

NAME

libssh2_channel_process_startup - request a shell on a channel

SYNOPSIS

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

```
int
```

```
libssh2_channel_process_startup(LIBSSH2_CHANNEL *channel,  
                               const char *request,  
                               unsigned int request_len,  
                               const char *message,  
                               unsigned int message_len);
```

DESCRIPTION

channel - Active session channel instance.

request - Type of process to startup. The SSH2 protocol currently defines shell, exec, and subsystem as standard process services.

request_len - Length of request parameter.

message - Request specific message data to include.

message_len - Length of message parameter.

Initiate a request on a session type channel such as returned by **libssh2_channel_open_ex(3)**

RETURN VALUE

Return 0 on success or negative on failure. It returns LIBSSH2_ERROR_EAGAIN when it would otherwise block. While LIBSSH2_ERROR_EAGAIN is a negative number, it is not really a failure per se.

ERRORS

LIBSSH2_ERROR_ALLOC - An internal memory allocation call failed.

LIBSSH2_ERROR_SOCKET_SEND - Unable to send data on socket.

LIBSSH2_ERROR_CHANNEL_REQUEST_DENIED -

SEE ALSO

libssh2_channel_process_startup(3)

libssh2

libssh2_channel_process_startup(3)

libssh2_channel_open_ex(3)