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### ***Rocky Enterprise Linux 9.2 Manual Pages on command 'UI\_create\_method.3oss1'***

***\$ man UI\_create\_method.3oss1***

UI\_CREATE\_METHOD(3oss1)      OpenSSL      UI\_CREATE\_METHOD(3oss1)

#### NAME

UI\_METHOD, UI\_create\_method, UI\_destroy\_method, UI\_method\_set\_opener,  
UI\_method\_set\_writer, UI\_method\_set\_flusher, UI\_method\_set\_reader,  
UI\_method\_set\_closer, UI\_method\_set\_data\_duplicator,  
UI\_method\_set\_prompt\_constructor, UI\_method\_set\_ex\_data,  
UI\_method\_get\_opener, UI\_method\_get\_writer, UI\_method\_get\_flusher,  
UI\_method\_get\_reader, UI\_method\_get\_closer,  
UI\_method\_get\_data\_duplicator, UI\_method\_get\_data\_destructor,  
UI\_method\_get\_prompt\_constructor, UI\_method\_get\_ex\_data - user  
interface method creation and destruction

#### SYNOPSIS

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

```
typedef struct ui_method_st UI_METHOD;
```

```

UI_METHOD *UI_create_method(const char *name);
void UI_destroy_method(UI_METHOD *ui_method);
int UI_method_set_opener(UI_METHOD *method, int (*opener) (UI *ui));
int UI_method_set_writer(UI_METHOD *method,
    int (*writer) (UI *ui, UI_STRING *uis));
int UI_method_set_flusher(UI_METHOD *method, int (*flusher) (UI *ui));
int UI_method_set_reader(UI_METHOD *method,
    int (*reader) (UI *ui, UI_STRING *uis));
int UI_method_set_closer(UI_METHOD *method, int (*closer) (UI *ui));
int UI_method_set_data_duplicator(UI_METHOD *method,
    void *(*duplicator) (UI *ui, void *ui_data),
    void (*destructor)(UI *ui, void *ui_data));
int UI_method_set_prompt_constructor(UI_METHOD *method,
    char *(*prompt_constructor) (UI *ui,
        const char
        *object_desc,
        const char
        *object_name));
int UI_method_set_ex_data(UI_METHOD *method, int idx, void *data);
int (*UI_method_get_opener(const UI_METHOD *method)) (UI *);
int (*UI_method_get_writer(const UI_METHOD *method)) (UI *, UI_STRING *);
int (*UI_method_get_flusher(const UI_METHOD *method)) (UI *);
int (*UI_method_get_reader(const UI_METHOD *method)) (UI *, UI_STRING *);
int (*UI_method_get_closer(const UI_METHOD *method)) (UI *);
char *(*UI_method_get_prompt_constructor(const UI_METHOD *method))
    (UI *, const char *, const char *);
void *(*UI_method_get_data_duplicator(const UI_METHOD *method)) (UI *, void *);
void (*UI_method_get_data_destructor(const UI_METHOD *method)) (UI *, void *);
const void *UI_method_get_ex_data(const UI_METHOD *method, int idx);

```

## DESCRIPTION

A method contains a few functions that implement the low-level of the User Interface. These functions are:

an opener

This function takes a reference to a UI and starts a session, for example by opening a channel to a tty, or by creating a dialog box.

a writer

This function takes a reference to a UI and a UI String, and writes the string where appropriate, maybe to the tty, maybe added as a field label in a dialog box. Note that this gets fed all strings associated with a UI, one after the other, so care must be taken which ones it actually uses.

a flusher

This function takes a reference to a UI, and flushes everything that has been output so far. For example, if the method builds up a dialog box, this can be used to actually display it and accepting input ended with a pressed button.

a reader

This function takes a reference to a UI and a UI string and reads off the given prompt, maybe from the tty, maybe from a field in a dialog box. Note that this gets fed all strings associated with a UI, one after the other, so care must be taken which ones it actually uses.

a closer

This function takes a reference to a UI, and closes the session, maybe by closing the channel to the tty, maybe by destroying a dialog box.

All of these functions are expected to return 0 on error, 1 on success, or -1 on out-of-band events, for example if some prompting has been cancelled (by pressing Ctrl-C, for example). Only the flusher or the

reader are expected to return -1. If returned by another of the functions, it's treated as if 0 was returned.

Regarding the writer and the reader, don't assume the former should only write and don't assume the latter should only read. This depends on the needs of the method.

For example, a typical tty reader wouldn't write the prompts in the write, but would rather do so in the reader, because of the sequential nature of prompting on a tty. This is how the UI\_OpenSSL() method does it.

In contrast, a method that builds up a dialog box would add all prompt text in the writer, have all input read in the flusher and store the results in some temporary buffer, and finally have the reader just fetch those results.

The central function that uses these method functions is UI\_process(), and it does it in five steps:

1. Open the session using the opener function if that one's defined.  
If an error occurs, jump to 5.
2. For every UI String associated with the UI, call the writer function if that one's defined. If an error occurs, jump to 5.
3. Flush everything using the flusher function if that one's defined.  
If an error occurs, jump to 5.
4. For every UI String associated with the UI, call the reader function if that one's defined. If an error occurs, jump to 5.
5. Close the session using the closer function if that one's defined.

UI\_create\_method() creates a new UI method with a given name.

UI\_destroy\_method() destroys the given UI method ui\_method.

UI\_method\_set\_opener(), UI\_method\_set\_writer(),  
UI\_method\_set\_flusher(), UI\_method\_set\_reader() and  
UI\_method\_set\_closer() set the five main method function to the given  
function pointer.

UI\_method\_set\_data\_duplicator() sets the user data duplicator and  
destructor. See UI\_dup\_user\_data(3).

UI\_method\_set\_prompt\_constructor() sets the prompt constructor. See  
UI\_construct\_prompt(3).

UI\_method\_set\_ex\_data() sets application specific data with a given  
EX\_DATA index. See CRYPTO\_get\_ex\_new\_index(3) for general information  
on how to get that index.

UI\_method\_get\_opener(), UI\_method\_get\_writer(),  
UI\_method\_get\_flusher(), UI\_method\_get\_reader(),  
UI\_method\_get\_closer(), UI\_method\_get\_data\_duplicator(),  
UI\_method\_get\_data\_destructor() and UI\_method\_get\_prompt\_constructor()  
return the different method functions.

UI\_method\_get\_ex\_data() returns the application data previously stored  
with UI\_method\_set\_ex\_data().

## RETURN VALUES

UI\_create\_method() returns a UI\_METHOD pointer on success, NULL on  
error.

UI\_method\_set\_opener(), UI\_method\_set\_writer(),  
UI\_method\_set\_flusher(), UI\_method\_set\_reader(),  
UI\_method\_set\_closer(), UI\_method\_set\_data\_duplicator() and  
UI\_method\_set\_prompt\_constructor() return 0 on success, -1 if the given  
method is NULL.

UI\_method\_set\_ex\_data() returns 1 on success and 0 on error (because  
CRYPTO\_set\_ex\_data() does so).

UI\_method\_get\_opener(), UI\_method\_get\_writer(),  
UI\_method\_get\_flusher(), UI\_method\_get\_reader(),  
UI\_method\_get\_closer(), UI\_method\_get\_data\_duplicator(),  
UI\_method\_get\_data\_destructor() and UI\_method\_get\_prompt\_constructor()  
return the requested function pointer if it's set in the method,  
otherwise NULL.

UI\_method\_get\_ex\_data() returns a pointer to the application specific  
data associated with the method.

## SEE ALSO

UI(3), CRYPTO\_get\_ex\_data(3), UI\_STRING(3)

## HISTORY

The UI\_method\_set\_data\_duplicator(), UI\_method\_get\_data\_duplicator()  
and UI\_method\_get\_data\_destructor() functions were added in OpenSSL  
1.1.1.

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