

NAME

libssh2_session_handshake - perform the SSH handshake

SYNOPSIS

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

```
int
```

```
libssh2_session_handshake(LIBSSH2_SESSION *session, libssh2_socket_t socket);
```

DESCRIPTION

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

socket - Connected socket descriptor. Typically a TCP connection though the protocol allows for any reliable transport and the library will attempt to use any berkeley socket.

Begin transport layer protocol negotiation with the connected host.

RETURN VALUE

Returns 0 on success, negative on failure.

ERRORS

LIBSSH2_ERROR_SOCKET_NONE - The socket is invalid.

LIBSSH2_ERROR_BANNER_SEND - Unable to send banner to remote host.

LIBSSH2_ERROR_KEX_FAILURE - Encryption key exchange with the remote host failed.

LIBSSH2_ERROR_SOCKET_SEND - Unable to send data on socket.

LIBSSH2_ERROR_SOCKET_DISCONNECT - The socket was disconnected.

LIBSSH2_ERROR_PROTO - An invalid SSH protocol response was received on the socket.

LIBSSH2_ERROR_EAGAIN - Marked for non-blocking I/O but the call would block.

AVAILABILITY

Added in 1.2.8

SEE ALSO

libssh2_session_free(3) **libssh2_session_init_ex(3)**