

NAME

gnutls_record_recv - API function

SYNOPSIS

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

```
ssize_t gnutls_record_recv(gnutls_session_t session, void * data, size_t data_size);
```

ARGUMENTS

gnutls_session_t session

is a **gnutls_session_t** type.

void * data the buffer that the data will be read into

size_t data_size

the number of requested bytes

DESCRIPTION

This function has the similar semantics with **recv()**. The only difference is that it accepts a GnuTLS session, and uses different error codes. In the special case that the peer requests a renegotiation, the caller will receive an error code of **GNUTLS_E_REHANDSHAKE**. In case of a client, this message may be simply ignored, replied with an alert **GNUTLS_A_NO_RENEGOTIATION**, or replied with a new handshake, depending on the client's will. A server receiving this error code can only initiate a new handshake or terminate the session.

If **EINTR** is returned by the internal pull function (the default is **recv()**) then **GNUTLS_E_INTERRUPTED** will be returned. If **GNUTLS_E_INTERRUPTED** or **GNUTLS_E_AGAIN** is returned, you must call this function again to get the data. See also **gnutls_record_get_direction()**.

RETURNS

The number of bytes received and zero on EOF (for stream connections). A negative error code is returned in case of an error. The number of bytes received might be less than the requested *data_size*.

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

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