

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)