

**NAME**

libssh2\_session\_disconnect\_ex - terminate transport layer

**SYNOPSIS**

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

```
int
```

```
libssh2_session_disconnect_ex(LIBSSH2_SESSION *session, int reason,  
                             const char *description,  
                             const char *lang);
```

```
int
```

```
libssh2_session_disconnect(LIBSSH2_SESSION *session,  
                           const char *description);
```

**DESCRIPTION**

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

*reason* - One of the Disconnect Reason constants.

*description* - Human readable reason for disconnection.

*lang* - Localization string describing the language/encoding of the description provided.

Send a disconnect message to the remote host associated with *session*, along with a *reason* symbol and a verbose *description*.

As a convenience, the macro **libssh2\_session\_disconnect(3)** is provided. It calls **libssh2\_session\_disconnect\_ex(3)** with *reason* set to `SSH_DISCONNECT_BY_APPLICATION` and *lang* set to an empty string.

**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.

**SEE ALSO**

**libssh2\_session\_init\_ex(3)**