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### ***Rocky Enterprise Linux 9.2 Manual Pages on command 'UI\_get\_input\_flags.3ossl'***

***\$ man UI\_get\_input\_flags.3ossl***

UI\_STRING(3ossl)            OpenSSL            UI\_STRING(3ossl)

#### NAME

UI\_STRING, UI\_string\_types, UI\_get\_string\_type, UI\_get\_input\_flags,  
UI\_get0\_output\_string, UI\_get0\_action\_string, UI\_get0\_result\_string,  
UI\_get\_result\_string\_length, UI\_get0\_test\_string,  
UI\_get\_result\_minsize, UI\_get\_result\_maxsize, UI\_set\_result,  
UI\_set\_result\_ex - User interface string parsing

#### SYNOPSIS

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

```
typedef struct ui_string_st UI_STRING;
```

```
enum UI_string_types {
```

```
    UIT_NONE = 0,
```

```
    UIT_PROMPT,            /* Prompt for a string */
```

```
    UIT_VERIFY,           /* Prompt for a string and verify */
```

```

UIT_BOOLEAN,          /* Prompt for a yes/no response */
UIT_INFO,            /* Send info to the user */
UIT_ERROR            /* Send an error message to the user */
};

enum UI_string_types UI_get_string_type(UI_STRING *uis);
int UI_get_input_flags(UI_STRING *uis);
const char *UI_get0_output_string(UI_STRING *uis);
const char *UI_get0_action_string(UI_STRING *uis);
const char *UI_get0_result_string(UI_STRING *uis);
int UI_get_result_string_length(UI_STRING *uis);
const char *UI_get0_test_string(UI_STRING *uis);
int UI_get_result_minsize(UI_STRING *uis);
int UI_get_result_maxsize(UI_STRING *uis);
int UI_set_result(UI *ui, UI_STRING *uis, const char *result);
int UI_set_result_ex(UI *ui, UI_STRING *uis, const char *result, int len);

```

## DESCRIPTION

The UI\_STRING gets created internally and added to a UI whenever one of the functions UI\_add\_input\_string(), UI\_dup\_input\_string(), UI\_add\_verify\_string(), UI\_dup\_verify\_string(), UI\_add\_input\_boolean(), UI\_dup\_input\_boolean(), UI\_add\_info\_string(), UI\_dup\_info\_string(), UI\_add\_error\_string() or UI\_dup\_error\_string() is called. For a UI\_METHOD user, there's no need to know more. For a UI\_METHOD creator, it is of interest to fetch text from these UI\_STRING objects as well as adding results to some of them.

UI\_get\_string\_type() is used to retrieve the type of the given UI\_STRING.

UI\_get\_input\_flags() is used to retrieve the flags associated with the given UI\_STRING.

`UI_get0_output_string()` is used to retrieve the actual string to output (prompt, info, error, ...).

`UI_get0_action_string()` is used to retrieve the action description associated with a `UIT_BOOLEAN` type `UI_STRING`. For all other `UI_STRING` types, `NULL` is returned. See `UI_add_input_boolean(3)`.

`UI_get0_result_string()` and `UI_get_result_string_length()` are used to retrieve the result of a prompt and its length. This is only useful for `UIT_PROMPT` and `UIT_VERIFY` type strings. For all other `UI_STRING` types, `UI_get0_result_string()` returns `NULL` and `UI_get_result_string_length()` returns `-1`.

`UI_get0_test_string()` is used to retrieve the string to compare the prompt result with. This is only useful for `UIT_VERIFY` type strings. For all other `UI_STRING` types, `NULL` is returned.

`UI_get_result_minsize()` and `UI_get_result_maxsize()` are used to retrieve the minimum and maximum required size of the result. This is only useful for `UIT_PROMPT` and `UIT_VERIFY` type strings. For all other `UI_STRING` types, `-1` is returned.

`UI_set_result_ex()` is used to set the result value of a prompt and its length. For `UIT_PROMPT` and `UIT_VERIFY` type `UI` strings, this sets the result retrievable with `UI_get0_result_string()` by copying the contents of result if its length fits the minimum and maximum size requirements. For `UIT_BOOLEAN` type `UI` strings, this sets the first character of the result retrievable with `UI_get0_result_string()` to the first `ok_char` given with `UI_add_input_boolean()` or `UI_dup_input_boolean()` if the result matched any of them, or the first of the `cancel_chars` if the result matched any of them, otherwise it's set to the NUL char `"\0"`. See `UI_add_input_boolean(3)` for more information on `ok_chars` and `cancel_chars`.

UI\_set\_result() does the same thing as UI\_set\_result\_ex(), but calculates its length internally. It expects the string to be terminated with a NUL byte, and is therefore only useful with normal C strings.

## RETURN VALUES

UI\_get\_string\_type() returns the UI string type.

UI\_get\_input\_flags() returns the UI string flags.

UI\_get0\_output\_string() returns the UI string output string.

UI\_get0\_action\_string() returns the UI string action description string for UIT\_BOOLEAN type UI strings, NULL for any other type.

UI\_get0\_result\_string() returns the UI string result buffer for UIT\_PROMPT and UIT\_VERIFY type UI strings, NULL for any other type.

UI\_get\_result\_string\_length() returns the UI string result buffer's content length for UIT\_PROMPT and UIT\_VERIFY type UI strings, -1 for any other type.

UI\_get0\_test\_string() returns the UI string action description string for UIT\_VERIFY type UI strings, NULL for any other type.

UI\_get\_result\_minsize() returns the minimum allowed result size for the UI string for UIT\_PROMPT and UIT\_VERIFY type strings, -1 for any other type.

UI\_get\_result\_maxsize() returns the minimum allowed result size for the UI string for UIT\_PROMPT and UIT\_VERIFY type strings, -1 for any other type.

UI\_set\_result() returns 0 on success or when the UI string is of any type other than UIT\_PROMPT, UIT\_VERIFY or UIT\_BOOLEAN, -1 on error.

#### SEE ALSO

UI(3)

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