

NAME

libssh2_session_disconnect_ex - terminate transport layer

SYNOPSIS

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

```
int
```

```
libssh2_session_disconnect_ex(LIBSSH2_SESSION *session, int reason,  
                             const char *description,  
                             const char *lang);
```

```
int
```

```
libssh2_session_disconnect(LIBSSH2_SESSION *session,  
                           const char *description);
```

DESCRIPTION

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

reason - One of the Disconnect Reason constants.

description - Human readable reason for disconnection.

lang - Localization string describing the language/encoding of the description provided.

Send a disconnect message to the remote host associated with *session*, along with a *reason* symbol and a verbose *description*.

As a convenience, the macro **libssh2_session_disconnect(3)** is provided. It calls **libssh2_session_disconnect_ex(3)** with *reason* set to SSH_DISCONNECT_BY_APPLICATION and *lang* set to an empty string.

RETURN VALUE

Return 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.

SEE ALSO

libssh2_session_init_ex(3)