



Full credit is given to the above companies including the OS that this PDF file was generated!

Rocky Enterprise Linux 9.2 Manual Pages on command 'setkey.3'

\$ man setkey.3

ENCRYPT(3) Linux Programmer's Manual ENCRYPT(3)

NAME

encrypt, setkey, encrypt_r, setkey_r - encrypt 64-bit messages

SYNOPSIS

```
#define _XOPEN_SOURCE     /* See feature_test_macros(7) */
#include <unistd.h>

void encrypt(char block[64], int edflag);

#define _XOPEN_SOURCE     /* See feature_test_macros(7) */
#include <stdlib.h>

void setkey(const char *key);

#define _GNU_SOURCE       /* See feature_test_macros(7) */
#include <crypt.h>

void setkey_r(const char *key, struct crypt_data *data);
void encrypt_r(char *block, int edflag, struct crypt_data *data);
```

Each of these requires linking with -lcrypt.

DESCRIPTION

These functions encrypt and decrypt 64-bit messages. The setkey() function sets the key used by encrypt(). The key argument used here is

an array of 64 bytes, each of which has numerical value 1 or 0. The bytes `key[n]` where $n=8*i-1$ are ignored, so that the effective key length is 56 bits.

The `encrypt()` function modifies the passed buffer, encoding if `edflag` is 0, and decoding if 1 is being passed. Like the `key` argument, also `block` is a bit vector representation of the actual value that is encoded. The result is returned in that same vector.

These two functions are not reentrant, that is, the key data is kept in static storage. The functions `setkey_r()` and `encrypt_r()` are the reentrant versions. They use the following structure to hold the key data:

```
struct crypt_data {
    char keysched[16 * 8];
    char sb0[32768];
    char sb1[32768];
    char sb2[32768];
    char sb3[32768];
    char crypt_3_buf[14];
    char current_salt[2];
    long current_saltbits;
    int direction;
    int initialized;
};
```

Before calling `setkey_r()` set `data->initialized` to zero.

RETURN VALUE

These functions do not return any value.

ERRORS

Set `errno` to zero before calling the above functions. On success, it is unchanged.

ENOSYS The function is not provided. (For example because of former USA export restrictions.)

VERSIONS

Because they employ the DES block cipher, which is no longer considered secure, `crypt()`, `crypt_r()`, `setkey()`, and `setkey_r()` were removed in

glibc 2.28. Applications should switch to a modern cryptography library, such as libgcrypt.

ATTRIBUTES

For an explanation of the terms used in this section, see attributes(7).

Interface	Attribute	Value
encrypt(), setkey()	Thread safety	MT-Unsafe race:crypt
encrypt_r(), setkey_r()	Thread safety	MT-Safe

CONFORMING TO

encrypt(), setkey(): POSIX.1-2001, POSIX.1-2008, SUS, SVr4.
The functions encrypt_r() and setkey_r() are GNU extensions.

NOTES

Availability in glibc

See crypt(3).

Features in glibc

In glibc 2.2, these functions use the DES algorithm.

EXAMPLES

```
#define _XOPEN_SOURCE
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <crypt.h>

int
main(void)
{
    char key[64];
    char orig[9] = "eggplant";
    char buf[64];
    char txt[9];
```

```

for (int i = 0; i < 64; i++) {
    key[i] = rand() & 1;
}
for (int i = 0; i < 8; i++) {
    for (int j = 0; j < 8; j++) {
        buf[i * 8 + j] = orig[i] >> j & 1;
    }
    setkey(key);
}
printf("Before encrypting: %s\n", orig);
encrypt(buf, 0);
for (int i = 0; i < 8; i++) {
    for (int j = 0, txt[i] = '\0'; j < 8; j++) {
        txt[i] |= buf[i * 8 + j] << j;
    }
    txt[8] = '\0';
}
printf("After encrypting: %s\n", txt);
encrypt(buf, 1);
for (int i = 0; i < 8; i++) {
    for (int j = 0, txt[i] = '\0'; j < 8; j++) {
        txt[i] |= buf[i * 8 + j] << j;
    }
    txt[8] = '\0';
}
printf("After decrypting: %s\n", txt);
exit(EXIT_SUCCESS);
}

```

SEE ALSO

[cbc_crypt\(3\)](#), [crypt\(3\)](#), [ecb_crypt\(3\)](#),

COLOPHON

This page is part of release 5.10 of the Linux man-pages project. A description of the project, information about reporting bugs, and the

latest version of this page, can be found at
<https://www.kernel.org/doc/man-pages/>.

2020-11-01

ENCRYPT(3)