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

\$ man UI_UTIL_read_pw_string.3oss1

UI_UTIL_READ_PW(3oss1) OpenSSL UI_UTIL_READ_PW(3oss1)

NAME

UI_UTIL_read_pw_string, UI_UTIL_read_pw, UI_UTIL_wrap_read_pem_callback
- user interface utilities

SYNOPSIS

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

```
int UI_UTIL_read_pw_string(char *buf, int length, const char *prompt,  
                           int verify);
```

```
int UI_UTIL_read_pw(char *buf, char *buff, int size, const char *prompt,  
                    int verify);
```

```
UI_METHOD *UI_UTIL_wrap_read_pem_callback(pem_password_cb *cb, int rwflag);
```

DESCRIPTION

UI_UTIL_read_pw_string() asks for a passphrase, using prompt as a prompt, and stores it in buf. The maximum allowed size is given with length, including the terminating NUL byte. If verify is nonzero, the password will be verified as well.

UI_UTIL_read_pw() does the same as UI_UTIL_read_pw_string(), the difference is that you can give it an external buffer buff for the

verification passphrase.

`UI_UTIL_wrap_read_pem_callback()` can be used to create a temporary `UI_METHOD` that wraps a given PEM password callback `cb`. `rwflag` is used to specify if this method will be used for passphrase entry without (0) or with (1) verification. When not used any more, the returned method should be freed with `UI_destroy_method()`.

NOTES

`UI_UTIL_read_pw_string()` and `UI_UTIL_read_pw()` use default `UI_METHOD`. See `UI_get_default_method(3)` and friends for more information.

The result from the `UI_METHOD` created by `UI_UTIL_wrap_read_pem_callback()` will generate password strings in the encoding that the given password callback generates. The default password prompting functions (apart from `UI_UTIL_read_pw_string()` and `UI_UTIL_read_pw()`, there is `PEM_def_callback()`, `EVP_read_pw_string()` and `EVP_read_pw_string_min()`) all use the default `UI_METHOD`.

RETURN VALUES

`UI_UTIL_read_pw_string()` and `UI_UTIL_read_pw()` return 0 on success or a negative value on error.

`UI_UTIL_wrap_read_pem_callback()` returns a valid `UI_METHOD` structure or `NULL` if an error occurred.

SEE ALSO

`UI_get_default_method(3)`

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3.0.7 2023-07-13 UI_UTIL_READ_PW(3ossl)