NAME

libssh2_channel_get_exit_signal - get the remote exit signal

SYNOPSIS

#include <libssh2.h>

int
libssh2_channel_get_exit_signal(LIBSSH2_CHANNEL *channel,
                char **exitsignal, size_t *exitsignal_len,
                char **errmsg, size_t *errmsg_len,
                char **langtag, size_t *langtag_len);

DESCRIPTION

channel - Closed channel stream to retrieve exit signal from.

exitsignal - If not NULL, is populated by reference with the exit signal (without leading "SIG"). Note that the string is stored in a newly allocated buffer. If the remote program exited cleanly, the referenced string pointer will be set to NULL.

exitsignal_len - If not NULL, is populated by reference with the length of exitsignal.

errmsg - If not NULL, is populated by reference with the error message (if provided by remote server, if not it will be set to NULL). Note that the string is stored in a newly allocated buffer.

errmsg_len - If not NULL, is populated by reference with the length of errmsg.

langtag - If not NULL, is populated by reference with the language tag (if provided by remote server, if not it will be set to NULL). Note that the string is stored in a newly allocated buffer.

langtag_len - If not NULL, is populated by reference with the length of langtag.

RETURN VALUE

Numeric error code corresponding to the the Error Code constants.