

NAME

libssh2_channel_window_read_ex - Check the status of the read window

SYNOPSIS

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

```
unsigned long
```

```
libssh2_channel_window_read_ex(LIBSSH2_CHANNEL *channel,  
                               unsigned long *read_avail,  
                               unsigned long *window_size_initial)
```

DESCRIPTION

Check the status of the read window. Returns the number of bytes which the remote end may send without overflowing the window limit `read_avail` (if passed) will be populated with the number of bytes actually available to be read `window_size_initial` (if passed) will be populated with the `window_size_initial` as defined by the `channel_open` request

RETURN VALUE

The number of bytes which the remote end may send without overflowing the window limit

ERRORS**SEE ALSO**

`libssh2_channel_receive_window_adjust(3)`, `libssh2_channel_window_write_ex(3)`