OEDcoder
User Guide

version 1.0.1

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1. Introduction

OEDcoder is a lightweight offline desktop tool to encode and decode files featuring drag and drop, copy and paste, and rapid bulk processing

Features

- Encode and decode files locally without compromising data security and privacy
- A lightweight tool with a clean and simple design
- Bulk processing feature in the background without impacting normal desktop operation
- Encode images, sound, videos, fonts, and other binary files to text for web data URLs, databases, and cloud services
- Quick encoding files for transferring across systems and platforms limited to text or other unsupported file types
- Encode and decode large files for segmentation to transfer across systems and networks

Who uses OEDcoder?

- Analysts, QA, Project Managers, Program Managers, Business Managers and production support who need to review base64 encoded images, fonts, audio and videos from databases and other storage securely without compromising company information using online decoding services
- Web designers, developers, sound and video engineers who need to encode and decode media files for productions and projects
- Engineers who needs to encode and decode files in bulk without dedicating machines
- Scientists and engineers who need to transfer large files in segments
- Users and systems requiring to encode unsupported file types in text for interoperability

Instructions

2. Encode a single file
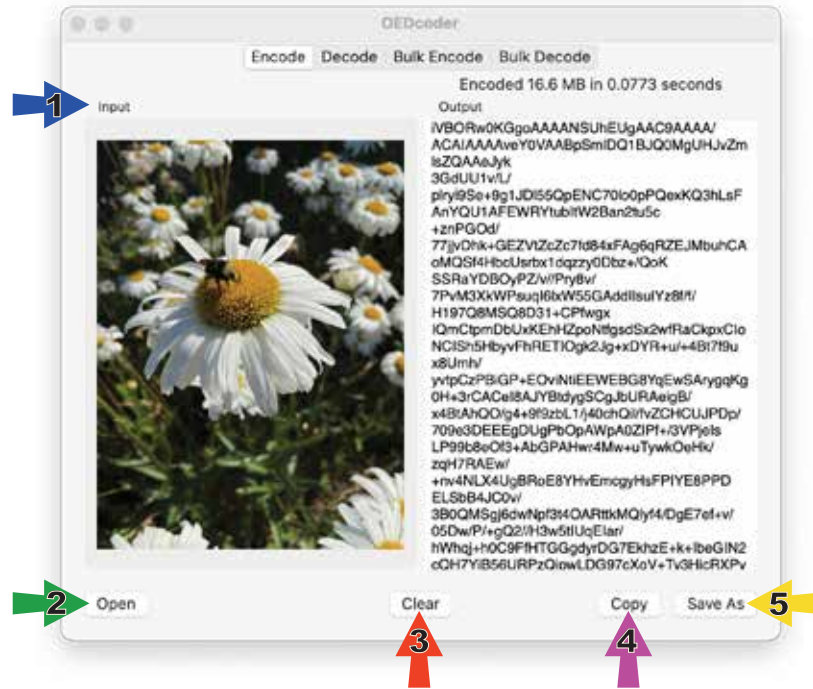
 1 Drag and drop your file into the input window

 2 Open a file from a directory

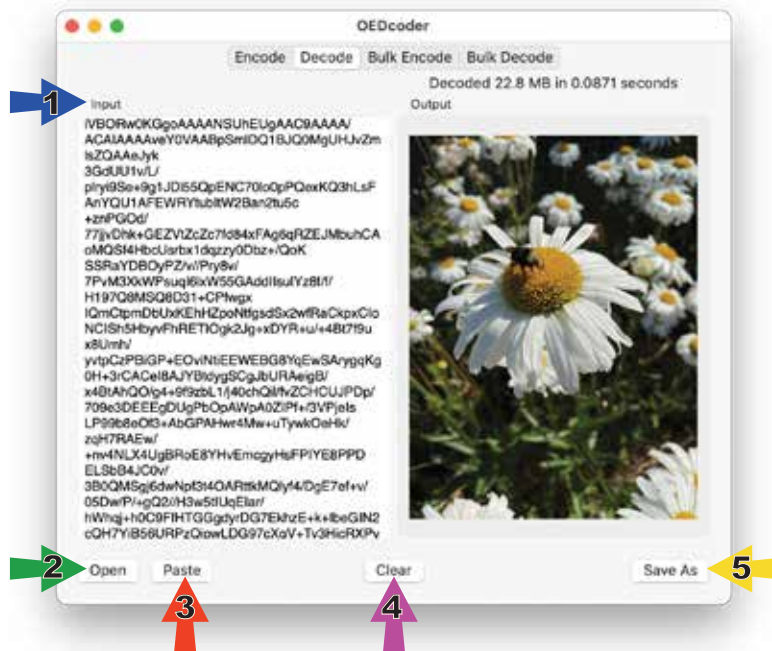> OEDcoder processes your file immediately and displays* the result in the output window
>
> * *Ouput preview or copy will be unavailable for file size exceeding 100mb. It does not impact the encoding result and should be saved the output to a file (see ▶ 5 ▶ below).*

3 Use the [Clear] button to reset both input and output windows. However, you may drop another file into the input window to encode a new file immediately without clearing the previous file and output

4 Use the [Copy] button to copy an output to clipboard for pasting

5 Use the [Save As] button to save an output to a file in a selected directory and for encoding output exceeding 100mb when copying to clipboard is unavailable

3. Decode a single file

There are 3 different ways to provide decoding input text:

1. Drag and drop your text file into the input window
2. Open a file from a directory
3. Copy (*Cmd-C*) and Paste (*Cmd-V*) or using the **Paste** button to insert text from the clipboard directly onto the input window

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OEDcoder processes your file immediately and displays* the result in the output window

 * *Some file types may not be shown in the preview. It does not impact the decoding result and may be saved to a file (see* 5 *below).*

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4. Use the **Clear** button to reset both input and output windows. However, you may drop another file into the input window to decode a new file immediately without clearing the previous file and output

5. Use the **Save As** button to save the decoding output to a file in a selected directory
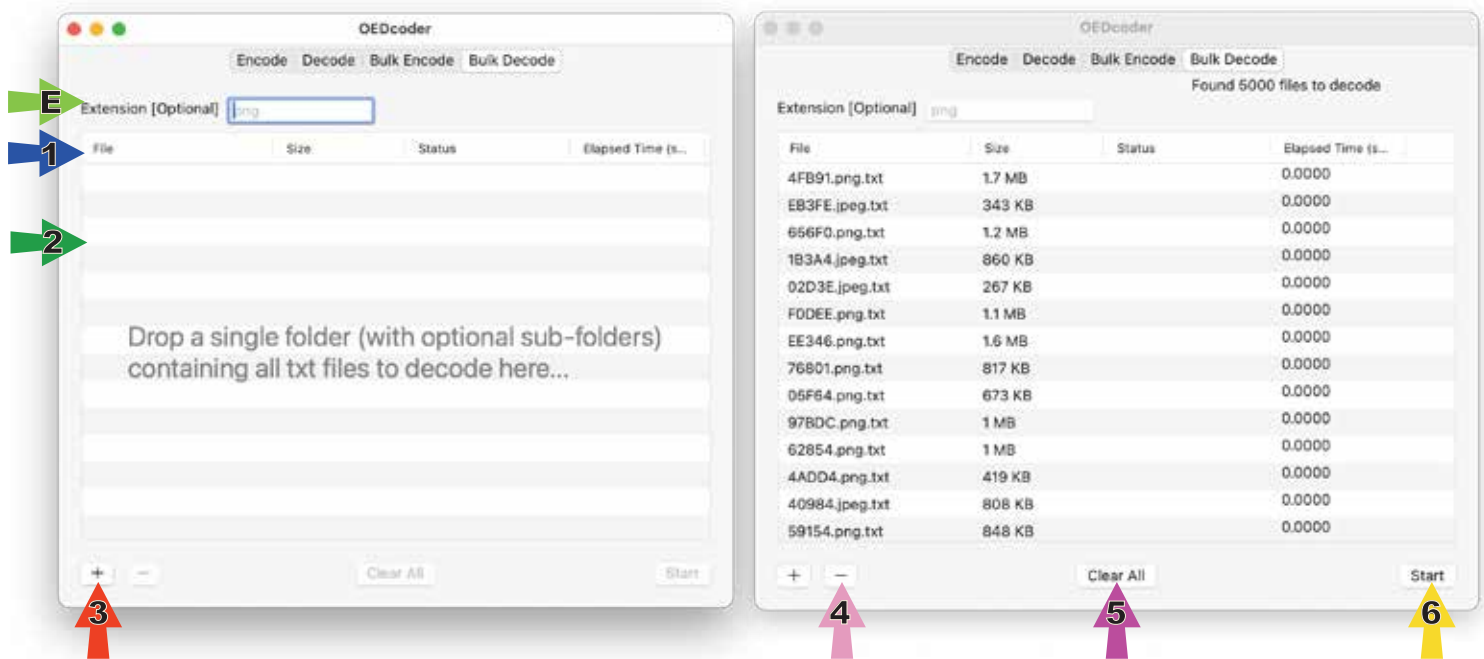
4. Bulk Encoding of Files
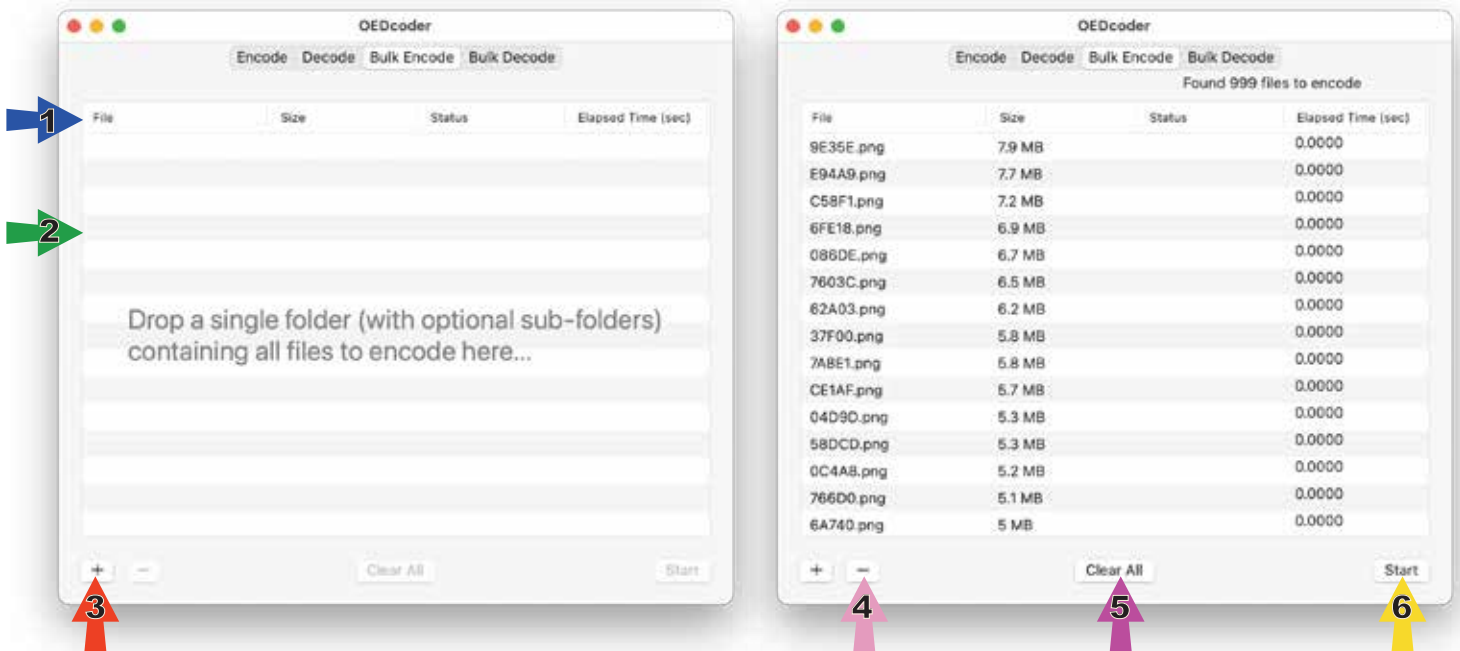
Sort Bulk encoding list by file name, size, status, and elapsed time (in seconds)

> OEDcoder requires files to be organized within a folder (supporting one or more subfolders) to insert unlimited files for bulk encoding process. File names and sizes will be displayed in the insert window allowing users to review, sort, or remove any files from the list prior to starting the encoding process.

There are a couple ways to provide input files for bulk encoding process:

1. Drag and drop a folder containing all files to be encoded into the input window
2. Click the + button to add a folder containing all files to be encoded from a directory

Click the - button to remove one or more highlighted files from the bulk encoding process list

Click the **Clear All** button to clear all files from the bulk encoding process list regardless their processing status

Click the **Start** button to start the bulk encoding process. A progress window will pop up estimating the processing percentage with a **Cancel** button to terminate the encoding process if needed. Both in-progress and awaiting files will be terminated while files that have already been encoded will not be reverted.

5. Bulk Decoding of Files

E ▶ Provide the decoding file extension such as 'png' or 'mp4' with prefilled '.' or leave it blank when decoding multiple file types

1 ▶ Sort Bulk decoding list by file name, size, status and elapsed time (in seconds)

> OEDcoder requires text files to be organized within a folder (supporting one or more subfolders) to insert unlimited text files for bulk decoding process. File names and sizes will be displayed in the insert window allowing users to review, sort, or remove any files from the list prior to starting the decoding process. Any non-text files found in the decoding input folder will be excluded and will not load onto the file processing list.

There are a couple ways to provide text files for bulk decoding process:

2 ▶ 1. Drag and drop a folder containing all files to be decoded into the input window

3 ▶ 2. Click the ⊕ button to add a folder containing all files to be decoded from a directory

4 ▶ Click the ⊖ button to remove one or more highlighted files from the bulk decoding process list

5 ▶ Click the **Clear All** button to clear all files from the bulk decoding process list regardless their processing status

6 ▶ Click the **Start** button to start the bulk decoding process. A progress window will pop up estimating the processing percentage with a **Cancel** button to terminate the decoding process if needed. Both in-progress and awaiting files will be terminated while files that have already been decoded will not be reverted.

6. Frequently Asked Questions

1. Why can't I add individual files for bulk processing?
In order to insert an unlimited number of files for bulk processing, OEDcoder uses a folder with optional subfolder(s) for loading input files due to the macOS sandbox file limit.

2. Is there a file size limit for encoding and decoding?
There is no file size limit but as much as your storage device allows. For example, OEDcoder easily encoded a 13GB file in 53 seconds on a Macbook Air while running other desktop processes at the same time (see *https://youtu.be/bjTdjvgF1sk*).

3. Why is my encoded file larger than my original file?
Base64 encoding encodes every 3 binary bytes into 4 bytes of text. You should expect ~30% increase of your encoded file size or ~30% file size reduction when decoding.

4. Are my files private? Do you upload my files onto any online services?
OEDcoder is an offline desktop application to process all files privately on your desktop. It does not require files to be uploaded onto any online services.

5. Do you offer a reduced price for educational institutions?
Yes. We offer 50% discount for 20 or more copies through the Apple School Manager.

6. How may I contact you for feature requests or other questions?
Please contact us at *OEDcoderSupport@bumblemeow.com*