

NAME

ASN1_STRING_TABLE, ASN1_STRING_TABLE_add, ASN1_STRING_TABLE_get, ASN1_STRING_TABLE_cleanup - ASN1_STRING_TABLE manipulation functions

SYNOPSIS

```
#include <openssl/asn1.h>
```

```
typedef struct asn1_string_table_st ASN1_STRING_TABLE;
```

```
int ASN1_STRING_TABLE_add(int nid, long minsize, long maxsize,  
                          unsigned long mask, unsigned long flags);  
ASN1_STRING_TABLE *ASN1_STRING_TABLE_get(int nid);  
void ASN1_STRING_TABLE_cleanup(void);
```

DESCRIPTION**Types**

ASN1_STRING_TABLE is a table which holds string information (basically minimum size, maximum size, type and etc) for a NID object.

Functions

ASN1_STRING_TABLE_add() adds a new **ASN1_STRING_TABLE** item into the local ASN1 string table based on the *nid* along with other parameters.

If the item is already in the table, fields of **ASN1_STRING_TABLE** are updated (depending on the values of those parameters, e.g., *minsize* and *maxsize* ≥ 0 , *mask* and *flags* $\neq 0$). If the *nid* is standard, a copy of the standard **ASN1_STRING_TABLE** is created and updated with other parameters.

ASN1_STRING_TABLE_get() searches for an **ASN1_STRING_TABLE** item based on *nid*. It will search the local table first, then the standard one.

ASN1_STRING_TABLE_cleanup() frees all **ASN1_STRING_TABLE** items added by **ASN1_STRING_TABLE_add()**.

RETURN VALUES

ASN1_STRING_TABLE_add() returns 1 on success, 0 if an error occurred.

ASN1_STRING_TABLE_get() returns a valid **ASN1_STRING_TABLE** structure or NULL if nothing is found.

ASN1_STRING_TABLE_cleanup() does not return a value.

SEE ALSO**ERR_get_error(3)****COPYRIGHT**

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