NAME

libssh2_userauth_banner - get the server's userauth banner message

SYNOPSIS

#include <libssh2.h>
int

libssh2 userauth banner(LIBSSH2 SESSION *session, char **banner);

DESCRIPTION

session - Session instance as returned by libssh2_session_init_ex(3)

banner - Should point to a pointer that gets filled with banner message.

After an authentication has been attempted, such as a **SSH_USERAUTH_NONE** request sent by **libssh2_userauth_list(3)**, this function can be called to retrieve the userauth banner sent by the server. If no such banner is sent, or if an authentication has not yet been attempted, returns LIBSSH2_ERROR_MISSING_USERAUTH_BANNER.

RETURN VALUE

On success returns 0 and an UTF-8 NUL-terminated string is stored in the *banner*. This string is internally managed by libssh2 and will be deallocated upon session termination. On failure returns LIBSSH2_ERROR_MISSING_USERAUTH_BANNER.

SEE ALSO

libssh2_session_init_ex(3), libssh2_userauth_list(3)