#### **NAME**

libssh2 banner set - set the SSH protocol banner for the local client

#### **SYNOPSIS**

#include <libssh2.h>

int

libssh2\_banner\_set(LIBSSH2\_SESSION \*session, const char \*banner);

#### DESCRIPTION

This function is **DEPRECATED**. Use *libssh2\_session\_banner\_set(3)* instead!

session - Session instance as returned by libssh2\_session\_init\_ex(3)

banner - A pointer to a user defined banner

Set the banner that will be sent to the remote host when the SSH session is started with libssh2\_session\_handshake(3)

This is optional; a banner corresponding to the protocol and libssh2 version will be sent by default.

#### **RETURN VALUE**

Return 0 on success or negative on failure. It returns LIBSSH2\_ERROR\_EAGAIN when it would otherwise block. While LIBSSH2\_ERROR\_EAGAIN is a negative number, it is not really a failure per se.

## **AVAILABILITY**

Marked as deprecated since 1.4.0

# **ERRORS**

LIBSSH2\_ERROR\_ALLOC - An internal memory allocation call failed.

### **SEE ALSO**

libssh2\_session\_handshake(3)