

**NAME**

`SSL_get_current_cipher`, `SSL_get_cipher_name`, `SSL_get_cipher`, `SSL_get_cipher_bits`,  
`SSL_get_cipher_version` - get `SSL_CIPHER` of a connection

**SYNOPSIS**

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

SSL_CIPHER *SSL_get_current_cipher(const SSL *ssl);

const char *SSL_get_cipher_name(const SSL *s);
const char *SSL_get_cipher(const SSL *s);
int SSL_get_cipher_bits(const SSL *s, int *np) \
const char *SSL_get_cipher_version(const SSL *s);
```

**DESCRIPTION**

`SSL_get_current_cipher()` returns a pointer to an `SSL_CIPHER` object containing the description of the actually used cipher of a connection established with the `ssl` object. See [SSL\\_CIPHER\\_get\\_name\(3\)](#) for more details.

`SSL_get_cipher_name()` obtains the name of the currently used cipher. `SSL_get_cipher()` is identical to `SSL_get_cipher_name()`. `SSL_get_cipher_bits()` is a macro to obtain the number of secret/algorithm bits used and `SSL_get_cipher_version()` returns the protocol name.

**RETURN VALUES**

`SSL_get_current_cipher()` returns the cipher actually used, or `NULL` if no session has been established.

**NOTES**

These are implemented as macros.

**SEE ALSO**

[ssl\(3\)](#), [SSL\\_CIPHER\\_get\\_name\(3\)](#)

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