

NAME

sasl_getrealm_t - Cyrus SASL documentation

SYNOPSIS

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

```
int sasl_getrealm_t(void *context,  
int id,  
const char **availrealms,  
const char **result)
```

DESCRIPTION

```
int sasl_getrealm_t(void *context,  
  
int id,  
  
const char **availrealms,  
  
const char **result)
```

sasl_getrealm_t() is used when there is an interaction with SASL_CB_GETREALM as the type.

If a mechanism would use this callback, but it is not present, then the first realm listed is automatically selected. (Note that a mechanism may still force the existence of a getrealm callback by SASL_CB_GETREALM to its required_prompts list).

Parameters

- ⊕ **context** - context from the callback record
- ⊕ **id** - callback ID (SASL_CB_GETREALM)
- ⊕ **availrealms** - A string list of the available realms. NULL terminated, may be empty.
- ⊕ **result** - The chosen realm. (a NUL terminated string)

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,:saslmn:*sasl(3)*, *sasl_callbacks(3)*

AUTHOR

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