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Red Hat Enterprise Linux Release 9.2 Manual Pages on 'RAND_query_egd_bytes.3oss1' command

```
$ man RAND_query_egd_bytes.3oss1
```

```
RAND_EGD(3oss1)          OpenSSL          RAND_EGD(3oss1)
```

NAME

RAND_egd, RAND_egd_bytes, RAND_query_egd_bytes - query entropy gathering daemon

SYNOPSIS

```
#include <openssl/rand.h>
```

```
int RAND_egd_bytes(const char *path, int num);
```

```
int RAND_egd(const char *path);
```

```
int RAND_query_egd_bytes(const char *path, unsigned char *buf, int num);
```

DESCRIPTION

On older platforms without a good source of randomness such as `/dev/urandom`, it is possible to query an Entropy Gathering Daemon (EGD) over a local socket to obtain randomness and seed the OpenSSL RNG. The protocol used is defined by the EGDs available at <http://egd.sourceforge.net/> or <http://prngd.sourceforge.net/>.

`RAND_egd_bytes()` requests `num` bytes of randomness from an EGD at the specified socket path, and passes the data it receives into `RAND_add()`.

RAND_egd() is equivalent to RAND_egd_bytes() with num set to 255.

RAND_query_egd_bytes() requests num bytes of randomness from an EGD at the specified socket path, where num must be less than 256. If buf is NULL, it is equivalent to RAND_egd_bytes(). If buf is not NULL, then the data is copied to the buffer and RAND_add() is not called.

OpenSSL can be configured at build time to try to use the EGD for seeding automatically.

RETURN VALUES

RAND_egd() and RAND_egd_bytes() return the number of bytes read from the daemon on success, or -1 if the connection failed or the daemon did not return enough data to fully seed the PRNG.

RAND_query_egd_bytes() returns the number of bytes read from the daemon on success, or -1 if the connection failed.

SEE ALSO

RAND_add(3), RAND_bytes(3), RAND(7)

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