NAME

libssh2_channel_open_ex - establish a generic session channel

SYNOPSIS

```
#include <libssh2.h>

LIBSSH2_CHANNEL *
libssh2_channel_open_ex(LIBSSH2_SESSION *session, const char *channel_type,
                        unsigned int channel_type_len,
                        unsigned int window_size,
                        unsigned int packet_size,
                        const char *message, unsigned int message_len);

LIBSSH2_CHANNEL *
libssh2_channel_open_session(session);
```

DESCRIPTION

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

channel_type - Channel type to open. Typically one of session, direct-tcpip, or tcpip-forward. The SSH2 protocol allowed for additional types including local, custom channel types.

channel_type_len - Length of channel_type

window_size - Maximum amount of unacknowledged data remote host is allowed to send before receiving an SSH_MSG_CHANNEL_WINDOW_ADJUST packet.

packet_size - Maximum number of bytes remote host is allowed to send in a single SSH_MSG_CHANNEL_DATA or SSG_MSG_CHANNEL_EXTENDED_DATA packet.

message - Additional data as required by the selected channel_type.

message_len - Length of message parameter.

Allocate a new channel for exchanging data with the server. This method is typically called through its macroized form: **libssh2_channel_open_session(3)** or via **libssh2_channel_direct_tcpip(3)** or **libssh2_channel_forward_listen(3)**

RETURN VALUE

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

ERRORS

LIBSSH2_ERROR_ALLOC - An internal memory allocation call failed.

LIBSSH2_ERROR_SOCKET_SEND - Unable to send data on socket.

LIBSSH2_ERROR_CHANNEL_FAILURE -

LIBSSH2_ERROR_EAGAIN - Marked for non-blocking I/O but the call would block.

SEE ALSO

Add related functions