

NAME

libssh2_channel_direct_streamlocal_ex - Tunnel a UNIX socket connection through an SSH session

SYNOPSIS

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

```
LIBSSH2_CHANNEL *
```

```
libssh2_channel_direct_streamlocal_ex(LIBSSH2_SESSION *session,  
                                     const char *socket_path,  
                                     const char *shost, int sport);
```

DESCRIPTION

session - Session instance as returned by **libssh2_session_init_ex(3)**

socket_path - UNIX socket to connect to using the SSH host as a proxy.

shost - Host to tell the SSH server the connection originated on.

sport - Port to tell the SSH server the connection originated from.

Tunnel a UNIX socket connection through the SSH transport via the remote host to a third party. Communication from the client to the SSH server remains encrypted, communication from the server to the 3rd party host travels in cleartext.

RETURN VALUE

Pointer to a newly allocated LIBSSH2_CHANNEL instance, or NULL on errors.

ERRORS

LIBSSH2_ERROR_ALLOC - An internal memory allocation call failed.

SEE ALSO

libssh2_session_init_ex(3)