

**NAME**

OSSL\_STORE\_attach - Functions to read objects from a BIO

**SYNOPSIS**

```
#include <openssl/store.h>
```

```
OSSL_STORE_CTX *OSSL_STORE_attach(BIO *bio, const char *scheme,  
    OSSL_LIB_CTX *libctx, const char *propq,  
    const UI_METHOD *ui_method, void *ui_data,  
    const OSSL_PARAM params[],  
    OSSL_STORE_post_process_info_fn post_process,  
    void *post_process_data);
```

**DESCRIPTION**

**OSSL\_STORE\_attach()** works like **OSSL\_STORE\_open(3)**, except it takes a **BIO** *bio* instead of a *uri*, along with a *scheme* to determine what loader should be used to process the data. The reference count of the **BIO** object is increased by 1 if the call is successful.

**RETURN VALUES**

**OSSL\_STORE\_attach()** returns a pointer to a **OSSL\_STORE\_CTX** on success, or NULL on failure.

**SEE ALSO**

**ossl\_store(7)**, **OSSL\_STORE\_open(3)**

**HISTORY**

**OSSL\_STORE\_attach()** was added in OpenSSL 3.0.

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