
Subject: Core/SSL: AES-256-GCM encryption and decryption support

Posted by [Oblivion](#) on Mon, 05 May 2025 13:01:53 GMT

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Hi,

U++ nightly builds have gained AES-256-GCM encryption and decryption support, meaning you can have a high quality blob encryption/decryption using a password/passphrase.

Public API:

```
class Aes256Gcm : NoCopy {
```

```
public:
```

```
    Aes256Gcm();
```

```
    ~Aes256Gcm();
```

```
    Aes256Gcm& Iteration(int n);
```

```
    Aes256Gcm& Chunksize(int sz);
```

```
    bool Encrypt(Stream& in, const String& password, Stream& out);
```

```
    bool Decrypt(Stream& in, const String& password, Stream& out);
```

```
    bool Encrypt(const String& in, const String& password, String& out);
```

```
    bool Decrypt(const String& in, const String& password, String& out);
```

```
    Gate<int64, int64> WhenProgress;
```

```
    String GetErrorDesc() const;
```

```
};
```

```
String AES256Encrypt(const String& in, const String& password, Gate<int64, int64>
```

```
WhenProgress = Null);
```

```
String AES256Decrypt(const String& in, const String& password, Gate<int64, int64>
```

```
WhenProgress = Null);
```

```
bool AES256Encrypt(Stream& in, const String& password, Stream& out, Gate<int64, int64>
```

```
WhenProgress = Null);
```

```
bool AES256Decrypt(Stream& in, const String& password, Stream& out, Gate<int64, int64>
```

```
WhenProgress = Null);
```

Detailed info can be found [here](#)

Best regards,

Oblivion
