

## NAME

sasl\_server\_userdb\_setpass\_t - Cyrus SASL documentation

## SYNOPSIS

```
#include <sasl/sasl.h>
```

```
int sasl_server_userdb_setpass_t(sasl_conn_t *conn,  
                                void *context,  
                                const char *user,  
                                const char *pass,  
                                unsigned passlen,  
                                struct propctx *propctx,  
                                unsigned flags)
```

## DESCRIPTION

```
int sasl_server_userdb_setpass_t(sasl_conn_t *conn,  
  
void *context,  
  
const char *user,  
  
const char *pass,  
  
unsigned passlen,  
  
struct propctx *propctx,  
  
unsigned flags)
```

**sasl\_server\_userdb\_setpass\_t** is used to store or change a plaintext password in the callback-supplier's user database.

### Parameters

- ⊕ **conn** - is the SASL connection
- ⊕ **context** - context from the callback record
- ⊕ **user** - NUL terminated user name with *user@realm* syntax

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- ⊕ **pass** - password to check (may not be NUL terminated)
- ⊕ **passlen** - length of the password
- ⊕ **propctx** - Auxilliary Properties (not stored)
- ⊕ **flags** - These are the same flags that are passed to `sasl_setpass(3)`, and are documented on that man page.

## 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_errors(3)` `sasl_callbacks(3)`, `sasl_server_userdb_checkpass_t(3)`, `sasl_setpass(3)`

## AUTHOR

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