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### ***Rocky Enterprise Linux 9.2 Manual Pages on command 'SSL\_set\_connect\_state.3ossl'***

***\$ man SSL\_set\_connect\_state.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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