NAME

sasl_decode - Cyrus SASL documentation

SYNOPSIS

```
#include <sasl/sasl.h>

int sasl_decode(sasl_conn_t *conn,
                const char * input,
                 unsigned inputlen,
                const char ** output,
                unsigned * outputlen);
```

DESCRIPTION

int sasl_decode(sasl_conn_t *conn,

const char * input,

unsigned inputlen,

const char ** output,

unsigned * outputlen);

sasl_decode decodes data received. After successful authentication this function should be called on all data received. It decodes the data from encrypted or signed form to plain data. If there was no security layer negotiated the *output* is identical to the *input*.

Parameters

- **conn -** is the SASL connection context
- **output -** contains the decoded data and is allocated/freed by the library.
- **outputlen -** length of *output*.

One should not give sasl_decode more data than the negotiated *maxbufsize* (see sasl_getprop(3)).

Note that sasl_decode can succeed and outputlen can be zero. If this is the case simply wait for more data and call sasl_decode again.

RETURN VALUE

SASL callback functions should return SASL return codes. See sasl.h for a complete list. **SASL_OK** indicates success.

Other return codes indicate errors and should be handled.

SEE ALSO

RFC 4422,:saslman:*sasl(3)*, sasl_encode(3), sasl_errors(3)

AUTHOR

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