

NAME

gnutls_handshake_set_random - API function

SYNOPSIS

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

```
int gnutls_handshake_set_random(gnutls_session_t session, const gnutls_datum_t * random);
```

ARGUMENTS

gnutls_session_t session

is a **gnutls_session_t** type.

const gnutls_datum_t * random

a random value of 32-bytes

DESCRIPTION

This function will explicitly set the server or client hello random value in the subsequent TLS handshake. The random value should be a 32-byte value.

Note that this function should not normally be used as gnutls will select automatically a random value for the handshake.

This function should not be used when resuming a session.

RETURNS

GNUTLS_E_SUCCESS on success, or an error code.

Since 3.1.9

REPORTING BUGS

Report bugs to <bugs@gnutls.org>.

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

COPYRIGHT

Copyright (C) 2001-2023 Free Software Foundation, Inc., and others.

Copying and distribution of this file, with or without modification, are permitted in any medium without royalty provided the copyright notice and this notice are preserved.

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

<https://www.gnutls.org/manual/>