

**NAME**

libssh2\_userauth\_authenticated - return authentication status

**SYNOPSIS**

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

```
int
```

```
libssh2_userauth_authenticated(LIBSSH2_SESSION *session);
```

**DESCRIPTION**

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

Indicates whether or not the named session has been successfully authenticated.

**RETURN VALUE**

Returns 1 if authenticated and 0 if not.

**SEE ALSO**

**libssh2\_session\_init\_ex(3)**