

# PHP bytecode Compiler

# Introduction

## Warning

This extension is *EXPERIMENTAL*. The behaviour of this extension?including the names of its functions and any other documentation surrounding this extension?may change without notice in a future release of PHP. This extension should be used at your own risk.

Bcompiler was written for several reasons:

- To encode entire script in a proprietary PHP application
- To encode some classes and/or functions in a proprietary PHP application
- To enable the production of php-gtk applications that could be used on client desktops, without the need for a php.exe.
- To do the feasibility study for a PHP to C converter

The first of these goals is achieved using the [bcompiler\\_write\\_header\(\)](#), [bcompiler\\_write\\_file\(\)](#) and [bcompiler\\_write\\_footer\(\)](#) functions. The bytecode files can be written as either uncompressed or plain. To use the generated bytecode, you can simply include it with include or require statements.

The second of these goals is achieved using the [bcompiler\\_write\\_header\(\)](#), [bcompiler\\_write\\_class\(\)](#), [bcompiler\\_write\\_footer\(\)](#), [bcompiler\\_read\(\)](#), and [bcompiler\\_load\(\)](#) functions. The bytecode files can be written as either uncompressed or plain. The [bcompiler\\_load\(\)](#) reads a bzip compressed bytecode file, which tends to be 1/3 of the size of the original file.

To create EXE type files, bcompiler has to be used with a modified sapi file or a version of PHP which has been compiled as a shared library. In this scenario, bcompiler reads the compressed bytecode from the end of the exe file.

bcompiler can improve performance by about 30% when used with uncompressed bytecodes only. But keep in mind that uncompressed bytecode can be up to 5 times larger than the original source code. Using bytecode compression can save your space, but decompression requires much more time than parsing a source. bcompiler also does not do any bytecode optimization, this could be added in the future...

In terms of code protection, it is safe to say that it would be impossible to recreate the exact source code that it was built from, and without the accompanying source code comments. It would effectively be useless to use the bcompiler bytecodes to recreate and modify a class. However it is possible to retrieve data from a bcompiled bytecode file - so don't put your private passwords or anything in it.

# Installing/Configuring

## Requirements

No external libraries are needed to build this extension.

## Installation

short installation note:

- You need at least PHP 4.3.0 for the compression to work
- To install on PHP 4.3.0 and later at the Unix command prompt type *pear install bcompiler*
- To install on Windows, until the binary package distribution mechanism is finished please search the archives of the pear-general mailing list for pre-built packages. (or send an email to it if you could not find a reference)
- To install on older versions you need to make some slight changes to the build.
- untar the *bcompiler.tgz* archive into *php4/ext*. (Get it directly from PECL » <http://pecl.php.net/get/bcompiler> )
- If the new directory is now called something like *bcompiler-0.x*, then you should rename it to *bcompiler* (except you only want to build it as self-contained php-module).
- If you are using versions before PHP 4.3.0, the you will need to copy the *Makefile.in.old* to *Makefile.in* and *config.m4.old* to *config.m4*.
- run *phpize* in *ext/bcompiler*
- run *./buildconf* in *php4*
- run *configure* with *--enable-bcompiler* (and your other options)
- *make; make install*
- that's it.

## Runtime Configuration

This extension has no configuration directives defined in *php.ini*.

## Resource Types

This extension has no resource types defined.

# Predefined Constants

This extension has no constants defined.

# bcompiler Functions

## Contact Information

If you have comments, bugfixes, enhancements or want to help developing this beast, you can drop me a mail at [» alan\\_k@php.net](mailto:alan_k@php.net). Any help is very welcome.

# bcompiler\_load\_exe

bcompiler\_load\_exe -- Reads and creates classes from a bcompiler exe file

## Description

bool **bcompiler\_load\_exe** ( string \$filename )

Reads data from a bcompiler exe file and creates classes from the bytecodes.

## Parameters

*filename*

The exe file path, as a string.

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #1 - [bcompiler\\_load\(\)](#) example

```
<?php

bcompiler_load_exe( "/tmp/example.exe" );
print_r( get_defined_classes() );

?>
```

## Notes

### Warning

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## See Also

- [bcompiler\\_load\(\)](#)

# bcompiler\_load

bcompiler\_load -- Reads and creates classes from a bz compressed file

## Description

bool **bcompiler\_load** ( string *\$filename* )

Reads data from a bzcompressed file and creates classes from the bytecodes.

## Parameters

*filename*

The bzcompressed file path, as a string.

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #2 - [bcompiler\\_load\(\)](#) example

```
<?php
bcompiler_load( "/tmp/example" );
print_r( get_defined_classes() );
?>
```

## Notes

### Warning

This function is *EXPERIMENTAL*. The behaviour of this function, its name, and surrounding documentation may change without notice in a future release of PHP. This function should be used at your own risk.



<b>Note</b>
<p>Please use include or require statements to parse bytecodes, it's more portable and convenient way than using this function.</p> <p>Please note that this function won't execute script body code contained in the bytecode file.</p>

## See Also

- [bcompiler\\_load\\_exe\(\)](#)

# bcompiler\_parse\_class

bcompiler\_parse\_class -- Reads the bytecodes of a class and calls back to a user function

## Description

bool **bcompiler\_parse\_class** ( string \$class, string \$callback )

Reads the bytecodes of a class and calls back to a user function.

## Parameters

*class*

The class name, as a string.

*callback*

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #3 - [bcompiler\\_parse\\_class\(\)](#) example

```
<?php

function readByteCodes($data) {
    print_r($data);
}

bcompiler_parse_class("DB", "readByteCodes");

?>
```

## Notes

### Warning

This function is *EXPERIMENTAL*. The behaviour of this function, its name, and surrounding documentation may change without notice in a future release of PHP. This function should be used at your own risk.

**Note**

This function has been removed from bcompiler and is no longer available as of bcompiler 0.5.

# bcompiler\_read

bcompiler\_read -- Reads and creates classes from a filehandle

## Description

bool **bcompiler\_read** ( resource \$filehandle )

Reads data from a open file handle and creates classes from the bytecodes.

## Parameters

*filehandle*

A file handle as returned by [fopen\(\)](#).

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #4 - [bcompiler\\_read\(\)](#) example

```
<?php
$fh = fopen("/tmp/example", "r");
bcompiler_read($fh);
fclose($fh);
print_r(get_defined_classes());

?>
```

## Notes

### Warning

This function is *EXPERIMENTAL*. The behaviour of this function, its name, and surrounding documentation may change without notice in a future release of PHP. This function should be used at your own risk.

**Note**

Please use `include` or `require` statements to parse bytecodes, it's more portable and convenient way than using this function.

Please note that this function won't execute script body code contained in the bytecode file.

# bcompiler\_write\_class

bcompiler\_write\_class -- Writes an defined class as bytecodes

## Description

bool **bcompiler\_write\_class** ( resource \$filehandle, string \$className [, string \$extends ] )

Reads the bytecodes from PHP for an existing class, and writes them to the open file handle.

## Parameters

*filehandle*

A file handle as returned by [fopen\(\)](#).

*className*

The class name, as a string.

*extends*

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #5 - [bcompiler\\_write\\_class\(\)](#) example

```
<?php
$fh = fopen("/tmp/example","w");
bcompiler_write_header($fh);
bcompiler_write_class($fh,"DB");
// you must write DB_common before DB_mysql, as DB_mysql extends DB_common.
bcompiler_write_class($fh,"DB_common");
bcompiler_write_class($fh,"DB_mysql");
bcompiler_write_footer($fh);
fclose($fh);

?>
```

## Notes

### Warning

This function is *EXPERIMENTAL*. The behaviour of this function, its name, and surrounding documentation may change without notice in a future release of PHP. This function should be used at your own risk.

### Note

This function does not perform dependency checking, so make sure you write the classes in an order that will not result in an *undefined class* error occurring when you load it.

## See Also

- [bcompiler\\_write\\_header\(\)](#)
- [bcompiler\\_write\\_footer\(\)](#)

# bcompiler\_write\_constant

bcompiler\_write\_constant -- Writes a defined constant as bytecodes

## Description

bool **bcompiler\_write\_constant** ( resource \$filehandle, string \$constantName )

Reads the bytecodes from PHP for an existing constant, and writes them to the open file handle.

## Parameters

*filehandle*

A file handle as returned by [fopen\(\)](#).

*constantName*

The name of the defined constant, as a string.

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #6 - [bcompiler\\_write\\_constant\(\)](#) example

```
<?php
define( "MODULE_MAX", 30 );

$fh = fopen( "/tmp/example", "w" );
bcompiler_write_header( $fh );
bcompiler_write_constant( $fh, "MODULE_MAX" );
bcompiler_write_footer( $fh );
fclose( $fh );

?>
```

## Notes

### Warning

This function is *EXPERIMENTAL*. The behaviour of this function, its name, and



surrounding documentation may change without notice in a future release of PHP. This function should be used at your own risk.

## See Also

- [bcompiler\\_write\\_header\(\)](#)
- [bcompiler\\_write\\_footer\(\)](#)

# bcompiler\_write\_exe\_footer

bcompiler\_write\_exe\_footer -- Writes the start pos, and sig to the end of a exe type file

## Description

bool **bcompiler\_write\_exe\_footer** ( resource \$filehandle, int \$startpos )

An EXE (or self executable) file consists of 3 parts:

- The stub (executable code, e.g. a compiled C program) that loads PHP interpreter, bcompiler extension, stored Bytecodes and initiates a call for the specified function (e.g. main) or class method (e.g. main::main)
- The Bytecodes (uncompressed only for the moment)
- The bcompiler EXE footer

To obtain a suitable stub you can compile php\_embed-based stub phpe.c located in the examples/embed directory on bcompiler's CVS.

## Parameters

*filehandle*

A file handle as returned by [fopen\(\)](#).

*startpos*

The file position at which the Bytecodes start, and can be obtained using [ftell\(\)](#).

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #7 - [bcompiler\\_write\\_footer\(\)](#) example

```
<?php

/* creating the output file (example.exe) */
$fh = fopen("example.exe", "w");

/* 1) writing a stub (phpe.exe) */
$size = filesize("phpe.exe");
$fr = fopen("phpe.exe", "r");
fwrite($fh, fread($fr, $size), $size);
$startpos = ftell($fh);
```

```
/* 2) writing bytecodes */
bcompiler_write_header($fh);
bcompiler_write_class($fh, "myclass");
bcompiler_write_function($fh, "main");
bcompiler_write_footer($fh);

/* 3) writing EXE footer */
bcompiler_write_exe_footer($fh, $startpos);

/* closing the output file */
fclose($fh);
?>
```

## Notes

### Warning

This function is *EXPERIMENTAL*. The behaviour of this function, its name, and surrounding documentation may change without notice in a future release of PHP. This function should be used at your own risk.

## See Also

- [bcompiler\\_write\\_header\(\)](#)
- [bcompiler\\_write\\_class\(\)](#)
- [bcompiler\\_write\\_footer\(\)](#)

# bcompiler\_write\_file

bcompiler\_write\_file -- Writes a php source file as bytecodes

## Description

bool **bcompiler\_write\_file** ( resource \$filehandle, string \$filename )

This function compiles specified source file into bytecodes, and writes them to the open file handle.

## Parameters

*filehandle*

A file handle as returned by [fopen\(\)](#).

*filename*

The source file path, as a string.

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #8 - [bcompiler\\_write\\_file\(\)](#) example

```
<?php
$fh = fopen("example.phb", "w");
bcompiler_write_header($fh);
bcompiler_write_file($fh, "example.php");
bcompiler_write_footer($fh);
fclose($fh);
/* the following should be equivalent:
include "example.php";
and
include "example.phb";
*/
?>
```

## Notes

### Warning

This function is *EXPERIMENTAL*. The behaviour of this function, its name, and surrounding documentation may change without notice in a future release of PHP. This function should be used at your own risk.

### See Also

- [bcompiler\\_write\\_header\(\)](#)
- [bcompiler\\_write\\_footer\(\)](#)

# bcompiler\_write\_footer

bcompiler\_write\_footer -- Writes the single character \x00 to indicate End of compiled data

## Description

bool **bcompiler\_write\_footer** ( resource \$filehandle )

Writes the single character \x00 to indicate End of compiled data.

## Parameters

*filehandle*

A file handle as returned by [fopen\(\)](#).

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #9 - [bcompiler\\_write\\_footer\(\)](#) example

```
<?php
$fh = fopen("/tmp/example", "w");
bcompiler_write_header($fh);
bcompiler_write_class($fh, "DB");
bcompiler_write_class($fh, "DB_common");
bcompiler_write_footer($fh);
fclose($fh);

?>
```

## Notes

### Warning

This function is *EXPERIMENTAL*. The behaviour of this function, its name, and surrounding documentation may change without notice in a future release of PHP. This function should be used at your own risk.

## See Also

- [bcompiler\\_write\\_header\(\)](#)

# bcompiler\_write\_function

bcompiler\_write\_function -- Writes an defined function as bytecodes

## Description

bool **bcompiler\_write\_function** ( resource \$filehandle, string \$functionName )

Reads the bytecodes from PHP for an existing function, and writes them to the open file handle. Order is not important, (eg. if function b uses function a, and you compile it like the example below, it will work perfectly OK).

## Parameters

*filehandle*

A file handle as returned by [fopen\(\)](#).

*functionName*

The function name, as a string.

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #10 - [bcompiler\\_write\\_function\(\)](#) example

```
<?php
$fh = fopen("/tmp/example","w");
bcompiler_write_header($fh);
bcompiler_write_function($fh,"my_function_a");
bcompiler_write_function($fh,"my_function_b");
bcompiler_write_footer($fh);
fclose($fh);

?>
```

## Notes

### Warning

This function is *EXPERIMENTAL*. The behaviour of this function, its name, and



surrounding documentation may change without notice in a future release of PHP. This function should be used at your own risk.

## See Also

- [bcompiler\\_write\\_header\(\)](#)
- [bcompiler\\_write\\_footer\(\)](#)

# bcompiler\_write\_functions\_from\_file

bcompiler\_write\_functions\_from\_file -- Writes all functions defined in a file as bytecodes

## Description

bool **bcompiler\_write\_functions\_from\_file** ( resource \$filehandle, string \$fileName )

Searches for all functions declared in the given file, and writes their correspondent bytecodes to the open file handle.

## Parameters

*filehandle*

A file handle as returned by [fopen\(\)](#).

*fileName*

The file to be compiled. You must always include or require the file you intend to compile.

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #11 - [bcompiler\\_write\\_functions\\_from\\_file\(\)](#) example

```
<?php
require( 'module.php' );

$fh = fopen( "/tmp/example", "w" );
bcompiler_write_header( $fh );
bcompiler_write_functions_from_file( $fh, 'module.php' );
bcompiler_write_footer( $fh );
fclose( $fh );

?>
```

## Notes

### Warning

This function is *EXPERIMENTAL*. The behaviour of this function, its name, and surrounding documentation may change without notice in a future release of PHP. This function should be used at your own risk.

### See Also

- [bcompiler\\_write\\_header\(\)](#)
- [bcompiler\\_write\\_footer\(\)](#)

# bcompiler\_write\_header

bcompiler\_write\_header -- Writes the bcompiler header

## Description

bool **bcompiler\_write\_header** ( resource \$filehandle [, string \$write\_ver ] )

Writes the header part of a bcompiler file.

## Parameters

*filehandle*

A file handle as returned by [fopen\(\)](#).

*write\_ver*

Can be used to write bytecode in a previously used format, so that you can use it with older versions of bcompiler.

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Examples

### Example #12 - [bcompiler\\_write\\_header\(\)](#) example

```
<?php
$fh = fopen("/tmp/example", "w");
bcompiler_write_header($fh);
bcompiler_write_class($fh, "DB");
bcompiler_write_footer($fh);
fclose($fh);

?>
```

## Notes

### Warning

This function is *EXPERIMENTAL*. The behaviour of this function, its name, and surrounding documentation may change without notice in a future release of PHP. This

function should be used at your own risk.

## See Also

- [bcompiler\\_write\\_footer\(\)](#)

# bcompiler\_write\_included\_filename

bcompiler\_write\_included\_filename -- Writes an included file as bytecodes

## Description

bool **bcompiler\_write\_included\_filename** ( resource \$filehandle, string \$filename )

<b>Warning</b>
This function is currently not documented; only its argument list is available.

## Return Values

Returns **TRUE** on success or **FALSE** on failure.

## Notes

<b>Warning</b>
This function is <i>EXPERIMENTAL</i> . The behaviour of this function, its name, and surrounding documentation may change without notice in a future release of PHP. This function should be used at your own risk.