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Rocky Enterprise Linux 9.2 Manual Pages on command 'UI_UTIL_read_pw.3oss1'

\$ man UI_UTIL_read_pw.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 rflag);
```

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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