the right) are added to create the total number of 6-bit groups. Output character positions that are not required to represent actual input data are set to = . Since all base64 inputs are the organic number of octates, only the following cases may arise: (1) the final quantum of the coding input is an organic multiple of 24 bits; here, the last unit of the encoded output will be an organic multiple of 4 characters ,= without filling, (2) the final quantum of the encoding input is exactly 8 bits; here, the last unit of the encoded output will be two characters, followed by two = fill characters, or (3) the final quantum of the encoding input is exactly 16 bits; here, the final unit of the encoded output will be three characters followed by one = fill character. Care should be taken to use the appropriate octets for line breaks when applying base64 encoding directly to textual material that has not been converted to canonical form. In particular, line breaks must be converted to CRLF sequences before basic 64 encoding. The important thing to note is that this can be done directly from the encoder instead of an earlier canonization step in some implementations. Note: Don't worry apparent nesting boundaries within base64-encoded parts of multipart entities because hyphen characters are not used in base64 encoding. Encoding.

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