



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

\$ man UI_STRING.3ossl

UI_STRING(3ossl) OpenSSL UI_STRING(3ossl)

NAME

UI_STRING, UI_string_types, UI_get_string_type, UI_get_input_flags,
UI_get0_output_string, UI_get0_action_string, UI_get0_result_string,
UI_get_result_string_length, UI_get0_test_string,
UI_get_result_minsize, UI_get_result_maxsize, UI_set_result,
UI_set_result_ex - User interface string parsing

SYNOPSIS

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

```
typedef struct ui_string_st UI_STRING;
```

```
enum UI_string_types {  
    UIT_NONE = 0,  
    UIT_PROMPT,           /* Prompt for a string */  
    UIT_VERIFY,          /* Prompt for a string and verify */  
    UIT_BOOLEAN,         /* Prompt for a yes/no response */  
    UIT_INFO,            /* Send info to the user */  
    UIT_ERROR            /* Send an error message to the user */  
};
```

```
enum UI_string_types UI_get_string_type(UI_STRING *uis);
int UI_get_input_flags(UI_STRING *uis);
const char *UI_get0_output_string(UI_STRING *uis);
const char *UI_get0_action_string(UI_STRING *uis);
const char *UI_get0_result_string(UI_STRING *uis);
int UI_get_result_string_length(UI_STRING *uis);
const char *UI_get0_test_string(UI_STRING *uis);
int UI_get_result_minsize(UI_STRING *uis);
int UI_get_result_maxsize(UI_STRING *uis);
int UI_set_result(UI *ui, UI_STRING *uis, const char *result);
int UI_set_result_ex(UI *ui, UI_STRING *uis, const char *result, int len);
```

DESCRIPTION

The UI_STRING gets created internally and added to a UI whenever one of the functions UI_add_input_string(), UI_dup_input_string(), UI_add_verify_string(), UI_dup_verify_string(), UI_add_input_boolean(), UI_dup_input_boolean(), UI_add_info_string(), UI_dup_info_string(), UI_add_error_string() or UI_dup_error_string() is called. For a UI_METHOD user, there's no need to know more. For a UI_METHOD creator, it is of interest to fetch text from these UI_STRING objects as well as adding results to some of them.

UI_get_string_type() is used to retrieve the type of the given UI_STRING.

UI_get_input_flags() is used to retrieve the flags associated with the given UI_STRING.

UI_get0_output_string() is used to retrieve the actual string to output (prompt, info, error, ...).

UI_get0_action_string() is used to retrieve the action description associated with a UIT_BOOLEAN type UI_STRING. For all other UI_STRING

types, NULL is returned. See `UI_add_input_boolean(3)`.

`UI_get0_result_string()` and `UI_get_result_string_length()` are used to retrieve the result of a prompt and its length. This is only useful for `UIT_PROMPT` and `UIT_VERIFY` type strings. For all other `UI_STRING` types, `UI_get0_result_string()` returns NULL and `UI_get_result_string_length()` returns -1.

`UI_get0_test_string()` is used to retrieve the string to compare the prompt result with. This is only useful for `UIT_VERIFY` type strings. For all other `UI_STRING` types, NULL is returned.

`UI_get_result_minsize()` and `UI_get_result_maxsize()` are used to retrieve the minimum and maximum required size of the result. This is only useful for `UIT_PROMPT` and `UIT_VERIFY` type strings. For all other `UI_STRING` types, -1 is returned.

`UI_set_result_ex()` is used to set the result value of a prompt and its length. For `UIT_PROMPT` and `UIT_VERIFY` type UI strings, this sets the result retrievable with `UI_get0_result_string()` by copying the contents of result if its length fits the minimum and maximum size requirements. For `UIT_BOOLEAN` type UI strings, this sets the first character of the result retrievable with `UI_get0_result_string()` to the first `ok_char` given with `UI_add_input_boolean()` or `UI_dup_input_boolean()` if the result matched any of them, or the first of the `cancel_chars` if the result matched any of them, otherwise it's set to the NUL char `"\0"`. See `UI_add_input_boolean(3)` for more information on `ok_chars` and `cancel_chars`.

`UI_set_result()` does the same thing as `UI_set_result_ex()`, but calculates its length internally. It expects the string to be terminated with a NUL byte, and is therefore only useful with normal C strings.

RETURN VALUES

`UI_get_string_type()` returns the UI string type.

`UI_get_input_flags()` returns the UI string flags.

`UI_get0_output_string()` returns the UI string output string.

`UI_get0_action_string()` returns the UI string action description string for `UIT_BOOLEAN` type UI strings, `NULL` for any other type.

`UI_get0_result_string()` returns the UI string result buffer for `UIT_PROMPT` and `UIT_VERIFY` type UI strings, `NULL` for any other type.

`UI_get_result_string_length()` returns the UI string result buffer's content length for `UIT_PROMPT` and `UIT_VERIFY` type UI strings, `-1` for any other type.

`UI_get0_test_string()` returns the UI string action description string for `UIT_VERIFY` type UI strings, `NULL` for any other type.

`UI_get_result_minsize()` returns the minimum allowed result size for the UI string for `UIT_PROMPT` and `UIT_VERIFY` type strings, `-1` for any other type.

`UI_get_result_maxsize()` returns the minimum allowed result size for the UI string for `UIT_PROMPT` and `UIT_VERIFY` type strings, `-1` for any other type.

`UI_set_result()` returns `0` on success or when the UI string is of any type other than `UIT_PROMPT`, `UIT_VERIFY` or `UIT_BOOLEAN`, `-1` on error.

UI(3)

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UI_STRING(3ossl)