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## **Red Hat Enterprise Linux Release 9.2 Manual Pages on 'crypt\_gensalt\_rn.3' command**

### **\$ man crypt\_gensalt\_rn.3**

CRYPT\_GENSALT(3) BSD Library Functions Manual CRYPT\_GENSALT(3)

#### NAME

crypt\_gensalt, crypt\_gensalt\_rn, crypt\_gensalt\_ra ? encode settings for  
passphrase hashing

#### LIBRARY

Crypt Library (libcrypt, -lcrypt)

#### SYNOPSIS

```
#include <crypt.h>
```

```
char *
```

```
crypt_gensalt(const char *prefix, unsigned long count,  
             const char *rbytes, int nrbytes);
```

```
char *
```

```
crypt_gensalt_rn(const char * prefix, unsigned long count,  
                const char *rbytes, int nrbytes, char * output, int output_size);
```

```
char *
```

```
crypt_gensalt_ra(const char *prefix, unsigned long count,  
                const char *rbytes, int nrbytes);
```

#### DESCRIPTION

The crypt\_gensalt, crypt\_gensalt\_rn, and crypt\_gensalt\_ra functions com? pile a string for use as the setting argument to crypt, crypt\_r, crypt\_rn, and crypt\_ra. prefix selects the hashing method to use. count controls the CPU time cost of the hash; the valid range for count and the exact meaning of ?CPU time cost? depends on the hashing method, but

larger numbers correspond to more costly hashes. `rbytes` should point to `nrbytes` cryptographically random bytes for use as `salt`.

If `prefix` is a null pointer, the best available hashing method will be selected. (CAUTION: if `prefix` is an empty string, the "traditional" DES-based hashing method will be selected; this method is unacceptably weak by modern standards.) If `count` is 0, a low default cost will be selected. If `rbytes` is a null pointer, an appropriate number of random bytes will be obtained from the operating system, and `nrbytes` is ignored. See `crypt(5)` for other strings that can be used as `prefix`, and valid values of `count` for each.

## RETURN VALUES

`crypt_gensalt`, `crypt_gensalt_rn`, and `crypt_gensalt_ra` return a pointer to an encoded setting string. This string will be entirely printable ASCII, and will not contain whitespace or the characters `?:`, `;;`, `*?`, `!?`, or `\?`. See `crypt(5)` for more detail on the format of this string. Upon error, they return a null pointer and set `errno` to an appropriate error code.

`crypt_gensalt` places its result in a static storage area, which will be overwritten by subsequent calls to `crypt_gensalt`. It is not safe to call `crypt_gensalt` from multiple threads simultaneously. However, it is safe to pass the string returned by `crypt_gensalt` directly to `crypt` without copying it; each function has its own static storage area.

`crypt_gensalt_rn` places its result in the supplied output buffer, which has `output_size` bytes of storage available. `output_size` should be greater than or equal to `CRYPT_GENSALT_OUTPUT_SIZE`.

`crypt_gensalt_ra` allocates memory for its result using `malloc(3)`. It should be freed with `free(3)` after use.

Upon error, in addition to returning a null pointer, `crypt_gensalt` and `crypt_gensalt_rn` will write an invalid setting string to their output buffer, if there is enough space; this string will begin with a `*?` and will not be equal to `prefix`.

## ERRORS

`EINVAL` `prefix` is invalid or not supported by this implementa?



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?crypt\_gensalt ? Thread safety ? MT-Unsafe race:crypt\_gensalt ?

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?crypt\_gensalt\_rn, ? Thread safety ? MT-Safe ?

?crypt\_gensalt\_ra ? ? ?

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SEE ALSO

crypt(3), getpass(3), getpwent(3), shadow(3), login(1), passwd(1),

crypt(5), passwd(5), shadow(5), pam(8)

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October 11, 2017

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