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***Rocky Enterprise Linux 9.2 Manual Pages on command 'RAND\_file\_name.3ossl'***

***\$ man RAND\_file\_name.3ossl***

RAND\_LOAD\_FILE(3ossl)      OpenSSL      RAND\_LOAD\_FILE(3ossl)

**NAME**

RAND\_load\_file, RAND\_write\_file, RAND\_file\_name - PRNG seed file

**SYNOPSIS**

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

```
int RAND_load_file(const char *filename, long max_bytes);
```

```
int RAND_write_file(const char *filename);
```

```
const char *RAND_file_name(char *buf, size_t num);
```

**DESCRIPTION**

RAND\_load\_file() reads a number of bytes from file filename and adds them to the PRNG. If max\_bytes is nonnegative, up to max\_bytes are read; if max\_bytes is -1, the complete file is read. Do not load the

same file multiple times unless its contents have been updated by `RAND_write_file()` between reads. Also, note that filename should be adequately protected so that an attacker cannot replace or examine the contents. If filename is not a regular file, then user is considered to be responsible for any side effects, e.g. non-anticipated blocking or capture of controlling terminal.

`RAND_write_file()` writes a number of random bytes (currently 128) to file filename which can be used to initialize the PRNG by calling `RAND_load_file()` in a later session.

`RAND_file_name()` generates a default path for the random seed file. `buf` points to a buffer of size `num` in which to store the filename.

On all systems, if the environment variable `RANDFILE` is set, its value will be used as the seed filename. Otherwise, the file is called `".rnd"`, found in platform dependent locations:

On Windows (in order of preference)

`%HOME%`, `%USERPROFILE%`, `%SYSTEMROOT%`, `C:\`

On VMS

`SYS$LOGIN:`

On all other systems

`$HOME`

If `$HOME` (on non-Windows and non-VMS system) is not set either, or `num` is too small for the pathname, an error occurs.

## RETURN VALUES

`RAND_load_file()` returns the number of bytes read or -1 on error.

RAND\_write\_file() returns the number of bytes written, or -1 if the bytes written were generated without appropriate seeding.

RAND\_file\_name() returns a pointer to buf on success, and NULL on error.

#### SEE ALSO

RAND\_add(3), RAND\_bytes(3), RAND(7)

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