

**NAME**

**readpassphrase** - get a passphrase from the user

**SYNOPSIS**

```
#include <readpassphrase.h>
```

*char \**

```
readpassphrase(const char *prompt, char *buf, size_t bufsiz, int flags);
```

**DESCRIPTION**

The **readpassphrase**(*)* function displays a prompt to, and reads in a passphrase from, */dev/tty*. If this file is inaccessible and the **RPP\_REQUIRE\_TTY** flag is not set, **readpassphrase**(*)* displays the prompt on the standard error output and reads from the standard input. In this case it is generally not possible to turn off echo.

Up to *bufsiz* - 1 characters (one is for the NUL) are read into the provided buffer *buf*. Any additional characters and the terminating newline (or return) character are discarded.

The **readpassphrase**(*)* function takes the following optional *flags*:

<b>RPP_ECHO_OFF</b>	turn off echo (default behavior)
<b>RPP_ECHO_ON</b>	leave echo on
<b>RPP_REQUIRE_TTY</b>	fail if there is no tty
<b>RPP_FORCELOWER</b>	force input to lower case
<b>RPP_FORCEUPPER</b>	force input to upper case
<b>RPP_SEVENBIT</b>	strip the high bit from input
<b>RPP_STDIN</b>	force read of passphrase from stdin

The calling process should zero the passphrase as soon as possible to avoid leaving the cleartext passphrase visible in the process's address space.

**RETURN VALUES**

Upon successful completion, **readpassphrase**(*)* returns a pointer to the NUL-terminated passphrase. If an error is encountered, the terminal state is restored and a NULL pointer is returned.

**FILES**

*/dev/tty*

**EXAMPLES**

The following code fragment will read a passphrase from */dev/tty* into the buffer *passbuf*.

```
char passbuf[1024];

...

if (readpassphrase("Response: ", passbuf, sizeof(passbuf),
    RPP_REQUIRE_TTY) == NULL)
    errx(1, "unable to read passphrase");

if (compare(transform(passbuf), epass) != 0)
    errx(1, "bad passphrase");

...

memset(passbuf, 0, sizeof(passbuf));
```

## ERRORS

- |          |   |
|----------|---|
| [EINTR]  | The <b>readpassphrase()</b> function was interrupted by a signal.   |
| [EINVAL] | The <i>bufsiz</i> argument was zero.  |
| [EIO]    | The process is a member of a background process attempting to read from its controlling terminal, the process is ignoring or blocking the SIGTTIN signal, or the process group is orphaned. |
| [EMFILE] | The process has already reached its limit for open file descriptors.  |
| [ENFILE] | The system file table is full.  |
| [ENOTTY] | There is no controlling terminal and the RPP_REQUIRE_TTY flag was specified.  |

## SIGNALS

The **readpassphrase()** function will catch the following signals:

SIGALRM	SIGHUP	SIGINT
SIGPIPE	SIGQUIT	SIGTERM
SIGTSTP	SIGTTIN	SIGTTOU

When one of the above signals is intercepted, terminal echo will be restored if it had previously been

turned off. If a signal handler was installed for the signal when **readpassphrase()** was called, that handler is then executed. If no handler was previously installed for the signal then the default action is taken as per `sigaction(2)`.

The `SIGTSTP`, `SIGTTIN` and `SIGTTOU` signals (stop signals generated from keyboard or due to terminal I/O from a background process) are treated specially. When the process is resumed after it has been stopped, **readpassphrase()** will reprint the prompt and the user may then enter a passphrase.

### SEE ALSO

`sigaction(2)`, `getpass(3)`

### STANDARDS

The **readpassphrase()** function is an extension and should not be used if portability is desired.

### HISTORY

The **readpassphrase()** function first appeared in FreeBSD 4.6 and OpenBSD 2.9.