

# **globus gssapi gsi Reference Manual**

## **5.9**

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## Contents

1	globus gssapi gsi Module Index	1
2	globus gssapi gsi Page Index	1
3	globus gssapi gsi Module Documentation	1
4	globus gssapi gsi Page Documentation	5

## 1 globus gssapi gsi Module Index

### 1.1 globus gssapi gsi Modules

Here is a list of all modules:

Functions for manipulating a buffer set	1
GSI GSS-API Constants	3
Activation	3
GSS Req Flags	3
GSS Ret Flags	4

## 2 globus gssapi gsi Page Index

### 2.1 globus gssapi gsi Related Pages

Here is a list of all related documentation pages:

Deprecated List	5
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## 3 globus gssapi gsi Module Documentation

### 3.1 Functions for manipulating a buffer set

Create Empty Buffer Set

- OM\_uint32 `gss_create_empty_buffer_`(OM\_uint32 minor\_status, gss\_buffer\_set\_t buffer\_set)

Add Buffer

- OM\_uint32 `gss_add_buffer_set_member_`(OM\_uint32 minor\_status, const gss\_buffer\_t member\_buffer, gss\_buffer\_set\_t buffer\_set)

## Free Buffer Set

- OM\_uint32 [gss\\_release\\_buffer\\_set](#)(OM\_uint32 minor\_status, gss\_buffer\_set\_t buffer\_set)

### 3.1.1 Function Documentation

#### 3.1.1.1 OM\_uint32 [gss\\_create\\_empty\\_buffer\\_set](#)(OM\_uint32 minor\_status gss\_buffer\_set\_t buffer\_set)

Create a empty buffer set.

This function allocates and initializes a empty buffer set. The memory allocated in this function should be freed by a call to [gss\\_release\\_buffer\\_set](#).

Parameters:

minor\_status The minor status returned by this function. This parameter will be 0 upon success.  
buffer\_set Pointer to a buffer set structure.

Returns:

GSS\_S\_COMPLETE upon success GSS\_S\_FAILURE failure

See also:

[gss\\_add\\_buffer\\_set\\_member](#)  
[gss\\_release\\_buffer\\_set](#)

#### 3.1.1.2 OM\_uint32 [gss\\_add\\_buffer\\_set\\_member](#)(OM\_uint32 minor\_status const gss\_buffer\_t\* member\_buffer, gss\_buffer\_set\_t buffer\_set)

Add a buffer to a buffer set.

This function allocates a new gss\_buffer\_t, initializes it with the values in the member\_buffer parameter.

Parameters:

minor\_status The minor status returned by this function. This parameter will be 0 upon success.  
member\_buffer Buffer to insert into the buffer set.  
buffer\_set Pointer to a initialized buffer set structure.

Returns:

GSS\_S\_COMPLETE upon success GSS\_S\_FAILURE failure

See also:

[gss\\_create\\_empty\\_buffer\\_set](#)  
[gss\\_release\\_buffer\\_set](#)

#### 3.1.1.3 OM\_uint32 [gss\\_release\\_buffer\\_set](#)(OM\_uint32 minor\_status gss\_buffer\_set\_t buffer\_set)

Free all memory associated with a buffer set.

This function will free all memory associated with a buffer set. Note that it will also free all memory associated with the buffers int the buffer set.

Parameters:

minor\_status The minor status returned by this function. This parameter will be 0 upon success.

buffer\_set Pointer to a buffer set structure. This pointer will point at a NULL value upon return.

Returns:

GSS\_S\_COMPLETE upon success GSS\_S\_FAILURE failure

See also:

[gss\\_create\\_empty\\_buffer\\_set](#)  
[gss\\_add\\_buffer\\_set\\_member](#)

## 3.2 GSI GSS-API Constants

### 3.3 Activation

Globus GSI GSSAPI uses standard Globus module activation and deactivation.

De nes

- #de ne [GLOBUS\\_GSI\\_GSSAPI\\_MODULE](#)

#### 3.3.1 Detailed Description

Globus GSI GSSAPI uses standard Globus module activation and deactivation.

Before any Globus GSI GSSAPI functions are called, the following function should be called:

```
globus_module_activate(GLOBUS_GSI_GSSAPI_MODULE)
```

This function returns GLOBUS\_SUCCESS if Globus GSI GSSAPI was successfully initialized, and you are therefore allowed to subsequently call Globus GSI GSSAPI functions. Otherwise, an error code is returned, and Globus GSI GSSAPI functions should not subsequently be called. This function may be called multiple times.

To deactivate Globus GSI GSSAPI, the following function should be called:

```
globus_module_deactivate(GLOBUS_GSI_GSSAPI_MODULE)
```

This function should be called once for each time Globus GSI GSSAPI was activated.

Note that it is not mandatory to call the above functions.

#### 3.3.2 De ne Documentation

##### 3.3.2.1 #de ne GLOBUS\_GSI\_GSSAPI\_MODULE

Module descriptor.

## 3.4 GSS Req Flags

These macros set the REQUESTED type of context - these should be set (or not) in the context's req\_ags (or in the context's ret\_ags if accept\_sec\_context is being called).

[NOHEADER]

- #de ne [GSS\\_C\\_GLOBUS\\_DELEGATE\\_LIMITED\\_PROXY\\_FLAG](#) 4096

[NOHEADER]

- #de ne [GSS\\_C\\_GLOBUS\\_ACCEPT\\_PROXY\\_SIGNED\\_BY\\_LIMITED\\_PROXY\\_FLAG](#) 32768

De nes

- #de ne [GSS\\_C\\_GLOBUS\\_DONT\\_ACCEPT\\_LIMITED\\_PROXY\\_FLAG](#) 8192

### 3.4.1 Detailed Description

These macros set the REQUESTED type of context - these should be set (or not) in the context's req\_ags (or in the context's ret\_ags if accept\_sec\_context is being called).

### 3.4.2 De ne Documentation

#### 3.4.2.1 #de ne GSS\_C\_GLOBUS\_DONT\_ACCEPT\_LIMITED\_PROXY\_FLAG 8192

Set if you don't want a context to accept a limited proxy.

If this ag is set, and a limited proxy is received, the call will not be successful and the context will not be set up

#### 3.4.2.2 #de ne GSS\_C\_GLOBUS\_DELEGATE\_LIMITED\_PROXY\_FLAG 4096

Set if you wan the delegated proxy to be a limited proxy.

#### 3.4.2.3 #de ne GSS\_C\_GLOBUS\_ACCEPT\_PROXY\_SIGNED\_BY\_LIMITED\_PROXY\_FLAG 32768

Set if you want to accept proxies signed by limited proxies.

#### Deprecated

We now accept proxies signed by limited proxies if they are limited or independent.

## 3.5 GSS Ret Flags

These macros set the RETURNED context type - these will be be set (or not) in the context's ret\_ags.

[NOHEADER]

- #de ne [GSS\\_C\\_GLOBUS\\_RECEIVED\\_LIMITED\\_PROXY\\_DURING\\_DELEGATION\\_FLAG](#) 4096

De nes

- #de ne [GSS\\_C\\_GLOBUS\\_RECEIVED\\_LIMITED\\_PROXY\\_FLAG](#) 8192

### 3.5.1 Detailed Description

These macros set the RETURNED context type - these will be be set (or not) in the context's ret\_ags.

### 3.5.2 De ne Documentation

#### 3.5.2.1 #de ne GSS\_C\_GLOBUS\_RECEIVED\_LIMITED\_PROXY\_FLAG 8192

If the proxy received is a limited proxy, this ag will be set in the returned context ags (ret\_ags).

#### 3.5.2.2 #de ne GSS\_C\_GLOBUS\_RECEIVED\_LIMITED\_PROXY\_DURING\_DELEGATION\_FLAG 4096

If the proxy received is a limited proxy received during delegation, this ag is set in the returned ags.

## 4 globus gssapi gsi Page Documentation

### 4.1 Deprecated List

Global [GSS\\_C\\_GLOBUS\\_ACCEPT\\_PROXY\\_SIGNED\\_BY\\_LIMITED\\_PROXY\\_FLAG](#) We now accept proxies signed by limited proxies if they are limited or independent.

# Index

Activation,[3](#)

Functions for manipulating a buffer set,

```
globus_gsi_gss_requested_context_ags
    GSS_C_GLOBUS_ACCEPT_PROXY_-
        SIGNED_BY_LIMITED_PROXY_FLAG,
        4
    GSS_C_GLOBUS_DELEGATE_LIMITED_-
        PROXY_FLAG,4
    GSS_C_GLOBUS_DONT_ACCEPT_-
        LIMITED_PROXY_FLAG,4
globus_gsi_gss_returned_context_ags
    GSS_C_GLOBUS_RECEIVED_LIMITED_-
        PROXY_DURING_DELEGATION_-
        FLAG,5
    GSS_C_GLOBUS_RECEIVED_LIMITED_-
        PROXY_FLAG,5
globus_gsi_gssapi_activation
    GLOBUS_GSI_GSSAPI_MODULE3
globus_gsi_gssapi_buffer_set
    gss_add_buffer_set_member2,
    gss_create_empty_buffer_set,
    gss_release_buffer_set,
GLOBUS_GSI_GSSAPI_MODULE
    globus_gsi_gssapi_activation6,
GSI GSS-API Constants8,
GSS Req Flags3
GSS Ret Flags4
gss_add_buffer_set_member
    globus_gsi_gssapi_buffer_set,
GSS_C_GLOBUS_ACCEPT_PROXY_SIGNED_-
    BY_LIMITED_PROXY_FLAG
    globus_gsi_gss_requested_context_ags,
GSS_C_GLOBUS_DELEGATE_LIMITED_-
    PROXY_FLAG
    globus_gsi_gss_requested_context_ags,
GSS_C_GLOBUS_DONT_ACCEPT_LIMITED_-
    PROXY_FLAG
    globus_gsi_gss_requested_context_ags,
GSS_C_GLOBUS_RECEIVED_LIMITED_-
    PROXY_DURING_DELEGATION_FLAG
    globus_gsi_gss_returned_context_ags,
GSS_C_GLOBUS_RECEIVED_LIMITED_-
    PROXY_FLAG
    globus_gsi_gss_returned_context_ags,
gss_create_empty_buffer_set
    globus_gsi_gssapi_buffer_set,
gss_release_buffer_set
    globus_gsi_gssapi_buffer_set,
```