NAME

sasl_encode - Cyrus SASL documentation

SYNOPSIS

#include <sasl/sasl.h>

int sasl_encode(sasl_conn_t *conn,
        const char * input,
        unsigned inputlen,
        const char ** output,
        unsigned * outputlen);

int sasl_encodev(sasl_conn_t *conn,
        const struct iovec * invec,
        unsigned numiov,
        const char ** output,
        unsigned * outputlen);

DESCRIPTION

sasl_encode encodes data to be sent to be sent to a remote host who we've had a successful authentication session with. If there is a negotiated security the data in signed/encrypted and the output should be sent without modification to the remote host. If there is no security layer the output is identical to the input.

sasl_encodev does the same, but for a *struct iovec* instead of a character buffer.

int sasl_encode(sasl_conn_t *conn,

const char * input,

unsigned inputlen,

const char ** output,

unsigned * outputlen);

Parameters

- ⊕ **conn** - is the SASL connection context

⊕ **output** - contains the decoded data and is allocated/freed by the library.

⊕ **outputlen** - length of *output*.

int sasl_encodev(sasl_conn_t *conn,

const struct iovec * invec,

unsigned numiov,

const char ** output,

unsigned * outputlen);

Parameters

⊕ **conn** - is the SASL connection context

⊕ **output** - contains the decoded data and is allocated/freed by the library.

⊕ **outputlen** - length of *output*.

RETURN VALUE

SASL callback functions should return SASL return codes. See sasl.h for a complete list. **SASL_OK** indicates success.

Other return codes indicate errors and should be handled.

SEE ALSO

RFC 4422,:saslman:*sasl(3)*, sasl_decode(3), sasl_errors(3)

AUTHOR

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