

**NAME**

libssh2\_agent\_sign - sign data, with the help of ssh-agent

**SYNOPSIS**

```
#include <libssh2.h>
```

```
int
```

```
libssh2_agent_sign(LIBSSH2_AGENT *agent,  
                  struct libssh2_agent_publickey *identity,  
                  unsigned char **sig,  
                  size_t *s_len,  
                  const unsigned char *data,  
                  size_t d_len,  
                  const char *method,  
                  unsigned int method_len);
```

**DESCRIPTION**

*agent* - ssh-agent handle as returned by **libssh2\_agent\_init(3)**

*identity* - Public key to authenticate with, as returned by **libssh2\_agent\_get\_identity(3)**

*sig* - A pointer to a buffer in which to place the signature. The caller is responsible for freeing the signature with LIBSSH2\_FREE.

*s\_len* - A pointer to the length of the sig parameter.

*data* - The data to sign.

*d\_len* - The length of the data parameter.

*method* - A buffer indicating the signing method. This should match the string at the start of identity->blob.

*method\_len* - The length of the method parameter.

Sign data using an ssh-agent. This function can be used in a callback registered with libssh2\_session\_callback\_set(3) using LIBSSH2\_CALLBACK\_AUTHAGENT\_SIGN to sign an authentication challenge from a server. However, the client is responsible for implementing the code that calls this callback in response to a SSH2\_AGENTC\_SIGN\_REQUEST message.

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### **RETURN VALUE**

Returns 0 if succeeded, or a negative value for error.

### **AVAILABILITY**

Added in libssh2 1.11.0

### **SEE ALSO**

**libssh2\_agent\_init(3)** **libssh2\_agent\_get\_identity(3)** **libssh2\_agent\_userauth(3)**

**libssh2\_session\_callback\_set(3)**