

NAME

libssh2_session_block_directions - get directions to wait for

SYNOPSIS

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

```
int
```

```
libssh2_session_block_directions(LIBSSH2_SESSION *session);
```

DESCRIPTION

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

When any of libssh2 functions return **LIBSSH2_ERROR_EAGAIN** an application should wait for the socket to have data available for reading or writing. Depending on the return value of *libssh2_session_block_directions(3)* an application should wait for read, write or both.

RETURN VALUE

Returns the set of directions as a binary mask. Can be a combination of:

LIBSSH2_SESSION_BLOCK_INBOUND: Inbound direction blocked.

LIBSSH2_SESSION_BLOCK_OUTBOUND: Outbound direction blocked.

Application should wait for data to be available for socket prior to calling a libssh2 function again. If **LIBSSH2_SESSION_BLOCK_INBOUND** is set select should contain the session socket in readfds set. Correspondingly in case of **LIBSSH2_SESSION_BLOCK_OUTBOUND** writefds set should contain the socket.

AVAILABILITY

Added in 1.0