

**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