

NAME

libssh2_session_init_ex - initializes an SSH session object

SYNOPSIS

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

```
LIBSSH2_SESSION *
```

```
libssh2_session_init_ex(LIBSSH2_ALLOC_FUNC((*myalloc)),  
                        LIBSSH2_FREE_FUNC((*myfree)),  
                        LIBSSH2_REALLOC_FUNC((*myrealloc)),  
                        void *abstract);
```

```
LIBSSH2_SESSION *
```

```
libssh2_session_init(void);
```

DESCRIPTION

myalloc - Custom allocator function. Refer to the section on Callbacks for implementing an allocator callback. Pass a value of `NULL` to use the default system allocator.

myfree - Custom de-allocator function. Refer to the section on Callbacks for implementing a deallocator callback. Pass a value of `NULL` to use the default system deallocator.

myrealloc - Custom re-allocator function. Refer to the section on Callbacks for implementing a reallocator callback. Pass a value of `NULL` to use the default system reallocator.

abstract - Arbitrary pointer to application specific callback data. This value will be passed to any callback function associated with the named session instance.

Initializes an SSH session object. By default system memory allocators (`malloc()`, `free()`, `realloc()`) will be used for any dynamically allocated memory blocks. Alternate memory allocation functions may be specified using the extended version of this API call, and/or optional application specific data may be attached to the session object.

This method must be called first, prior to configuring session options or starting up an SSH session with a remote server.

RETURN VALUE

Pointer to a newly allocated `LIBSSH2_SESSION` instance, or `NULL` on errors.

SEE ALSO

libssh2_session_init_ex(3)

libssh2

libssh2_session_init_ex(3)

libssh2_session_free(3) libssh2_session_handshake(3)