

NAME

SSL_state_string, SSL_state_string_long - get textual description of state of an SSL object

SYNOPSIS

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

```
const char *SSL_state_string(const SSL *ssl);  
const char *SSL_state_string_long(const SSL *ssl);
```

DESCRIPTION

SSL_state_string() returns a 6 letter string indicating the current state of the SSL object **ssl**.

SSL_state_string_long() returns a string indicating the current state of the SSL object **ssl**.

NOTES

During its use, an SSL objects passes several states. The state is internally maintained. Querying the state information is not very informative before or when a connection has been established. It however can be of significant interest during the handshake.

When using non-blocking sockets, the function call performing the handshake may return with `SSL_ERROR_WANT_READ` or `SSL_ERROR_WANT_WRITE` condition, so that `SSL_state_string[_long]()` may be called.

For both blocking or non-blocking sockets, the details state information can be used within the `info_callback` function set with the *SSL_set_info_callback()* call.

RETURN VALUES

Detailed description of possible states to be included later.

SEE ALSO

ssl(3), *SSL_CTX_set_info_callback(3)*

COPYRIGHT

Copyright 2001-2016 The OpenSSL Project Authors. All Rights Reserved.

Licensed under the OpenSSL license (the “License”). You may not use this file except in compliance with the License. You can obtain a copy in the file `LICENSE` in the source distribution or at <https://www.openssl.org/source/license.html>.