

# **GNU Generic Security Service Library**

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GSS-API Library for the GNU system  
for version 1.0.4, 6 August 2022

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This manual is last updated 6 August 2022 for version 1.0.4 of GNU GSS.

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# 1 Introduction

GSS is an implementation of the Generic Security Service Application Program Interface (GSS-API). GSS-API is used by network servers to provide security services, e.g., to authenticate SMTP/IMAP clients against SMTP/IMAP servers. GSS consists of a library and a manual.

GSS is developed for the GNU/Linux system but works on many platforms including most major Unix and Windows systems.

## 1.1 Getting Started

This manual documents the GSS programming interface. All functions and data types provided by the library are explained.

The reader is assumed to possess basic familiarity with GSS-API and network programming in C or C++. For general GSS-API information, and some programming examples, there is a guide available online at <http://docs.sun.com/db/doc/816-1331>.

This manual can be used in several ways. If read from the beginning to the end, it gives a good introduction into the library and how it can be used in an application. Forward references are included where necessary. Later on, the manual can be used as a reference manual to get just the information needed about any particular interface of the library. Experienced programmers might want to start looking at the examples at the end of the manual, and then only read up those parts of the interface which are unclear.

## 1.2 Features

GSS might have a couple of advantages over other libraries doing a similar job.

It's Free Software

Anybody can use, modify, and redistribute it under the terms of the LGPLv3|GPLv2+ license.

It's thread-safe

No global variables are used and multiple library handles and session handles may be used in parallel.

It's internationalized

It handles non-ASCII names and user visible strings used in the library (e.g., error messages) can be translated into the users' language.

It's portable

It should work on all Unix like operating systems, including Windows.

## 1.3 GSS-API Overview

This section describes GSS-API from a protocol point of view.

The Generic Security Service Application Programming Interface provides security services to calling applications. It allows a communicating application to authenticate the user associated with another application, to delegate rights to another application, and to apply security services such as confidentiality and integrity on a per-message basis.

There are four stages to using the GSS-API:

1. The application acquires a set of credentials with which it may prove its identity to other processes. The application's credentials vouch for its global identity, which may or may not be related to any local username under which it may be running.
2. A pair of communicating applications establish a joint security context using their credentials. The security context is a pair of GSS-API data structures that contain shared state information, which is required in order that per-message security services may be provided. Examples of state that might be shared between applications as part of a security context are cryptographic keys, and message sequence numbers. As part of the establishment of a security context, the context initiator is authenticated to the responder, and may require that the responder is authenticated in turn. The initiator may optionally give the responder the right to initiate further security contexts, acting as an agent or delegate of the initiator. This transfer of rights is termed delegation, and is achieved by creating a set of credentials, similar to those used by the initiating application, but which may be used by the responder.

To establish and maintain the shared information that makes up the security context, certain GSS-API calls will return a token data structure, which is an opaque data type that may contain cryptographically protected data. The caller of such a GSS-API routine is responsible for transferring the token to the peer application, encapsulated if necessary in an application- application protocol. On receipt of such a token, the peer application should pass it to a corresponding GSS-API routine which will decode the token and extract the information, updating the security context state information accordingly.

3. Per-message services are invoked to apply either: integrity and data origin authentication, or confidentiality, integrity and data origin authentication to application data, which are treated by GSS-API as arbitrary octet-strings. An application transmitting a message that it wishes to protect will call the appropriate GSS-API routine (`gss_get_mic` or `gss_wrap`) to apply protection, specifying the appropriate security context, and send the resulting token to the receiving application. The receiver will pass the received token (and, in the case of data protected by `gss_get_mic`, the accompanying message-data) to the corresponding decoding routine (`gss_verify_mic` or `gss_unwrap`) to remove the protection and validate the data.
4. At the completion of a communications session (which may extend across several transport connections), each application calls a GSS-API routine to delete the security context. Multiple contexts may also be used (either successively or simultaneously) within a single communications association, at the option of the applications.

## 1.4 Supported Platforms

GSS has at some point in time been tested on the following platforms.

1. Debian GNU/Linux 3.0 (Woody)

GCC 2.95.4 and GNU Make. This is the main development platform. `alphaev67-unknown-linux-gnu`, `alphaev6-unknown-linux-gnu`, `arm-unknown-linux-gnu`, `hppa-unknown-linux-gnu`, `hppa64-unknown-linux-gnu`, `i686-pc-linux-gnu`, `ia64-unknown-linux-gnu`, `m68k-unknown-linux-gnu`, `mips-unknown-`

- linux-gnu, mipsel-unknown-linux-gnu, powerpc-unknown-linux-gnu,  
s390-ibm-linux-gnu, sparc-unknown-linux-gnu.
2. Debian GNU/Linux 2.1  
GCC 2.95.1 and GNU Make. armv4l-unknown-linux-gnu.
  3. Tru64 UNIX  
Tru64 UNIX C compiler and Tru64 Make. alphaev67-dec-osf5.1, alphaev68-dec-osf5.1.
  4. SuSE Linux 7.1  
GCC 2.96 and GNU Make. alphaev6-unknown-linux-gnu, alphaev67-unknown-linux-gnu.
  5. SuSE Linux 7.2a  
GCC 3.0 and GNU Make. ia64-unknown-linux-gnu.
  6. RedHat Linux 7.2  
GCC 2.96 and GNU Make. alphaev6-unknown-linux-gnu, alphaev67-unknown-linux-gnu, ia64-unknown-linux-gnu.
  7. RedHat Linux 8.0  
GCC 3.2 and GNU Make. i686-pc-linux-gnu.
  8. RedHat Advanced Server 2.1  
GCC 2.96 and GNU Make. i686-pc-linux-gnu.
  9. Slackware Linux 8.0.01  
GCC 2.95.3 and GNU Make. i686-pc-linux-gnu.
  10. Mandrake Linux 9.0  
GCC 3.2 and GNU Make. i686-pc-linux-gnu.
  11. IRIX 6.5  
MIPS C compiler, IRIX Make. mips-sgi-irix6.5.
  12. AIX 4.3.2  
IBM C for AIX compiler, AIX Make. rs6000-ibm-aix4.3.2.0.
  13. Microsoft Windows 2000 (Cygwin)  
GCC 3.2, GNU make. i686-pc-cygwin.
  14. HP-UX 11  
HP-UX C compiler and HP Make. ia64-hp-hpux11.22, hppa2.0w-hp-hpux11.11.
  15. SUN Solaris 2.8  
Sun WorkShop Compiler C 6.0 and SUN Make. sparc-sun-solaris2.8.
  16. NetBSD 1.6  
GCC 2.95.3 and GNU Make. alpha-unknown-netbsd1.6, i386-unknown-netbsdelf1.6.
  17. OpenBSD 3.1 and 3.2  
GCC 2.95.3 and GNU Make. alpha-unknown-openbsd3.1, i386-unknown-openbsd3.1.

18. FreeBSD 4.7  
GCC 2.95.4 and GNU Make. `alpha-unknown-freebsd4.7`, `i386-unknown-freebsd4.7`.
19. Cross compiled to uClinux/uClibc on Motorola Coldfire.  
GCC 3.4 and GNU Make `m68k-uclinux-elf`.

If you use GSS on, or port GSS to, a new platform please report it to the author.

## 1.5 Commercial Support

Commercial support is available for users of GNU GSS. The kind of support that can be purchased may include:

- Implement new features. Such as a new GSS-API mechanism.
- Port GSS to new platforms. This could include porting to an embedded platforms that may need memory or size optimization.
- Integrating GSS as a security environment in your existing project.
- System design of components related to GSS-API.

If you are interested, please write to:

Simon Josefsson Datakonsult AB  
Hagagatan 24  
113 47 Stockholm  
Sweden

E-mail: [simon@josefsson.org](mailto:simon@josefsson.org)

If your company provides support related to GNU GSS and would like to be mentioned here, contact the author (see Section 1.7 [Bug Reports], page 5).

## 1.6 Downloading and Installing

The package can be downloaded from several places, including:

```
ftp://ftp.gnu.org/gnu/gss/
```

The latest version is stored in a file, e.g., `'gss-1.0.4.tar.gz'` where the `'1.0.4'` indicate the highest version number.

The package is then extracted, configured and built like many other packages that use Autoconf. For detailed information on configuring and building it, refer to the `INSTALL` file that is part of the distribution archive.

Here is an example terminal session that downloads, configures, builds and installs the package. You will need a few basic tools, such as `'sh'`, `'make'` and `'cc'`.

```
$ wget -q ftp://ftp.gnu.org/gnu/gss/gss-1.0.4.tar.gz
$ tar xzf gss-1.0.4.tar.gz
$ cd gss-1.0.4/
$ ./configure
...
$ make
...
```



```
$ make install
...
```

After that GSS should be properly installed and ready for use.

## 1.7 Bug Reports

If you think you have found a bug in GSS, please investigate it and report it.

- Please make sure that the bug is really in GSS, and preferably also check that it hasn't already been fixed in the latest version.
- You have to send us a test case that makes it possible for us to reproduce the bug.
- You also have to explain what is wrong; if you get a crash, or if the results printed are not good and in that case, in what way. Make sure that the bug report includes all information you would need to fix this kind of bug for someone else.

Please make an effort to produce a self-contained report, with something definite that can be tested or debugged. Vague queries or piecemeal messages are difficult to act on and don't help the development effort.

If your bug report is good, we will do our best to help you to get a corrected version of the software; if the bug report is poor, we won't do anything about it (apart from asking you to send better bug reports).

If you think something in this manual is unclear, or downright incorrect, or if the language needs to be improved, please also send a note.

Send your bug report to:

`'bug-gss@gnu.org'`

## 1.8 Contributing

If you want to submit a patch for inclusion – from solve a typo you discovered, up to adding support for a new feature – you should submit it as a bug report (see Section 1.7 [Bug Reports], page 5). There are some things that you can do to increase the chances for it to be included in the official package.

Unless your patch is very small (say, under 10 lines) we require that you assign the copyright of your work to the Free Software Foundation. This is to protect the freedom of the project. If you have not already signed papers, we will send you the necessary information when you submit your contribution.

For contributions that doesn't consist of actual programming code, the only guidelines are common sense. Use it.

For code contributions, a number of style guides will help you:

- Coding Style. Follow the GNU Standards document (see Section “top” in `standards`). If you normally code using another coding standard, there is no problem, but you should use `'indent'` to reformat the code (see Section “top” in `indent`) before submitting your work.
- Use the unified diff format `'diff -u'`.
- Return errors. No reason whatsoever should abort the execution of the library. Even memory allocation errors, e.g. when `malloc` return `NULL`, should work although result in an error code.

- Design with thread safety in mind. Don't use global variables. Don't even write to per-handle global variables unless the documented behaviour of the function you write is to write to the per-handle global variable.
- Avoid using the C math library. It causes problems for embedded implementations, and in most situations it is very easy to avoid using it.
- Document your functions. Use comments before each function headers, that, if properly formatted, are extracted into Texinfo manuals and GTK-DOC web pages.
- Supply a ChangeLog and NEWS entries, where appropriate.

## 1.9 Planned Features

This is also known as the “todo list”. If you like to start working on anything, please let me know so work duplication can be avoided.

- Support non-blocking mode. This would be an API extension. It could work by forking a process and interface to it, or by using a user-specific daemon. E.g., `h = START(accept_sec_context(...), FINISHED(h), ret = FINISH(h), ABORT(h)`.
- Support loadable modules via `dlopen`, a'la Solaris GSS.
- Port to Cyclone? CCured?

## 2 Preparation

To use GSS, you have to perform some changes to your sources and the build system. The necessary changes are small and explained in the following sections. At the end of this chapter, it is described how the library is initialized, and how the requirements of the library are verified.

A faster way to find out how to adapt your application for use with GSS may be to look at the examples at the end of this manual.

### 2.1 Header

All standard interfaces (data types and functions) of the official GSS API are defined in the header file `gss/api.h`. The file is taken verbatim from the RFC (after correcting a few typos) where it is known as `gssapi.h`. However, to be able to co-exist gracefully with other GSS-API implementation, the name `gssapi.h` was changed.

The header file `gss.h` includes `gss/api.h`, and declares a few non-standard extensions (by including `gss/ext.h`), takes care of including header files related to all supported mechanisms (e.g., `gss/krb5.h`) and finally adds C++ namespace protection of all definitions. Therefore, including `gss.h` in your project is recommended over `gss/api.h`. If using `gss.h` instead of `gss/api.h` causes problems, it should be regarded a bug.

You must include either file in all programs using the library, either directly or through some other header file, like this:

```
#include <gss.h>
```

The name space of GSS is `gss_*` for function names, `gss_*` for data types and `GSS_*` for other symbols. In addition the same name prefixes with one prepended underscore are reserved for internal use and should never be used by an application.

Each supported GSS mechanism may want to expose mechanism specific functionality, and can do so through one or more header files under the `gss/` directory. The Kerberos 5 mechanism uses the file `gss/krb5.h`, but again, it is included (with C++ namespace fixes) from `gss.h`.

### 2.2 Initialization

GSS does not need to be initialized before it can be used.

In order to take advantage of the internationalisation features in GSS, e.g. translated error messages, the application must set the current locale using `setlocale()` before calling, e.g., `gss_display_status()`. This is typically done in `main()` as in the following example.

```
#include <gss.h>
#include <locale.h>
...
setlocale (LC_ALL, "");
```

### 2.3 Version Check

It is often desirable to check that the version of GSS used is indeed one which fits all requirements. Even with binary compatibility new features may have been introduced but

due to problem with the dynamic linker an old version is actually used. So you may want to check that the version is okay right after program startup. The function is called `gss_check_version()` and is described formally in See Chapter 4 [Extended GSS API], page 27.

The normal way to use the function is to put something similar to the following early in your `main()`:

```
#include <gss.h>
...
if (!gss_check_version (GSS_VERSION))
{
    printf ("gss_check_version() failed:\n"
           "Header file incompatible with shared library.\n");
    exit(EXIT_FAILURE);
}
```

## 2.4 Building the source

If you want to compile a source file that includes the `gss.h` header file, you must make sure that the compiler can find it in the directory hierarchy. This is accomplished by adding the path to the directory in which the header file is located to the compilers include file search path (via the `-I` option).

However, the path to the include file is determined at the time the source is configured. To solve this problem, GSS uses the external package `pkg-config` that knows the path to the include file and other configuration options. The options that need to be added to the compiler invocation at compile time are output by the `--cflags` option to `pkg-config gss`. The following example shows how it can be used at the command line:

```
gcc -c foo.c 'pkg-config gss --cflags'
```

Adding the output of `'pkg-config gss --cflags'` to the compilers command line will ensure that the compiler can find the `gss.h` header file.

A similar problem occurs when linking the program with the library. Again, the compiler has to find the library files. For this to work, the path to the library files has to be added to the library search path (via the `-L` option). For this, the option `--libs` to `pkg-config gss` can be used. For convenience, this option also outputs all other options that are required to link the program with the GSS library (for instance, the `'-lshishi'` option). The example shows how to link `foo.o` with GSS into a program `foo`.

```
gcc -o foo foo.o 'pkg-config gss --libs'
```

Of course you can also combine both examples to a single command by specifying both options to `pkg-config`:

```
gcc -o foo foo.c 'pkg-config gss --cflags --libs'
```

## 2.5 Out of Memory handling

The GSS API does not have a standard error code for the out of memory error condition. This library will return `GSS_S_FAILURE` and set `minor_status` to `ENOMEM`.

## 3 Standard GSS API

### 3.1 Simple Data Types

The following conventions are used by the GSS-API C-language bindings:

#### 3.1.1 Integer types

GSS-API uses the following integer data type:

```
OM_uint32    32-bit unsigned integer
```

#### 3.1.2 String and similar data

Many of the GSS-API routines take arguments and return values that describe contiguous octet-strings. All such data is passed between the GSS-API and the caller using the `gss_buffer_t` data type. This data type is a pointer to a buffer descriptor, which consists of a length field that contains the total number of bytes in the datum, and a value field which contains a pointer to the actual datum:

```
typedef struct gss_buffer_desc_struct {
    size_t    length;
    void      *value;
} gss_buffer_desc, *gss_buffer_t;
```

Storage for data returned to the application by a GSS-API routine using the `gss_buffer_t` conventions is allocated by the GSS-API routine. The application may free this storage by invoking the `gss_release_buffer` routine. Allocation of the `gss_buffer_desc` object is always the responsibility of the application; unused `gss_buffer_desc` objects may be initialized to the value `GSS_C_EMPTY_BUFFER`.

##### 3.1.2.1 Opaque data types

Certain multiple-word data items are considered opaque data types at the GSS-API, because their internal structure has no significance either to the GSS-API or to the caller. Examples of such opaque data types are the `input_token` parameter to `gss_init_sec_context` (which is opaque to the caller), and the `input_message` parameter to `gss_wrap` (which is opaque to the GSS-API). Opaque data is passed between the GSS-API and the application using the `gss_buffer_t` datatype.

##### 3.1.2.2 Character strings

Certain multiple-word data items may be regarded as simple ISO Latin-1 character strings. Examples are the printable strings passed to `gss_import_name` via the `input_name_buffer` parameter. Some GSS-API routines also return character strings. All such character strings are passed between the application and the GSS-API implementation using the `gss_buffer_t` datatype, which is a pointer to a `gss_buffer_desc` object.

When a `gss_buffer_desc` object describes a printable string, the length field of the `gss_buffer_desc` should only count printable characters within the string. In particular, a trailing NUL character should NOT be included in the length count, nor should either the GSS-API implementation or the application assume the presence of an uncounted trailing NUL.

### 3.1.3 Object Identifiers

Certain GSS-API procedures take parameters of the type `gss_OID`, or Object identifier. This is a type containing ISO-defined tree-structured values, and is used by the GSS-API caller to select an underlying security mechanism and to specify namespaces. A value of type `gss_OID` has the following structure:

```
typedef struct gss_OID_desc_struct {
    OM_uint32    length;
    void         *elements;
} gss_OID_desc, *gss_OID;
```

The `elements` field of this structure points to the first byte of an octet string containing the ASN.1 BER encoding of the value portion of the normal BER TLV encoding of the `gss_OID`. The `length` field contains the number of bytes in this value. For example, the `gss_OID` value corresponding to `iso(1) identified-organization(3) icd-ecma(12) member-company(2) dec(1011) cryptoAlgorithms(7) DASS(5)`, meaning the DASS X.509 authentication mechanism, has a `length` field of 7 and an `elements` field pointing to seven octets containing the following octal values: 53,14,2,207,163,7,5. GSS-API implementations should provide constant `gss_OID` values to allow applications to request any supported mechanism, although applications are encouraged on portability grounds to accept the default mechanism. `gss_OID` values should also be provided to allow applications to specify particular name types (see section 3.10). Applications should treat `gss_OID_desc` values returned by GSS-API routines as read-only. In particular, the application should not attempt to deallocate them with `free()`.

### 3.1.4 Object Identifier Sets

Certain GSS-API procedures take parameters of the type `gss_OID_set`. This type represents one or more object identifiers (see [Object Identifiers], page 10). A `gss_OID_set` object has the following structure:

```
typedef struct gss_OID_set_desc_struct {
    size_t      count;
    gss_OID     elements;
} gss_OID_set_desc, *gss_OID_set;
```

The `count` field contains the number of OIDs within the set. The `elements` field is a pointer to an array of `gss_OID_desc` objects, each of which describes a single OID. `gss_OID_set` values are used to name the available mechanisms supported by the GSS-API, to request the use of specific mechanisms, and to indicate which mechanisms a given credential supports.

All OID sets returned to the application by GSS-API are dynamic objects (the `gss_OID_set_desc`, the "elements" array of the set, and the "elements" array of each member OID are all dynamically allocated), and this storage must be deallocated by the application using the `gss_release_oid_set` routine.

## 3.2 Complex Data Types

### 3.2.1 Credentials

A credential handle is a caller-opaque atomic datum that identifies a GSS-API credential data structure. It is represented by the caller- opaque type `gss_cred_id_t`.

GSS-API credentials can contain mechanism-specific principal authentication data for multiple mechanisms. A GSS-API credential is composed of a set of credential-elements, each of which is applicable to a single mechanism. A credential may contain at most one credential-element for each supported mechanism. A credential-element identifies the data needed by a single mechanism to authenticate a single principal, and conceptually contains two credential-references that describe the actual mechanism-specific authentication data, one to be used by GSS-API for initiating contexts, and one to be used for accepting contexts. For mechanisms that do not distinguish between acceptor and initiator credentials, both references would point to the same underlying mechanism-specific authentication data.

Credentials describe a set of mechanism-specific principals, and give their holder the ability to act as any of those principals. All principal identities asserted by a single GSS-API credential should belong to the same entity, although enforcement of this property is an implementation-specific matter. The GSS-API does not make the actual credentials available to applications; instead a credential handle is used to identify a particular credential, held internally by GSS-API. The combination of GSS-API credential handle and mechanism identifies the principal whose identity will be asserted by the credential when used with that mechanism.

The `gss_init_sec_context` and `gss_accept_sec_context` routines allow the value `GSS_C_NO_CREDENTIAL` to be specified as their credential handle parameter. This special credential-handle indicates a desire by the application to act as a default principal.

### 3.2.2 Contexts

The `gss_ctx_id_t` data type contains a caller-opaque atomic value that identifies one end of a GSS-API security context.

The security context holds state information about each end of a peer communication, including cryptographic state information.

### 3.2.3 Authentication tokens

A token is a caller-opaque type that GSS-API uses to maintain synchronization between the context data structures at each end of a GSS-API security context. The token is a cryptographically protected octet-string, generated by the underlying mechanism at one end of a GSS-API security context for use by the peer mechanism at the other end. Encapsulation (if required) and transfer of the token are the responsibility of the peer applications. A token is passed between the GSS-API and the application using the `gss_buffer_t` conventions.

### 3.2.4 Interprocess tokens

Certain GSS-API routines are intended to transfer data between processes in multi-process programs. These routines use a caller-opaque octet-string, generated by the GSS-API in one process for use by the GSS-API in another process. The calling application is responsible for transferring such tokens between processes in an OS-specific manner. Note that, while GSS-API implementors are encouraged to avoid placing sensitive information within interprocess tokens, or to cryptographically protect them, many implementations will be unable to

avoid placing key material or other sensitive data within them. It is the application's responsibility to ensure that interprocess tokens are protected in transit, and transferred only to processes that are trustworthy. An interprocess token is passed between the GSS-API and the application using the `gss_buffer_t` conventions.

### 3.2.5 Names

A name is used to identify a person or entity. GSS-API authenticates the relationship between a name and the entity claiming the name.

Since different authentication mechanisms may employ different namespaces for identifying their principals, GSSAPI's naming support is necessarily complex in multi-mechanism environments (or even in some single-mechanism environments where the underlying mechanism supports multiple namespaces).

Two distinct representations are defined for names:

- An internal form. This is the GSS-API "native" format for names, represented by the implementation-specific `gss_name_t` type. It is opaque to GSS-API callers. A single `gss_name_t` object may contain multiple names from different namespaces, but all names should refer to the same entity. An example of such an internal name would be the name returned from a call to the `gss_inquire_cred` routine, when applied to a credential containing credential elements for multiple authentication mechanisms employing different namespaces. This `gss_name_t` object will contain a distinct name for the entity for each authentication mechanism.

For GSS-API implementations supporting multiple namespaces, objects of type `gss_name_t` must contain sufficient information to determine the namespace to which each primitive name belongs.

- Mechanism-specific contiguous octet-string forms. A format capable of containing a single name (from a single namespace). Contiguous string names are always accompanied by an object identifier specifying the namespace to which the name belongs, and their format is dependent on the authentication mechanism that employs the name. Many, but not all, contiguous string names will be printable, and may therefore be used by GSS-API applications for communication with their users.

Routines (`gss_import_name` and `gss_display_name`) are provided to convert names between contiguous string representations and the internal `gss_name_t` type. `gss_import_name` may support multiple syntaxes for each supported namespace, allowing users the freedom to choose a preferred name representation. `gss_display_name` should use an implementation-chosen printable syntax for each supported name-type.

If an application calls `gss_display_name`, passing the internal name resulting from a call to `gss_import_name`, there is no guarantee the resulting contiguous string name will be the same as the original imported string name. Nor do name-space identifiers necessarily survive unchanged after a journey through the internal name-form. An example of this might be a mechanism that authenticates X.500 names, but provides an algorithmic mapping of Internet DNS names into X.500. That mechanism's implementation of `gss_import_name` might, when presented with a DNS name, generate an internal name that contained both the original DNS name and the equivalent X.500 name. Alternatively, it might only store the X.500 name. In the latter case, `gss_display_name` would most likely generate a printable X.500 name, rather than the original DNS name.



The process of authentication delivers to the context acceptor an internal name. Since this name has been authenticated by a single mechanism, it contains only a single name (even if the internal name presented by the context initiator to `gss_init_sec_context` had multiple components). Such names are termed internal mechanism names, or "MN"s and the names emitted by `gss_accept_sec_context` are always of this type. Since some applications may require MNs without wanting to incur the overhead of an authentication operation, a second function, `gss_canonicalize_name`, is provided to convert a general internal name into an MN.

Comparison of internal-form names may be accomplished via the `gss_compare_name` routine, which returns true if the two names being compared refer to the same entity. This removes the need for the application program to understand the syntaxes of the various printable names that a given GSS-API implementation may support. Since GSS-API assumes that all primitive names contained within a given internal name refer to the same entity, `gss_compare_name` can return true if the two names have at least one primitive name in common. If the implementation embodies knowledge of equivalence relationships between names taken from different namespaces, this knowledge may also allow successful comparison of internal names containing no overlapping primitive elements.

When used in large access control lists, the overhead of invoking `gss_import_name` and `gss_compare_name` on each name from the ACL may be prohibitive. As an alternative way of supporting this case, GSS-API defines a special form of the contiguous string name which may be compared directly (e.g. with `memcmp()`). Contiguous names suitable for comparison are generated by the `gss_export_name` routine, which requires an MN as input. Exported names may be re-imported by the `gss_import_name` routine, and the resulting internal name will also be an MN. The `gss_OID` constant `GSS_C_NT_EXPORT_NAME` identifies the "export name" type, and the value of this constant is given in Appendix A. Structurally, an exported name object consists of a header containing an OID identifying the mechanism that authenticated the name, and a trailer containing the name itself, where the syntax of the trailer is defined by the individual mechanism specification. The precise format of an export name is defined in the language-independent GSS-API specification [GSSAPI].

Note that the results obtained by using `gss_compare_name` will in general be different from those obtained by invoking `gss_canonicalize_name` and `gss_export_name`, and then comparing the exported names. The first series of operation determines whether two (unauthenticated) names identify the same principal; the second whether a particular mechanism would authenticate them as the same principal. These two operations will in general give the same results only for MNs.

The `gss_name_t` datatype should be implemented as a pointer type. To allow the compiler to aid the application programmer by performing type-checking, the use of `(void *)` is discouraged. A pointer to an implementation-defined type is the preferred choice.

Storage is allocated by routines that return `gss_name_t` values. A procedure, `gss_release_name`, is provided to free storage associated with an internal-form name.

### 3.2.6 Channel Bindings

GSS-API supports the use of user-specified tags to identify a given context to the peer application. These tags are intended to be used to identify the particular communications channel that carries the context. Channel bindings are communicated to the GSS-API using the following structure:

```

typedef struct gss_channel_bindings_struct {
    OM_uint32      initiator_addrtype;
    gss_buffer_desc initiator_address;
    OM_uint32      acceptor_addrtype;
    gss_buffer_desc acceptor_address;
    gss_buffer_desc application_data;
} *gss_channel_bindings_t;

```

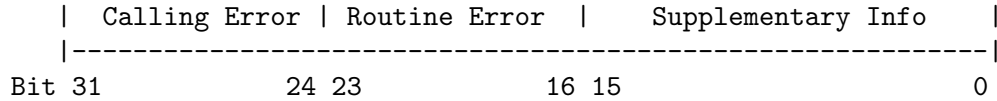
The `initiator_addrtype` and `acceptor_addrtype` fields denote the type of addresses contained in the `initiator_address` and `acceptor_address` buffers. The address type should be one of the following:

<code>GSS_C_AF_UNSPEC</code>	Unspecified address type
<code>GSS_C_AF_LOCAL</code>	Host-local address type
<code>GSS_C_AF_INET</code>	Internet address type (e.g. IP)
<code>GSS_C_AF_IMPLINK</code>	ARPAnet IMP address type
<code>GSS_C_AF_PUP</code>	pup protocols (eg BSP) address type
<code>GSS_C_AF_CHAOS</code>	MIT CHAOS protocol address type
<code>GSS_C_AF_NS</code>	XEROX NS address type
<code>GSS_C_AF_NBS</code>	nbs address type
<code>GSS_C_AF_ECMA</code>	ECMA address type
<code>GSS_C_AF_DATAKIT</code>	datakit protocols address type
<code>GSS_C_AF_CCITT</code>	CCITT protocols
<code>GSS_C_AF_SNA</code>	IBM SNA address type
<code>GSS_C_AF_DECnet</code>	DECnet address type
<code>GSS_C_AF_DLI</code>	Direct data link interface address type
<code>GSS_C_AF_LAT</code>	LAT address type
<code>GSS_C_AF_HYLINK</code>	NSC Hyperchannel address type
<code>GSS_C_AF_APPLETALK</code>	AppleTalk address type
<code>GSS_C_AF_BSC</code>	BISYNC 2780/3780 address type
<code>GSS_C_AF_DSS</code>	Distributed system services address type
<code>GSS_C_AF_OSI</code>	OSI TP4 address type
<code>GSS_C_AF_X25</code>	X.25
<code>GSS_C_AF_NULLADDR</code>	No address specified

Note that these symbols name address families rather than specific addressing formats. For address families that contain several alternative address forms, the `initiator_address` and `acceptor_address` fields must contain sufficient information to determine which address form is used. When not otherwise specified, addresses should be specified in network byte-order (that is, native byte-ordering for the address family).

Conceptually, the GSS-API concatenates the `initiator_addrtype`, `initiator_address`, `acceptor_addrtype`, `acceptor_address` and `application_data` to form an octet string. The mechanism calculates a MIC over this octet string, and binds the MIC to the context establishment token emitted by `gss_init_sec_context`. The same bindings are presented by the context acceptor to `gss_accept_sec_context`, and a MIC is calculated in the same way. The calculated MIC is compared with that found in the token, and if the MICs differ, `gss_accept_sec_context` will return a `GSS_S_BAD_BINDINGS` error, and the context will not be established. Some mechanisms may include the actual channel binding data in the





Hence if a GSS-API routine returns a GSS status code whose upper 16 bits contain a non-zero value, the call failed. If the calling error field is non-zero, the invoking application's call of the routine was erroneous. Calling errors are defined in table 3-1. If the routine error field is non-zero, the routine failed for one of the routine-specific reasons listed below in table 3-2. Whether or not the upper 16 bits indicate a failure or a success, the routine may indicate additional information by setting bits in the supplementary info field of the status code. The meaning of individual bits is listed below in table 3-3.

Table 3-1 Calling Errors

Name	Value in field	Meaning
----	-----	-----
GSS_S_CALL_INACCESSIBLE_READ	1	A required input parameter could not be read
GSS_S_CALL_INACCESSIBLE_WRITE	2	A required output parameter could not be written.
GSS_S_CALL_BAD_STRUCTURE	3	A parameter was malformed

Table 3-2 Routine Errors

Name	Value in field	Meaning
----	-----	-----
GSS_S_BAD_MECH	1	An unsupported mechanism was requested
GSS_S_BAD_NAME	2	An invalid name was supplied
GSS_S_BAD_NAME_TYPE	3	A supplied name was of an unsupported type
GSS_S_BAD_BINDINGS	4	Incorrect channel bindings were supplied
GSS_S_BAD_STATUS	5	An invalid status code was supplied
GSS_S_BAD_MIC	6	A token had an invalid MIC
GSS_S_NO_CRED	7	No credentials were supplied, or the credentials were unavailable or inaccessible.
GSS_S_NO_CONTEXT	8	No context has been established
GSS_S_DEFECTIVE_TOKEN	9	A token was invalid
GSS_S_DEFECTIVE_CREDENTIAL	10	A credential was invalid
GSS_S_CREDENTIALS_EXPIRED	11	The referenced credentials have expired
GSS_S_CONTEXT_EXPIRED	12	The context has expired

GSS_S_FAILURE	13	Miscellaneous failure (see text)
GSS_S_BAD_QOP	14	The quality-of-protection requested could not be provided
GSS_S_UNAUTHORIZED	15	The operation is forbidden by local security policy
GSS_S_UNAVAILABLE	16	The operation or option is unavailable
GSS_S_DUPLICATE_ELEMENT	17	The requested credential element already exists
GSS_S_NAME_NOT_MN	18	The provided name was not a mechanism name

Table 3-3 Supplementary Status Bits

Name	Bit Number	Meaning
-----	-----	-----
GSS_S_CONTINUE_NEEDED	0 (LSB)	Returned only by <code>gss_init_sec_context</code> or <code>gss_accept_sec_context</code> . The routine must be called again to complete its function. See routine documentation for detailed description
GSS_S_DUPLICATE_TOKEN	1	The token was a duplicate of an earlier token
GSS_S_OLD_TOKEN	2	The token's validity period has expired
GSS_S_UNSEQ_TOKEN	3	A later token has already been processed
GSS_S_GAP_TOKEN	4	An expected per-message token was not received

The routine documentation also uses the name `GSS_S_COMPLETE`, which is a zero value, to indicate an absence of any API errors or supplementary information bits.

All `GSS_S_XXX` symbols equate to complete `OM_uint32` status codes, rather than to bitfield values. For example, the actual value of the symbol `GSS_S_BAD_NAME_TYPE` (value 3 in the routine error field) is `3<<16`. The macros `GSS_CALLING_ERROR`, `GSS_ROUTINE_ERROR` and `GSS_SUPPLEMENTARY_INFO` are provided, each of which takes a GSS status code and removes all but the relevant field. For example, the value obtained by applying `GSS_ROUTINE_ERROR` to a status code removes the calling errors and supplementary info fields, leaving only the routine errors field. The values delivered by these macros may be directly compared with a `GSS_S_XXX` symbol of the appropriate type. The macro `GSS_ERROR` is also provided, which when applied to a GSS status code returns a non-zero value if the status code indicated a calling or routine error, and a zero value otherwise. All macros defined by GSS-API evaluate their argument(s) exactly once.

A GSS-API implementation may choose to signal calling errors in a platform-specific manner instead of, or in addition to the routine value; routine errors and supplementary info should be returned via major status values only.

The GSS major status code `GSS_S_FAILURE` is used to indicate that the underlying mechanism detected an error for which no specific GSS status code is defined. The mechanism-specific status code will provide more details about the error.

In addition to the explicit major status codes for each API function, the code `GSS_S_FAILURE` may be returned by any routine, indicating an implementation-specific or mechanism-specific error condition, further details of which are reported via the `minor_status` parameter.

### 3.4.2 Mechanism-specific status codes

GSS-API routines return a `minor_status` parameter, which is used to indicate specialized errors from the underlying security mechanism. This parameter may contain a single mechanism-specific error, indicated by a `OM_uint32` value.

The `minor_status` parameter will always be set by a GSS-API routine, even if it returns a calling error or one of the generic API errors indicated above as fatal, although most other output parameters may remain unset in such cases. However, output parameters that are expected to return pointers to storage allocated by a routine must always be set by the routine, even in the event of an error, although in such cases the GSS-API routine may elect to set the returned parameter value to `NULL` to indicate that no storage was actually allocated. Any length field associated with such pointers (as in a `gss_buffer_desc` structure) should also be set to zero in such cases.

## 3.5 Credential Management

### GSS-API Credential-management Routines

Routine	Function
-----	-----
<code>gss_acquire_cred</code>	Assume a global identity; Obtain a GSS-API credential handle for pre-existing credentials.
<code>gss_add_cred</code>	Construct credentials incrementally.
<code>gss_inquire_cred</code>	Obtain information about a credential.
<code>gss_inquire_cred_by_mech</code>	Obtain per-mechanism information about a credential.
<code>gss_release_cred</code>	Discard a credential handle.

**gss\_acquire\_cred**

```
OM_uint32 gss_acquire_cred (OM_uint32 * minor_status, const [Function]
    gss_name_t desired_name, OM_uint32 time_req, const gss_OID_set
    desired_mechs, gss_cred_usage_t cred_usage, gss_cred_id_t *
    output_cred_handle, gss_OID_set * actual_mechs, OM_uint32 *
    time_rec)
    minor_status:  desired_name:  time_req:  desired_mechs:  cred_usage:  out-
    put_cred_handle:  actual_mechs:  time_rec:
```

**gss\_add\_cred**

```
OM_uint32 gss_add_cred (OM_uint32 * minor_status, const [Function]
    gss_cred_id_t input_cred_handle, const gss_name_t desired_name,
    const gss_OID desired_mech, gss_cred_usage_t cred_usage, OM_uint32
    initiator_time_req, OM_uint32 acceptor_time_req, gss_cred_id_t *
    output_cred_handle, gss_OID_set * actual_mechs, OM_uint32 *
    initiator_time_rec, OM_uint32 * acceptor_time_rec)
    minor_status:  input_cred_handle:  desired_name:  desired_mech:  cred_usage:
    initiator_time_req:  acceptor_time_req:  output_cred_handle:  actual_mechs:
    initiator_time_rec:  acceptor_time_rec:
```

**gss\_inquire\_cred**

```
OM_uint32 gss_inquire_cred (OM_uint32 * minor_status, const [Function]
    gss_cred_id_t cred_handle, gss_name_t * name, OM_uint32 * lifetime,
    gss_cred_usage_t * cred_usage, gss_OID_set * mechanisms)
    minor_status:  cred_handle:  name:  lifetime:  cred_usage:  mechanisms:
```

**gss\_inquire\_cred\_by\_mech**

```
OM_uint32 gss_inquire_cred_by_mech (OM_uint32 * [Function]
    minor_status, const gss_cred_id_t cred_handle, const gss_OID
    mech_type, gss_name_t * name, OM_uint32 * initiator_lifetime,
    OM_uint32 * acceptor_lifetime, gss_cred_usage_t * cred_usage)
    minor_status:  cred_handle:  mech_type:  name:  initiator_lifetime:  acceptor_lifetime:
    cred_usage:
```

**gss\_release\_cred**

```
OM_uint32 gss_release_cred (OM_uint32 * minor_status, [Function]
    gss_cred_id_t * cred_handle)
    minor_status:  cred_handle:
```

**3.6 Context-Level Routines**

## GSS-API Context-Level Routines

Routine	Function
---------	----------

-----	-----
<code>gss_init_sec_context</code>	Initiate a security context with a peer application.
<code>gss_accept_sec_context</code>	Accept a security context initiated by a peer application.
<code>gss_delete_sec_context</code>	Discard a security context.
<code>gss_process_context_token</code>	Process a token on a security context from a peer application.
<code>gss_context_time</code>	Determine for how long a context will remain valid.
<code>gss_inquire_context</code>	Obtain information about a security context.
<code>gss_wrap_size_limit</code>	Determine token-size limit for <code>gss_wrap</code> on a context.
<code>gss_export_sec_context</code>	Transfer a security context to another process.
<code>gss_import_sec_context</code>	Import a transferred context.

### `gss_init_sec_context`

`OM_uint32 gss_init_sec_context (OM_uint32 * minor_status, [Function]  
const gss_cred_id_t initiator_cred_handle, gss_ctx_id_t *  
context_handle, const gss_name_t target_name, const gss_OID  
mech_type, OM_uint32 req_flags, OM_uint32 time_req, const  
gss_channel_bindings_t input_chan_bindings, const gss_buffer_t  
input_token, gss_OID * actual_mech_type, gss_buffer_t  
output_token, OM_uint32 * ret_flags, OM_uint32 * time_rec)  
minor_status: initiator_cred_handle: context_handle: target_name: mech_type:  
req_flags: time_req: input_chan_bindings: input_token: actual_mech_type:  
output_token: ret_flags: time_rec:`

### `gss_accept_sec_context`

`OM_uint32 gss_accept_sec_context (OM_uint32 * minor_status, [Function]  
gss_ctx_id_t * context_handle, const gss_cred_id_t  
acceptor_cred_handle, const gss_buffer_t input_token_buffer, const  
gss_channel_bindings_t input_chan_bindings, gss_name_t * src_name,  
gss_OID * mech_type, gss_buffer_t output_token, OM_uint32 *  
ret_flags, OM_uint32 * time_rec, gss_cred_id_t *  
delegated_cred_handle)  
minor_status: context_handle: acceptor_cred_handle: input_token_buffer:  
input_chan_bindings: src_name: mech_type: output_token: ret_flags: time_rec:  
delegated_cred_handle:`

### `gss_delete_sec_context`

`OM_uint32 gss_delete_sec_context (OM_uint32 * minor_status, [Function]  
gss_ctx_id_t * context_handle, gss_buffer_t output_token)  
minor_status: context_handle: output_token:`



**gss\_process\_context\_token**

OM\_uint32 gss\_process\_context\_token (OM\_uint32 \* [Function]  
 minor\_status, const gss\_ctx\_id\_t context\_handle, const gss\_buffer\_t  
 token\_buffer)  
 minor\_status: context\_handle: token\_buffer:

**gss\_context\_time**

OM\_uint32 gss\_context\_time (OM\_uint32 \* minor\_status, const [Function]  
 gss\_ctx\_id\_t context\_handle, OM\_uint32 \* time\_rec)  
 minor\_status: context\_handle: time\_rec:

**gss\_inquire\_context**

OM\_uint32 gss\_inquire\_context (OM\_uint32 \* minor\_status, [Function]  
 const gss\_ctx\_id\_t context\_handle, gss\_name\_t \* src\_name, gss\_name\_t  
 \* targ\_name, OM\_uint32 \* lifetime\_rec, gss\_OID \* mech\_type,  
 OM\_uint32 \* ctx\_flags, int \* locally\_initiated, int \* open)  
 minor\_status: context\_handle: src\_name: targ\_name: lifetime\_rec: mech\_type:  
 ctx\_flags: locally\_initiated: open:

**gss\_wrap\_size\_limit**

OM\_uint32 gss\_wrap\_size\_limit (OM\_uint32 \* minor\_status, [Function]  
 const gss\_ctx\_id\_t context\_handle, int conf\_req\_flag, gss\_qop\_t  
 qop\_req, OM\_uint32 req\_output\_size, OM\_uint32 \* max\_input\_size)  
 minor\_status: context\_handle: conf\_req\_flag: qop\_req: req\_output\_size:  
 max\_input\_size:

**gss\_export\_sec\_context**

OM\_uint32 gss\_export\_sec\_context (OM\_uint32 \* minor\_status, [Function]  
 gss\_ctx\_id\_t \* context\_handle, gss\_buffer\_t interprocess\_token)  
 minor\_status: context\_handle: interprocess\_token:

**gss\_import\_sec\_context**

OM\_uint32 gss\_import\_sec\_context (OM\_uint32 \* minor\_status, [Function]  
 const gss\_buffer\_t interprocess\_token, gss\_ctx\_id\_t \*  
 context\_handle)  
 minor\_status: interprocess\_token: context\_handle:

**3.7 Per-Message Routines**

## GSS-API Per-message Routines

Routine	Function
-----	-----
gss_get_mic	Calculate a cryptographic message

	integrity code (MIC) for a message; integrity service.
<code>gss_verify_mic</code>	Check a MIC against a message; verify integrity of a received message.
<code>gss_wrap</code>	Attach a MIC to a message, and optionally encrypt the message content.
	confidentiality service
<code>gss_unwrap</code>	Verify a message with attached MIC, and decrypt message content if necessary.

**gss\_get\_mic**

```
OM_uint32 gss_get_mic (OM_uint32 * minor_status, const [Function]
    gss_ctx_id_t context_handle, gss_qop_t qop_req, const gss_buffer_t
    message_buffer, gss_buffer_t message_token)
    minor_status: context_handle: qop_req: message_buffer: message_token:
```

**gss\_verify\_mic**

```
OM_uint32 gss_verify_mic (OM_uint32 * minor_status, const [Function]
    gss_ctx_id_t context_handle, const gss_buffer_t message_buffer, const
    gss_buffer_t token_buffer, gss_qop_t * qop_state)
    minor_status: context_handle: message_buffer: token_buffer: qop_state:
```

**gss\_wrap**

```
OM_uint32 gss_wrap (OM_uint32 * minor_status, const [Function]
    gss_ctx_id_t context_handle, int conf_req_flag, gss_qop_t qop_req,
    const gss_buffer_t input_message_buffer, int * conf_state,
    gss_buffer_t output_message_buffer)
    minor_status: context_handle: conf_req_flag: qop_req: input_message_buffer:
    conf_state: output_message_buffer:
```

**gss\_unwrap**

```
OM_uint32 gss_unwrap (OM_uint32 * minor_status, const [Function]
    gss_ctx_id_t context_handle, const gss_buffer_t
    input_message_buffer, gss_buffer_t output_message_buffer, int *
    conf_state, gss_qop_t * qop_state)
    minor_status: context_handle: input_message_buffer: output_message_buffer:
    conf_state: qop_state:
```

## 3.8 Name Manipulation

GSS-API Name manipulation Routines

Routine -----	Function -----
<code>gss_import_name</code>	Convert a contiguous string name to internal-form.
<code>gss_display_name</code>	Convert internal-form name to text.
<code>gss_compare_name</code>	Compare two internal-form names.
<code>gss_release_name</code>	Discard an internal-form name.
<code>gss_inquire_names_for_mech</code>	List the name-types supported by the specified mechanism.
<code>gss_inquire_mechs_for_name</code>	List mechanisms that support the specified name-type.
<code>gss_canonicalize_name</code>	Convert an internal name to an MN.
<code>gss_export_name</code>	Convert an MN to export form.
<code>gss_duplicate_name</code>	Create a copy of an internal name.

**gss\_import\_name**

```
OM_uint32 gss_import_name (OM_uint32 * minor_status, const [Function]
    gss_buffer_t input_name_buffer, const gss_OID input_name_type,
    gss_name_t * output_name)
    minor_status: input_name_buffer: input_name_type: output_name:
```

**gss\_display\_name**

```
OM_uint32 gss_display_name (OM_uint32 * minor_status, const [Function]
    gss_name_t input_name, gss_buffer_t output_name_buffer, gss_OID *
    output_name_type)
    minor_status: input_name: output_name_buffer: output_name_type:
```

**gss\_compare\_name**

```
OM_uint32 gss_compare_name (OM_uint32 * minor_status, const [Function]
    gss_name_t name1, const gss_name_t name2, int * name_equal)
    minor_status: name1: name2: name_equal:
```

**gss\_release\_name**

```
OM_uint32 gss_release_name (OM_uint32 * minor_status, [Function]
    gss_name_t * name)
    minor_status: name:
```

**gss\_inquire\_names\_for\_mech**

```
OM_uint32 gss_inquire_names_for_mech (OM_uint32 * [Function]
    minor_status, const gss_OID mechanism, gss_OID_set * name_types)
    minor_status: mechanism: name_types:
```

**gss\_inquire\_mechs\_for\_name**

```
OM_uint32 gss_inquire_mechs_for_name (OM_uint32 *
    minor_status, const gss_name_t input_name, gss_OID_set *
    mech_types) [Function]
    minor_status: input_name: mech_types:
```

**gss\_canonicalize\_name**

```
OM_uint32 gss_canonicalize_name (OM_uint32 * minor_status, [Function]
    const gss_name_t input_name, const gss_OID mech_type, gss_name_t *
    output_name)
    minor_status: input_name: mech_type: output_name:
```

**gss\_export\_name**

```
OM_uint32 gss_export_name (OM_uint32 * minor_status, const [Function]
    gss_name_t input_name, gss_buffer_t exported_name)
    minor_status: input_name: exported_name:
```

**gss\_duplicate\_name**

```
OM_uint32 gss_duplicate_name (OM_uint32 * minor_status, [Function]
    const gss_name_t src_name, gss_name_t * dest_name)
    minor_status: src_name: dest_name:
```

**3.9 Miscellaneous Routines**

## GSS-API Miscellaneous Routines

Routine	Function
-----	-----
gss_add_oid_set_member	Add an object identifier to a set.
gss_display_status	Convert a GSS-API status code to text.
gss_indicate_mechs	Determine available underlying authentication mechanisms.
gss_release_buffer	Discard a buffer.
gss_release_oid_set	Discard a set of object identifiers.
gss_create_empty_oid_set	Create a set containing no object identifiers.
gss_test_oid_set_member	Determines whether an object identifier is a member of a set.
gss_encapsulate_token	Encapsulate a context token.
gss_decapsulate_token	Decapsulate a context token.
gss_oid_equal	Compare two OIDs for equality.

**gss\_add\_oid\_set\_member**

OM\_uint32 gss\_add\_oid\_set\_member (OM\_uint32 \* minor\_status, [Function]  
     const gss\_OID member\_oid, gss\_OID\_set \* oid\_set)  
*minor\_status: member\_oid: oid\_set:*

**gss\_display\_status**

OM\_uint32 gss\_display\_status (OM\_uint32 \* minor\_status, [Function]  
     OM\_uint32 status\_value, int status\_type, const gss\_OID mech\_type,  
     OM\_uint32 \* message\_context, gss\_buffer\_t status\_string)  
*minor\_status: status\_value: status\_type: mech\_type: message\_context:  
 status\_string:*

**gss\_indicate\_mechs**

OM\_uint32 gss\_indicate\_mechs (OM\_uint32 \* minor\_status, [Function]  
     gss\_OID\_set \* mech\_set)  
*minor\_status: mech\_set:*

**gss\_release\_buffer**

OM\_uint32 gss\_release\_buffer (OM\_uint32 \* minor\_status, [Function]  
     gss\_buffer\_t buffer)  
*minor\_status: buffer:*

**gss\_release\_oid\_set**

OM\_uint32 gss\_release\_oid\_set (OM\_uint32 \* minor\_status, [Function]  
     gss\_OID\_set \* set)  
*minor\_status: set:*

**gss\_create\_empty\_oid\_set**

OM\_uint32 gss\_create\_empty\_oid\_set (OM\_uint32 \* [Function]  
     minor\_status, gss\_OID\_set \* oid\_set)  
*minor\_status: oid\_set:*

**gss\_test\_oid\_set\_member**

OM\_uint32 gss\_test\_oid\_set\_member (OM\_uint32 \* [Function]  
     minor\_status, const gss\_OID member, const gss\_OID\_set set, int \*  
     present)  
*minor\_status: member: set: present:*

**gss\_encapsulate\_token**

extern OM\_uint32 gss\_encapsulate\_token (gss\_const\_buffer\_t [Function]  
     input\_token, gss\_const\_OID token\_oid, gss\_buffer\_t output\_token)  
*input\_token: token\_oid: output\_token:*

**gss\_decapsulate\_token**

```
OM_uint32 gss_decapsulate_token (gss_const_buffer_t          [Function]
    input_token, gss_const_OID token_oid, gss_buffer_t output_token)
    input_token: token_oid: output_token:
```

**gss\_oid\_equal**

```
int gss_oid_equal (gss_const_OID first_oid, gss_const_OID    [Function]
    second_oid)
    first_oid: second_oid:
```

### 3.10 SASL GS2 Routines

**gss\_inquire\_mech\_for\_saslname**

```
OM_uint32 gss_inquire_mech_for_saslname (OM_uint32 *        [Function]
    minor_status, const gss_buffer_t sasl_mech_name, gss_OID *
    mech_type)
    minor_status: sasl_mech_name: mech_type:
```

**gss\_inquire\_saslname\_for\_mech**

```
OM_uint32 gss_inquire_saslname_for_mech (OM_uint32 *        [Function]
    minor_status, const gss_OID desired_mech, gss_buffer_t
    sasl_mech_name, gss_buffer_t mech_name, gss_buffer_t
    mech_description)
    minor_status: desired_mech: sasl_mech_name: mech_name: mech_description:
```

## 4 Extended GSS API

None of the following functions are standard GSS API functions. As such, they are not declared in `gss/api.h`, but rather in `gss/ext.h` (which is included from `gss.h`). See Section 2.1 [Header], page 7.

### **gss\_check\_version**

`const char * gss_check_version (const char * req_version)` [Function]  
*req\_version:*

### **gss\_userok**

`int gss_userok (const gss_name_t name, const char * username)` [Function]  
*name: username:*

## 5 Invoking gss

### Name

GNU GSS (gss) – Command line interface to the GSS Library.

### Description

`gss` is the main program of GNU GSS.

Mandatory or optional arguments to long options are also mandatory or optional for any corresponding short options.

### Commands

`gss` recognizes these commands:

```
-l, --list-mechanisms
                        List information about supported mechanisms
                        in a human readable format.
-m, --major=LONG      Describe a 'major status' error code value.
-a, --accept-sec-context
                        Accept a security context as server.
-i, --init-sec-context=MECH
                        Initialize a security context as client.
                        MECH is the SASL name of mechanism, use -l
                        to list supported mechanisms.
-n, --server-name=SERVICE@HOSTNAME
                        For -i, set the name of the remote host.
                        For example, "imap@mail.example.com".
```

### Other Options

These are some standard parameters.

```
-h, --help            Print help and exit
-V, --version         Print version and exit
-q, --quiet           Silent operation (default=off)
```



## Examples

To list the supported mechanisms, use `gss -l` like this:

```
$ src/gss -l
Found 1 supported mechanisms.
```

Mechanism 0:

```
    Mechanism name: Kerberos V5
    Mechanism description: Kerberos V5 GSS-API mechanism
    SASL Mechanism name: GS2-KRB5
```

\$

To initialize a Kerberos V5 security context, use the `--init-sec-context` parameter. Kerberos V5 needs to know the name of the remote entity, so you need to supply the `--server-name` parameter as well. That will provide the name of the server. For example, use `imap@mail.example.com` to setup a security context with the `imap` service on the host `mail.example.com`. The Kerberos V5 client will use your ticket-granting ticket (which needs to be available) and acquire a server ticket for the service. The KDC must know about the server for this to work. The tool will print the GSS-API context tokens base64 encoded on standard output.

```
$ gss -i GS2-KRB5 -n host@interop.josefsson.org
Context token (protection is available):
YIICIQYJKoZIhvcSAQICAQBuggIQMIICDKADAgEFoQMCAQ6iBwMFACAAAACjggEYYYIBFDCCARCgAwIBBaEXGxVpbnR.
Input context token:
```

The tool is waiting for the final Kerberos V5 context token from the server. Note the status text informing you that message protection is available.

To accept a Kerberos V5 context, the process is similar. The server needs to know its name, so that it can find the host key from (typically) `/etc/shishi/shishi.keys`. Once started it will wait for a context token from the client. Below we'll paste in the token printed above.

```
$ gss -a -n host@interop.josefsson.org
Importing name "host@interop.josefsson.org"...
Acquiring credentials...
Input context token:
YIICIQYJKoZIhvcSAQICAQBuggIQMIICDKADAgEFoQMCAQ6iBwMFACAAAACjggEYYYIBFDCCARCgAwIBBaEXGxVpbnR.
Context has been accepted. Final context token:
YHEGCSqGSIB3EgECAgIAb2IwYKADAgEFoQMCAQ+iVDBSoAMCARKhAwIBAKJBESy1Zoy9DrG+DuV/6aWmAp79s9d+of
$
```

Returning to the client, you may now cut'n'paste the final context token as shown by the server. The client has then authenticated the server as well. The output from the client is shown below.

```
YHEGCSqGSIB3EgECAgIAb2IwYKADAgEFoQMCAQ+iVDBSoAMCARKhAwIBAKJBESy1Zoy9DrG+DuV/6aWmAp79s9d+of
Context has been initialized.
$
```

## 6 Acknowledgements

This manual borrows text from RFC 2743 and RFC 2744 that describe GSS API formally.

## Appendix A Criticism of GSS

The author has doubts whether GSS is the best solution for free software projects looking for a implementation agnostic security framework. We express these doubts in this section, so that the reader can judge for herself if any of the potential problems discussed here are relevant for their project, or if the benefit outweigh the problems. We are aware that some of the opinions are highly subjective, but we offer them in the hope they can serve as anecdotal evidence.

GSS can be criticized on several levels. We start with the actual implementation.

GSS does not appear to be designed by experienced C programmers. While generally this may be a good thing (C is not the best language), but since they defined the API in C, it is unfortunate. The primary evidence of this is the `major_status` and `minor_status` error code solution. It is a complicated way to describe error conditions, but what makes matters worse, the error condition is separated; half of the error condition is in the function return value and the other half is in the first argument to the function, which is always a pointer to an integer. (The pointer is not even allowed to be `NULL`, if the application doesn't care about the minor error code.) This makes the API unreadable, and difficult to use. A better solutions would be to return a struct containing the entire error condition, which can be accessed using macros, although we acknowledge that the C language used at the time GSS was designed may not have allowed this (this may in fact be the reason the awkward solution was chosen). Instead, the return value could have been passed back to callers using a pointer to a struct, accessible using various macros, and the function could have a void prototype. The fact that `minor_status` is placed first in the parameter list increases the pain it is to use the API. Important parameters should be placed first. A better place for `minor_status` (if it must be present at all) would have been last in the prototypes.

Another evidence of the C inexperience are the memory management issues; GSS provides functions to deallocate data stored within, e.g., `gss_buffer_t` but the caller is responsible of deallocating the structure pointed at by the `gss_buffer_t` (i.e., the `gss_buffer_desc`) itself. Memory management issues are error prone, and this division easily leads to memory leaks (or worse). Instead, the API should be the sole owner of all `gss_ctx_id_t`, `gss_cred_id_t`, and `gss_buffer_t` structures: they should be allocated by the library, and deallocated (using the utility functions defined for this purpose) by the library.

TBA: specification is unclear how memory for OIDs are managed. For example, who is responsible for deallocate potentially newly allocated OIDs returned as `actual_mechs` in `gss_acquire_cred`? Further, are OIDs deeply copied into OID sets? In other words, if I add an OID into an OID set, and modify the original OID, will the OID in the OID set be modified too?

Another illustrating example is the sample GSS header file given in the RFC, which contains:

```
/*
 * We have included the xom.h header file.  Verify that OM_uint32
 * is defined correctly.
 */
#if sizeof(gss_uint32) != sizeof(OM_uint32)
#error Incompatible definition of OM_uint32 from xom.h
```

`#endif`

The C pre-processor does not know about the `sizeof` function, so it is treated as an identifier, which maps to 0. Thus, the expression does not check that the size of `OM_uint32` is correct. It checks whether the expression `0 != 0` holds.

TBA: thread issues

TBA: multiple mechanisms in a GSS library

TBA: high-level design criticism.

TBA: no credential forwarding.

TBA: internationalization

TBA: dynamically generated OIDs and memory deallocation issue. I.e., should `gss_import_name` or `gss_duplicate_name` allocate memory and copy the OID provided, or simply copy the pointer? If the former, who would deallocate that memory? If the latter, the application may deallocate or modify the OID, which seem unwanted.

TBA: krb5: no way to access authorization-data

TBA: krb5: firewall/pre-IP: iakerb status?

TBA: krb5: single-DES only

TBA: the API may block, unusable in `select()` based servers. Especially if the servers contacted is decided by the, yet unauthenticated, remote client.

TBA: krb5: no support for `GSS_C_PROT_READY_FLAG`. We support it anyway, though.

TBA: krb5: `gssapi-cfx` differ from rfc 1964 in the reply token in that the latter require presence of sequence numbers whereas the former doesn't.

Finally we note that few free security applications uses GSS, perhaps the only major exception to this are Kerberos 5 implementations. While not substantial evidence, this do suggest that the GSS may not be the simplest solution available to solve actual problems, since otherwise more projects would have chosen to take advantage of the work that went into GSS instead of using another framework (or designing their own solution).

Our conclusion is that free software projects that are looking for a security framework should evaluate carefully whether GSS actually is the best solution before using it. In particular it is recommended to compare GSS with the Simple Authentication and Security Layer (SASL) framework, which in several situations provide the same feature as GSS does. The most compelling argument for SASL over GSS is, as its acronym suggest, Simple, whereas GSS is far from it.

However, that said, for free software projects that wants to support Kerberos 5, we do acknowledge that no other framework provides a more portable and interoperable interface into the Kerberos 5 system. If your project needs to use Kerberos 5 specifically, we do recommend you to use GSS instead of the Kerberos 5 implementation specific APIs.

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