

NAME

libssh2_agent_sign - sign data, with the help of ssh-agent

SYNOPSIS

```
#include <libssh2.h>
```

```
int
```

```
libssh2_agent_sign(LIBSSH2_AGENT *agent,  
                  struct libssh2_agent_publickey *identity,  
                  unsigned char **sig,  
                  size_t *s_len,  
                  const unsigned char *data,  
                  size_t d_len,  
                  const char *method,  
                  unsigned int method_len);
```

DESCRIPTION

agent - ssh-agent handle as returned by **libssh2_agent_init(3)**

identity - Public key to authenticate with, as returned by **libssh2_agent_get_identity(3)**

sig - A pointer to a buffer in which to place the signature. The caller is responsible for freeing the signature with LIBSSH2_FREE.

s_len - A pointer to the length of the sig parameter.

data - The data to sign.

d_len - The length of the data parameter.

method - A buffer indicating the signing method. This should match the string at the start of identity->blob.

method_len - The length of the method parameter.

Sign data using an ssh-agent. This function can be used in a callback registered with libssh2_session_callback_set(3) using LIBSSH2_CALLBACK_AUTHAGENT_SIGN to sign an authentication challenge from a server. However, the client is responsible for implementing the code that calls this callback in response to a SSH2_AGENTC_SIGN_REQUEST message.

libssh2_agent_sign(3)

libssh2

libssh2_agent_sign(3)

RETURN VALUE

Returns 0 if succeeded, or a negative value for error.

AVAILABILITY

Added in libssh2 1.11.0

SEE ALSO

libssh2_agent_init(3) libssh2_agent_get_identity(3) libssh2_agent_userauth(3)

libssh2_session_callback_set(3)