

NAME

sasl_server_userdb_checkpass_t - Cyrus SASL documentation

SYNOPSIS

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

```
int sasl_server_userdb_checkpass_t(sasl_conn_t *conn,
    void *context,
    const char *user,
    const char *pass,
    unsigned passlen,
    struct propctx *propctx)
```

DESCRIPTION

```
int sasl_server_userdb_checkpass_t(sasl_conn_t *conn,
```

```
void *context,
```

```
const char *user,
```

```
const char *pass,
```

```
unsigned passlen,
```

```
struct propctx *propctx)
```

sasl_server_userdb_checkpass_t() is used to verify a plaintext password against the callback supplier's user database. This is to allow additional ways to encode the userPassword property.

Parameters

- ⊕ **conn** - is the SASL connection context
- ⊕ **context** - context from the callback record
- ⊕ **user** - NUL terminated user name with *user@realm* syntax
- ⊕ **pass** - password to check (may not be NUL terminated)
- ⊕ **passlen** - length of the password

⊕ **propctx** - property context to fill in with userPassword

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,:saslmam:sasl(3), sasl_callbacks(3) sasl_errors(3), sasl_server_userdb_setpass_t(3)

AUTHOR

The Cyrus Team

COPYRIGHT

1993-2016, The Cyrus Team