

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)**