

Blob Operations

A blob as used by the Designer is internally encoded as **base64Binary**. In order to read anything from a blob received by a frontend client or backend, you first have to decode it. Of course, to use the information in the blob you need to know what format it is (e.g. html, xml, gif, string, etc.). There is only one exception: when a backend understands **base64Binary**, you do not have to decode it.

Blobs are sent and received from the environment depending on the transport protocol. For example, SOAP uses base64 encoded strings to transport blobs, whereas SAP RFC uses special buffers. However, internally blobs are kept in binary streams of dynamic length.

The **Blob** class offers a set of operations:

- [blobLength\(\) Operation](#)
- [concatBlob\(\) Operation](#)
- [convertBinaryToInteger\(\) Operation](#)
- [convertToHex\(\) Operation](#)
- [convertToString\(\) Operation for Blobs](#)
- [subblob\(\) Operation](#)
- [transcodeToString\(\) Operation](#)
- [xmlToClass\(\) Operation for Blobs](#)

Related Pages:

- [Available Base Types](#)
- [Overview on All Type Conversion Operations](#)