

NAME

gnutls_anti_replay_set_window - API function

SYNOPSIS

```
#include <gnutls/gnutls.h>
```

```
void gnutls_anti_replay_set_window(gnutls_anti_replay_t anti_replay, unsigned int window);
```

ARGUMENTS

gnutls_anti_replay_t *anti_replay*
is a **gnutls_anti_replay_t** type.

unsigned int *window*
is the time window recording ClientHello, in milliseconds

DESCRIPTION

Sets the time window used for ClientHello recording. In order to protect against replay attacks, the server records ClientHello messages within this time period from the last update, and considers it a replay when a ClientHello outside of the period; if a ClientHello arrives within this period, the server checks the database and detects duplicates.

For the details of the algorithm, see RFC 8446, section 8.2.

SINCE

3.6.5

REPORTING BUGS

Report bugs to <bugs@gnutls.org>.

Home page: <https://www.gnutls.org>

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SEE ALSO

The full documentation for **gnutls** is maintained as a Texinfo manual. If the /usr/local/share/doc/gnutls/ directory does not contain the HTML form visit

gnutls_anti_replay_set_window(3)

gnutls

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