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Red Hat Enterprise Linux Release 9.2 Manual Pages on 'SSL_is_server.3ossl' command

$ man SSL_is_server.3ossl

SSL_SET_CONNECT_STATE(3ossl) OpenSSL SSL_SET_CONNECT_STATE(3ossl)

NAME

SSL_set_connect_state, SSL_set_accept_state, SSL_is_server - functions for manipulating and examining the client or server mode of an SSL object

SYNOPSIS

```
#include <openssl/ssl.h>
void SSL_set_connect_state(SSL *ssl);
void SSL_set_accept_state(SSL *ssl);
int SSL_is_server(const SSL *ssl);
```

DESCRIPTION

SSL_set_connect_state() sets ssl to work in client mode.

SSL_set_accept_state() sets ssl to work in server mode.

SSL_is_server() checks if ssl is working in server mode.

NOTES

When the SSL_CTX object was created with SSL_CTX_new(3), it was either assigned a dedicated client method, a dedicated server method, or a generic method, that can be used for both client and server connections. (The method might have been changed with SSL_CTX_set_ssl_version(3) or SSL_set_ssl_method(3).)

When beginning a new handshake, the SSL engine must know whether it must call the connect (client) or accept (server) routines. Even though it may be clear from the method chosen, whether client or server mode

was requested, the handshake routines must be explicitly set.

When using the SSL_connect(3) or SSL_accept(3) routines, the correct handshake routines are automatically set. When performing a transparent negotiation using SSL_write_ex(3), SSL_write(3), SSL_read_ex(3), or SSL_read(3), the handshake routines must be explicitly set in advance using either SSL_set_connect_state() or SSL_set_accept_state().

If SSL_is_server() is called before SSL_set_connect_state() or SSL_set_accept_state() is called (either automatically or explicitly), the result depends on what method was used when SSL_CTX was created with SSL_CTX_new(3). If a generic method or a dedicated server method was passed to SSL_CTX_new(3), SSL_is_server() returns 1; otherwise, it returns 0.

RETURN VALUES

SSL_set_connect_state() and SSL_set_accept_state() do not return diagnostic information.

SSL_is_server() returns 1 if ssl is working in server mode or 0 for client mode.

SEE ALSO

ssl(7), SSL_new(3), SSL_CTX_new(3), SSL_connect(3), SSL_accept(3), SSL_write_ex(3), SSL_write(3), SSL_read_ex(3), SSL_read(3), SSL_do_handshake(3), SSL_CTX_set_ssl_version(3)

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