

**NAME**

libssh2\_session\_banner\_set - set the SSH protocol banner for the local client

**SYNOPSIS**

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

```
int
```

```
libssh2_session_banner_set(LIBSSH2_SESSION *session, const char *banner);
```

**DESCRIPTION**

*session* - Session instance as returned by **libssh2\_session\_init\_ex(3)**

*banner* - A pointer to a zero-terminated string holding the user defined banner

Set the banner that will be sent to the remote host when the SSH session is started with *libssh2\_session\_handshake(3)* This is optional; a banner corresponding to the protocol and libssh2 version will be sent by default.

**RETURN VALUE**

Returns 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.

**AVAILABILITY**

Added in 1.4.0.

Before 1.4.0 this function was known as libssh2\_banner\_set(3)

**SEE ALSO**

**libssh2\_session\_handshake(3)**, **libssh2\_session\_banner\_get(3)**