

**NAME**

libssh2\_session\_banner\_get - get the remote banner

**SYNOPSIS**

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

```
const char *
```

```
libssh2_session_banner_get(oLIBSSH2_SESSION *session);
```

**DESCRIPTION**

Once the session has been setup and *libssh2\_session\_handshake(3)* has completed successfully, this function can be used to get the server id from the banner each server presents.

**RETURN VALUE**

A pointer to a string or NULL if something failed. The data pointed to will be allocated and associated to the session handle and will be freed by libssh2 when *libssh2\_session\_free(3)* is used.

**AVAILABILITY**

Added in 1.4.0

**SEE ALSO**

**libssh2\_session\_banner\_set(3), libssh2\_session\_handshake(3), libssh2\_session\_free(3)**