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)