



class BSON::Binary

Container for binary data

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```
unit package BSON;  
class Binary { ... }
```

Synopsis

```
use UUID;  
use BSON::Binary;  
  
my UUID $uuid .= new(:version(4));  
my BSON::Binary $bin .= new(  
    :data($uuid.Blob),  
    :type(BSON::C-UUID)  
);
```

Methods

new

```
submethod BUILD ( Buf :$data, Int :$type = BSON::C-GENERIC )
```

Store binary data in the object. The following codes are available:

- **C-GENERIC**. Generic binary data. Used for any non structured data.
- **C-FUNCTION**. Encoding of function code.
- **C-UUID**. Encoding of UUID.
- **C-MD5**. Encoding of MD5.

perl

```
method perl ( Int $indent = 0 --> Str )
```

Should be used like any other perl without the \$indent set. Otherwise it starts of indented.

encode

```
method encode ( --> Buf )
```

Encode the binary data. Mostly called from BSON::Document.

decode

```
method decode (  
  Buf:D $b,  
  Int:D $index is copy,  
  Int:D $nbr-bytes  
  --> BSON::Binary  
)
```

Decode a Buf to BSON::Binary. Mostly called from BSON::Document.