

# Liboath API Reference Manual

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	<i>TITLE :</i> Liboath API Reference Manual		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		May 19, 2015	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# Liboath API Reference Manual

Liboath is a shared and static C library for handling OATH related technology such as HOTP.

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### 1.1 oath

oath —

#### Functions

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int	oath_authenticate_usersfile ()

## Types and Values

#define	OATHAPI
#define	OATH_VERSION
#define	OATH_VERSION_NUMBER
enum	oath_rc
#define	OATH_HOTP_DYNAMIC_TRUNCATION
#define	oath_hotp_validate_strcmp_function
#define	OATH_TOTP_DEFAULT_TIME_STEP_SIZE
#define	OATH_TOTP_DEFAULT_START_TIME
enum	oath_totp_flags

## Description

### Functions

#### oath\_init ()

```
int  
oath_init (void);
```

This function initializes the OATH library. Every user of this library needs to call this function before using other functions. You should call `oath_done()` when use of the OATH library is no longer needed.

Note that this function may also initialize Libgcrypt, if the OATH library is built with libgcrypt support and libgcrypt has not been initialized before. Thus if you want to manually initialize libgcrypt you must do it before calling this function. This is useful in cases you want to disable libgcrypt's internal lockings etc.

#### Returns

On success, `OATH_OK` (zero) is returned, otherwise an error code is returned.

#### oath\_done ()

```
int  
oath_done (void);
```

This function deinitializes the OATH library, which were initialized using `oath_init()`. After calling this function, no other OATH library function may be called except for to re-initialize the library using `oath_init()`.

#### Returns

On success, `OATH_OK` (zero) is returned, otherwise an error code is returned.

#### oath\_check\_version ()

```
const char~*  
oath_check_version (const char *req_version);
```

Check OATH library version.

See `OATH_VERSION` for a suitable `req_version` string.

This function is one of few in the library that can be used without a successful call to `oath_init()`.

#### Parameters

req\_version

version string to compare  
with, or NULL.

### Returns

Check that the version of the library is at minimum the one given as a string in *req\_version* and return the actual version string of the library; return NULL if the condition is not met. If NULL is passed to this function no check is done and only the version string is returned.

### oath\_strerror ()

```
const char~*  
oath_strerror (int err);
```

Convert return code to human readable string explanation of the reason for the particular error code.

This string can be used to output a diagnostic message to the user.

This function is one of few in the library that can be used without a successful call to **oath\_init()**.

### Parameters

err

liboath error code

### Returns

Returns a pointer to a statically allocated string containing an explanation of the error code *err*.

Since 1.8.0

### oath\_strerror\_name ()

```
const char~*  
oath_strerror_name (int err);
```

Convert return code to human readable string representing the error code symbol itself. For example, **oath\_strerror\_name(OATH\_OK)** returns the string "OATH\_OK".

This string can be used to output a diagnostic message to the user.

This function is one of few in the library that can be used without a successful call to **oath\_init()**.

### Parameters

err

liboath error code

### Returns

Returns a pointer to a statically allocated string containing a string version of the error code *err*, or NULL if the error code is not known.

Since 1.8.0

### oath\_hex2bin ()

---

```
int
oath_hex2bin (const char *hexstr,
              char *binstr,
              size_t *binlen);
```

Convert string with hex data to binary data.

Non-hexadecimal data are not ignored but instead will lead to an **OATH\_INVALID\_HEX** error.

If *binstr* is NULL, then *binlen* will be populated with the necessary length. If the *binstr* buffer is too small, **OATH\_TOO\_SMALL** is returned and *binlen* will contain the necessary length.

Parameters

hexstr	input string with hex data	
binstr	output string that holds binary data, or NULL	
binlen	output variable holding needed length of <i>binstr</i>	

Returns

On success, **OATH\_OK** (zero) is returned, otherwise an error code is returned.

oath\_bin2hex ()

```
void
oath_bin2hex (const char *binstr,
              size_t binlen,
              char *hexstr);
```

Convert binary data to NUL-terminated string with hex data. The output *hexstr* is allocated by the caller and must have room for at least  $2*binlen + 1$ , to make room for the encoded data and the terminating NUL byte.

Parameters

binstr	input binary data	
binlen	length of input binary data <i>binstr</i>	
hexstr	output string with hex data, must have room for $2*binlen + 1$ .	

Since 1.12.0

oath\_base32\_decode ()

```
int
oath_base32_decode (const char *in,
                   size_t inlen,
                   char **out,
                   size_t *outlen);
```

Decode a base32 encoded string into binary data.

Space characters are ignored and pad characters are added if needed. Non-base32 data are not ignored but instead will lead to an **OATH\_INVALID\_BASE32** error.

The *in* parameter should contain *inlen* bytes of base32 encoded data. The function allocates a new string in *\*out* to hold the decoded data, and sets *\*outlen* to the length of the data.

If *out* is NULL, then *\*outlen* will be set to what would have been the length of *\*out* on successful encoding.

If the caller is not interested in knowing the length of the output data *out* , then *outlen* may be set to NULL.

It is permitted but useless to have both *out* and *outlen* NULL.

### Parameters

in	input string with base32 encoded data of length <i>inlen</i>	
inlen	length of input base32 string <i>in</i>	
out	pointer to output variable for binary data of length <i>outlen</i> , or NULL	
outlen	pointer to output variable holding length of <i>out</i> , or NULL	

### Returns

On success **OATH\_OK** (zero) is returned, **OATH\_INVALID\_BASE32** is returned if the input contains non-base32 characters, and **OATH\_MALLOC\_ERROR** is returned on memory allocation errors.

Since 1.12.0

### oath\_base32\_encode ()

```
int
oath_base32_encode (const char *in,
                    size_t inlen,
                    char **out,
                    size_t *outlen);
```

Encode binary data into a string with base32 data.

The *in* parameter should contain *inlen* bytes of data to encode. The function allocates a new string in *\*out* to hold the encoded data, and sets *\*outlen* to the length of the data. The output string *\*out* is zero-terminated (ASCII NUL), but the NUL is not counted in *\*outlen* .

If *out* is NULL, then *\*outlen* will be set to what would have been the length of *\*out* on successful encoding.

If the caller is not interested in knowing the length of the output data *out* , then *outlen* may be set to NULL.

It is permitted but useless to have both *out* and *outlen* NULL.

### Parameters

in	input string with binary data of length <i>inlen</i>	
----	--	--



inlen	length of input data <i>in</i>	
out	pointer to newly allocated output string of length <i>outlen</i> , or NULL	
outlen	pointer to output variable holding length of <i>out</i> , or NULL	

### Returns

On success **OATH\_OK** (zero) is returned, **OATH\_BASE32\_OVERFLOW** is returned if the output would be too large to store, and **OATH\_MALLOC\_ERROR** is returned on memory allocation errors.

Since 1.12.0

### OATH\_HOTP\_LENGTH()

```
#define OATH_HOTP_LENGTH(digits, checksum) (digits + (checksum ? 1 : 0))
```

### oath\_hotp\_generate ()

```
int
oath_hotp_generate (const char *secret,
                   size_t secret_length,
                   uint64_t moving_factor,
                   unsigned digits,
                   bool add_checksum,
                   size_t truncation_offset,
                   char *output_otp);
```

Generate a one-time-password using the HOTP algorithm as described in RFC 4226.

Use a value of **OATH\_HOTP\_DYNAMIC\_TRUNCATION** for *truncation\_offset* unless you really need a specific truncation offset.

To find out the size of the OTP you may use the **OATH\_HOTP\_LENGTH()** macro. The *output\_otp* buffer must be have room for that length plus one for the terminating NUL.

Currently only values 6, 7 and 8 for *digits* are supported, and the *add\_checksum* value is ignored. These restrictions may be lifted in future versions, although some limitations are inherent in the protocol.

### Parameters

secret	the shared secret string	
secret_length	length of <i>secret</i>	
moving_factor	a counter indicating the current OTP to generate	
digits	number of requested digits in the OTP, excluding checksum	
add_checksum	whether to add a checksum digit or not	
truncation_offset	use a specific truncation offset	
output_otp	output buffer, must have room for the output OTP plus zero	

## Returns

On success, **OATH\_OK** (zero) is returned, otherwise an error code is returned.

### oath\_hotp\_validate ()

```
int
oath_hotp_validate (const char *secret,
                   size_t secret_length,
                   uint64_t start_moving_factor,
                   size_t window,
                   const char *otp);
```

Validate an OTP according to OATH HOTP algorithm per RFC 4226.

Currently only OTP lengths of 6, 7 or 8 digits are supported. This restrictions may be lifted in future versions, although some limitations are inherent in the protocol.

## Parameters

secret	the shared secret string	
secret_length	length of <i>secret</i>	
start_moving_factor	start counter in OTP stream	
window	how many OTPs after start counter to test	
otp	the OTP to validate.	

## Returns

Returns position in OTP window (zero is first position), or **OATH\_INVALID\_OTP** if no OTP was found in OTP window, or an error code.

### oath\_validate\_strcmp\_function ()

```
int
(*oath_validate_strcmp_function) (void *handle,
                                 const char *test_otp);
```

Prototype of strcmp-like function that will be called by **oath\_hotp\_validate\_callback()** or **oath\_totp\_validate\_callback()** to validate OTPs.

The function should be similar to strcmp in that it return 0 only on matches. It differs by permitting use of negative return codes as indication of internal failures in the callback. Positive values indicate OTP mismatch.

This callback interface is useful when you cannot compare OTPs directly using normal strcmp, but instead for example only have a hashed OTP. You would then typically pass in the hashed OTP in the *strcmp\_handle* and let your implementation of *oath\_strcmp* hash the test\_otp OTP using the same hash, and then compare the results.

## Parameters

handle	caller handle as passed to <b>oath_hotp_validate_callback()</b>	
test_otp	OTP to match against.	

## Returns

0 if and only if *test\_otp* is identical to the OTP to be validated. Negative value if an internal failure occurs. Positive value if the test\_otp simply doesn't match.

Since 1.6.0

## oath\_hotp\_validate\_callback ()

```
int
oath_hotp_validate_callback (const char *secret,
                             size_t secret_length,
                             uint64_t start_moving_factor,
                             size_t window,
                             unsigned digits,
                             oath_validate_strcmp_function strcmp_otp,
                             void *strcmp_handle);
```

Validate an OTP according to OATH HOTP algorithm per RFC 4226.

Validation is implemented by generating a number of potential OTPs and performing a call to the *strcmp\_otp* function, to compare the potential OTP against the given *otp*. It has the following prototype:

```
int (*oath_validate_strcmp_function) (void *handle, const char *test_otp);
```

The function should be similar to *strcmp* in that it return 0 only on matches. It differs by permitting use of negative return codes as indication of internal failures in the callback. Positive values indicate OTP mismatch.

This callback interface is useful when you cannot compare OTPs directly using normal *strcmp*, but instead for example only have a hashed OTP. You would then typically pass in the hashed OTP in the *strcmp\_handle* and let your implementation of *strcmp\_otp* hash the test\_otp OTP using the same hash, and then compare the results.

Currently only OTP lengths of 6, 7 or 8 digits are supported. This restrictions may be lifted in future versions, although some limitations are inherent in the protocol.

## Parameters

secret	the shared secret string	
secret_length	length of <i>secret</i>	
start_moving_factor	start counter in OTP stream	
window	how many OTPs after start counter to test	
digits	number of requested digits in the OTP	
strcmp_otp	function pointer to a strcmp-like function.	
strcmp_handle	caller handle to be passed on to <i>strcmp_otp</i> .	

## Returns

Returns position in OTP window (zero is first position), or **OATH\_INVALID\_OTP** if no OTP was found in OTP window, or an error code.

Since 1.4.0

## oath\_totp\_generate ()

---

```
int
oath_totp_generate (const char *secret,
                    size_t secret_length,
                    time_t now,
                    unsigned time_step_size,
                    time_t start_offset,
                    unsigned digits,
                    char *output_otp);
```

Generate a one-time-password using the time-variant TOTP algorithm described in RFC 6238. The input parameters are taken as time values.

The system parameter *time\_step\_size* describes how long the time window for each OTP is. The recommended value is 30 seconds, and you can use the value 0 or the symbol **OATH\_TOTP\_DEFAULT\_TIME\_STEP\_SIZE** to indicate this.

The system parameter *start\_offset* denote the Unix time when time steps are started to be counted. The recommended value is 0, to fall back on the Unix epoch) and you can use the symbol **OATH\_TOTP\_DEFAULT\_START\_TIME** to indicate this.

The *output\_otp* buffer must have room for at least *digits* characters, plus one for the terminating NUL.

Currently only values 6, 7 and 8 for *digits* are supported. This restriction may be lifted in future versions.

### Parameters

<i>secret</i>	the shared secret string	
<i>secret_length</i>	length of <i>secret</i>	
<i>now</i>	Unix time value to compute TOTP for	
<i>time_step_size</i>	time step system parameter (typically 30)	
<i>start_offset</i>	Unix time of when to start counting time steps (typically 0)	
<i>digits</i>	number of requested digits in the OTP, excluding checksum	
<i>output_otp</i>	output buffer, must have room for the output OTP plus zero	

### Returns

On success, **OATH\_OK** (zero) is returned, otherwise an error code is returned.

Since 1.4.0

### **oath\_totp\_generate2 ()**

```
int
oath_totp_generate2 (const char *secret,
                     size_t secret_length,
                     time_t now,
                     unsigned time_step_size,
                     time_t start_offset,
                     unsigned digits,
                     int flags,
                     char *output_otp);
```

Generate a one-time-password using the time-variant TOTP algorithm described in RFC 6238. The input parameters are taken as time values.

The system parameter *time\_step\_size* describes how long the time window for each OTP is. The recommended value is 30 seconds, and you can use the value 0 or the symbol **OATH\_TOTP\_DEFAULT\_TIME\_STEP\_SIZE** to indicate this.

The system parameter *start\_offset* denote the Unix time when time steps are started to be counted. The recommended value is 0, to fall back on the Unix epoch) and you can use the symbol **OATH\_TOTP\_DEFAULT\_START\_TIME** to indicate this.

The *output\_otp* buffer must have room for at least *digits* characters, plus one for the terminating NUL.

Currently only values 6, 7 and 8 for *digits* are supported. This restriction may be lifted in future versions.

The *flags* parameter may be used to change the MAC function, for example **OATH\_TOTP\_HMAC\_SHA256** or **OATH\_TOTP\_HMAC**.

### Parameters

<i>secret</i>	the shared secret string	
<i>secret_length</i>	length of <i>secret</i>	
<i>now</i>	Unix time value to compute TOTP for	
<i>time_step_size</i>	time step system parameter (typically 30)	
<i>start_offset</i>	Unix time of when to start counting time steps (typically 0)	
<i>digits</i>	number of requested digits in the OTP, excluding checksum	
<i>flags</i>	flags indicating mode, one of <b>oath_totp_flags</b>	
<i>output_otp</i>	output buffer, must have room for the output OTP plus zero	

### Returns

On success, **OATH\_OK** (zero) is returned, otherwise an error code is returned.

Since 2.6.0

### oath\_totp\_validate ()

```
int
oath_totp_validate (const char *secret,
                   size_t secret_length,
                   time_t now,
                   unsigned time_step_size,
                   time_t start_offset,
                   size_t window,
                   const char *otp);
```

Validate an OTP according to OATH TOTP algorithm per RFC 6238.

Currently only OTP lengths of 6, 7 or 8 digits are supported. This restrictions may be lifted in future versions, although some limitations are inherent in the protocol.

### Parameters

<code>secret</code>	the shared secret string	
<code>secret_length</code>	length of <i>secret</i>	
<code>now</code>	Unix time value to validate TOTP for	
<code>time_step_size</code>	time step system parameter (typically 30)	
<code>start_offset</code>	Unix time of when to start counting time steps (typically 0)	
<code>window</code>	how many OTPs after/before start OTP to test	
<code>otp</code>	the OTP to validate.	

### Returns

Returns absolute value of position in OTP window (zero is first position), or **OATH\_INVALID\_OTP** if no OTP was found in OTP window, or an error code.

Since 1.6.0

### oath\_totp\_validate\_callback ()

```
int
oath_totp_validate_callback (const char *secret,
                             size_t secret_length,
                             time_t now,
                             unsigned time_step_size,
                             time_t start_offset,
                             unsigned digits,
                             size_t window,
                             oath_validate_strcmp_function strcmp_otp,
                             void *strcmp_handle);
```

Validate an OTP according to OATH TOTP algorithm per RFC 6238.

Validation is implemented by generating a number of potential OTPs and performing a call to the *strcmp\_otp* function, to compare the potential OTP against the given *otp*. It has the following prototype:

```
int (*oath_validate_strcmp_function) (void *handle, const char *test_otp);
```

The function should be similar to *strcmp* in that it return 0 only on matches. It differs by permitting use of negative return codes as indication of internal failures in the callback. Positive values indicate OTP mismatch.

This callback interface is useful when you cannot compare OTPs directly using normal *strcmp*, but instead for example only have a hashed OTP. You would then typically pass in the hashed OTP in the *strcmp\_handle* and let your implementation of *strcmp\_otp* hash the test\_otp OTP using the same hash, and then compare the results.

Currently only OTP lengths of 6, 7 or 8 digits are supported. This restrictions may be lifted in future versions, although some limitations are inherent in the protocol.

### Parameters

<code>secret</code>	the shared secret string	
<code>secret_length</code>	length of <i>secret</i>	
<code>now</code>	Unix time value to compute TOTP for	
<code>time_step_size</code>	time step system parameter (typically 30)	

start_offset	Unix time of when to start counting time steps (typically 0)	
digits	number of requested digits in the OTP	
window	how many OTPs after start counter to test	
strcmp_otp	function pointer to a strcmp-like function.	
strcmp_handle	caller handle to be passed on to <i>strcmp_otp</i> .	

## Returns

Returns position in OTP window (zero is first position), or **OATH\_INVALID\_OTP** if no OTP was found in OTP window, or an error code.

Since 1.6.0

## oath\_totp\_validate2 ()

```
int
oath_totp_validate2 (const char *secret,
                    size_t secret_length,
                    time_t now,
                    unsigned time_step_size,
                    time_t start_offset,
                    size_t window,
                    int *otp_pos,
                    const char *otp);
```

Validate an OTP according to OATH TOTP algorithm per RFC 6238.

Currently only OTP lengths of 6, 7 or 8 digits are supported. This restrictions may be lifted in future versions, although some limitations are inherent in the protocol.

## Parameters

secret	the shared secret string	
secret_length	length of <i>secret</i>	
now	Unix time value to validate TOTP for	
time_step_size	time step system parameter (typically 30)	
start_offset	Unix time of when to start counting time steps (typically 0)	
window	how many OTPs after/before start OTP to test	
otp_pos	output search position in search window (may be NULL).	
otp	the OTP to validate.	

## Returns

Returns absolute value of position in OTP window (zero is first position), or **OATH\_INVALID\_OTP** if no OTP was found in OTP window, or an error code.

Since 1.10.0

## oath\_totp\_validate2\_callback ()

```
int
oath_totp_validate2_callback (const char *secret,
                             size_t secret_length,
                             time_t now,
                             unsigned time_step_size,
                             time_t start_offset,
                             unsigned digits,
                             size_t window,
                             int *otp_pos,
                             oath_validate_strcmp_function strcmp_otp,
                             void *strcmp_handle);
```

Validate an OTP according to OATH TOTP algorithm per RFC 6238.

Validation is implemented by generating a number of potential OTPs and performing a call to the *strcmp\_otp* function, to compare the potential OTP against the given *otp*. It has the following prototype:

```
int (*oath_validate_strcmp_function) (void *handle, const char *test_otp);
```

The function should be similar to *strcmp* in that it return 0 only on matches. It differs by permitting use of negative return codes as indication of internal failures in the callback. Positive values indicate OTP mismatch.

This callback interface is useful when you cannot compare OTPs directly using normal *strcmp*, but instead for example only have a hashed OTP. You would then typically pass in the hashed OTP in the *strcmp\_handle* and let your implementation of *strcmp\_otp* hash the test\_otp OTP using the same hash, and then compare the results.

Currently only OTP lengths of 6, 7 or 8 digits are supported. This restrictions may be lifted in future versions, although some limitations are inherent in the protocol.

## Parameters

secret	the shared secret string	
secret_length	length of <i>secret</i>	
now	Unix time value to compute TOTP for	
time_step_size	time step system parameter (typically 30)	
start_offset	Unix time of when to start counting time steps (typically 0)	
digits	number of requested digits in the OTP	
window	how many OTPs after start counter to test	
otp_pos	output search position in search window (may be NULL).	
strcmp_otp	function pointer to a strcmp-like function.	
strcmp_handle	caller handle to be passed on to <i>strcmp_otp</i> .	



Returns

Returns absolute value of position in OTP window (zero is first position), or **OATH\_INVALID\_OTP** if no OTP was found in OTP window, or an error code.

Since 1.10.0

oath\_totp\_validate3 ()

```
int
oath_totp_validate3 (const char *secret,
                    size_t secret_length,
                    time_t now,
                    unsigned time_step_size,
                    time_t start_offset,
                    size_t window,
                    int *otp_pos,
                    uint64_t *otp_counter,
                    const char *otp);
```

Validate an OTP according to OATH TOTP algorithm per RFC 6238.

Currently only OTP lengths of 6, 7 or 8 digits are supported. This restrictions may be lifted in future versions, although some limitations are inherent in the protocol.

Parameters

secret	the shared secret string	
secret_length	length of <i>secret</i>	
now	Unix time value to validate TOTP for	
time_step_size	time step system parameter (typically 30)	
start_offset	Unix time of when to start counting time steps (typically 0)	
window	how many OTPs after/before start OTP to test	
otp_pos	output search position in search window (may be NULL).	
otp_counter	counter value used to calculate OTP value (may be NULL).	
otp	the OTP to validate.	

Returns

Returns absolute value of position in OTP window (zero is first position), or **OATH\_INVALID\_OTP** if no OTP was found in OTP window, or an error code.

Since 2.4.0

oath\_totp\_validate3\_callback ()

```
int
oath_totp_validate3_callback (const char *secret,
                             size_t secret_length,
                             time_t now,
                             unsigned time_step_size,
                             time_t start_offset,
                             unsigned digits,
                             size_t window,
                             int *otp_pos,
                             uint64_t *otp_counter,
                             oath_validate_strcmp_function strcmp_otp,
                             void *strcmp_handle);
```

Validate an OTP according to OATH TOTP algorithm per RFC 6238.

Validation is implemented by generating a number of potential OTPs and performing a call to the `strcmp_otp` function, to compare the potential OTP against the given `otp`. It has the following prototype:

```
int (*oath_validate_strcmp_function) (void *handle, const char *test_otp);
```

The function should be similar to `strcmp` in that it return 0 only on matches. It differs by permitting use of negative return codes as indication of internal failures in the callback. Positive values indicate OTP mismatch.

This callback interface is useful when you cannot compare OTPs directly using normal `strcmp`, but instead for example only have a hashed OTP. You would then typically pass in the hashed OTP in the `strcmp_handle` and let your implementation of `strcmp_otp` hash the test\_otp OTP using the same hash, and then compare the results.

Currently only OTP lengths of 6, 7 or 8 digits are supported. This restrictions may be lifted in future versions, although some limitations are inherent in the protocol.

## Parameters

<code>secret</code>	the shared secret string	
<code>secret_length</code>	length of <code>secret</code>	
<code>now</code>	Unix time value to compute TOTP for	
<code>time_step_size</code>	time step system parameter (typically 30)	
<code>start_offset</code>	Unix time of when to start counting time steps (typically 0)	
<code>digits</code>	number of requested digits in the OTP	
<code>window</code>	how many OTPs after start counter to test	
<code>otp_pos</code>	output search position in search window (may be NULL).	
<code>otp_counter</code>	counter value used to calculate OTP value (may be NULL).	
<code>strcmp_otp</code>	function pointer to a strcmp-like function.	
<code>strcmp_handle</code>	caller handle to be passed on to <code>strcmp_otp</code> .	

## Returns

Returns absolute value of position in OTP window (zero is first position), or `OATH_INVALID_OTP` if no OTP was found in OTP window, or an error code.

Since 2.4.0

## `oath_totp_validate4 ()`

```
int
oath_totp_validate4 (const char *secret,
                    size_t secret_length,
                    time_t now,
                    unsigned time_step_size,
                    time_t start_offset,
                    size_t window,
                    int *otp_pos,
                    uint64_t *otp_counter,
                    int flags,
                    const char *otp);
```

Validate an OTP according to OATH TOTP algorithm per RFC 6238.

Currently only OTP lengths of 6, 7 or 8 digits are supported. This restrictions may be lifted in future versions, although some limitations are inherent in the protocol.

The `flags` parameter may be used to change the MAC function, for example `OATH_TOTP_HMAC_SHA256` or `OATH_TOTP_HMAC_`

## Parameters

<code>secret</code>	the shared secret string	
<code>secret_length</code>	length of <code>secret</code>	
<code>now</code>	Unix time value to validate TOTP for	
<code>time_step_size</code>	time step system parameter (typically 30)	
<code>start_offset</code>	Unix time of when to start counting time steps (typically 0)	
<code>window</code>	how many OTPs after/before start OTP to test	
<code>otp_pos</code>	output search position in search window (may be NULL).	
<code>otp_counter</code>	counter value used to calculate OTP value (may be NULL).	
<code>flags</code>	flags indicating mode, one of <code>oath_totp_flags</code>	
<code>otp</code>	the OTP to validate.	

## Returns

Returns absolute value of position in OTP window (zero is first position), or `OATH_INVALID_OTP` if no OTP was found in OTP window, or an error code.

Since 2.6.0

**oath\_totp\_validate4\_callback ()**

```

int
oath_totp_validate4_callback (const char *secret,
                             size_t secret_length,
                             time_t now,
                             unsigned time_step_size,
                             time_t start_offset,
                             unsigned digits,
                             size_t window,
                             int *otp_pos,
                             uint64_t *otp_counter,
                             int flags,
                             oath_validate_strerror_function strerror_otp,
                             void *strerror_handle);

```

Validate an OTP according to OATH TOTP algorithm per RFC 6238.

Validation is implemented by generating a number of potential OTPs and performing a call to the *strcmp\_otp* function, to compare the potential OTP against the given *otp*. It has the following prototype:

```
int (*oath_validate_strerror_function) (void *handle, const char *test_otp);
```

The function should be similar to *strcmp* in that it return 0 only on matches. It differs by permitting use of negative return codes as indication of internal failures in the callback. Positive values indicate OTP mismatch.

This callback interface is useful when you cannot compare OTPs directly using normal *strcmp*, but instead for example only have a hashed OTP. You would then typically pass in the hashed OTP in the *strerror\_handle* and let your implementation of *strerror\_otp* hash the test\_otp OTP using the same hash, and then compare the results.

Currently only OTP lengths of 6, 7 or 8 digits are supported. This restrictions may be lifted in future versions, although some limitations are inherent in the protocol.

The *flags* parameter may be used to change the MAC function, for example **OATH\_TOTP\_HMAC\_SHA256** or **OATH\_TOTP\_HMAC\_**

**Parameters**

<i>secret</i>	the shared secret string	
<i>secret_length</i>	length of <i>secret</i>	
<i>now</i>	Unix time value to compute TOTP for	
<i>time_step_size</i>	time step system parameter (typically 30)	
<i>start_offset</i>	Unix time of when to start counting time steps (typically 0)	
<i>digits</i>	number of requested digits in the OTP	
<i>window</i>	how many OTPs after start counter to test	
<i>otp_pos</i>	output search position in search window (may be NULL).	
<i>otp_counter</i>	counter value used to calculate OTP value (may be NULL).	
<i>flags</i>	flags indicating mode, one of <b>oath_totp_flags</b>	
<i>strerror_otp</i>	function pointer to a strcmp-like function.	

<code>strcmp_handle</code>	caller handle to be passed on to <code>strcmp_otp</code> .	
----------------------------	--	--

## Returns

Returns absolute value of position in OTP window (zero is first position), or **OATH\_INVALID\_OTP** if no OTP was found in OTP window, or an error code.

Since 2.6.0

## oath\_authenticate\_usersfile ()

```
int
oath_authenticate_usersfile (const char *usersfile,
                             const char *username,
                             const char *otp,
                             size_t window,
                             const char *passwd,
                             time_t *last_otp);
```

Authenticate user named *username* with the one-time password *otp* and (optional) password *passwd* . Credentials are read (and updated) from a text file named *usersfile* .

Note that for TOTP the usersfile will only record the last OTP and use that to make sure more recent OTPs have not been seen yet when validating a new OTP. That logic relies on using the same search window for the same user.

## Parameters

<code>usersfile</code>	string with user credential filename, in UsersFile format	
<code>username</code>	string with name of user	
<code>otp</code>	string with one-time password to authenticate	
<code>window</code>	how many past/future OTPs to search	
<code>passwd</code>	string with password, or NULL to disable password checking	
<code>last_otp</code>	output variable holding last successful authentication	

## Returns

On successful validation, **OATH\_OK** is returned. If the supplied *otp* is the same as the last successfully authenticated one-time password, **OATH\_REPLAYED\_OTP** is returned and the timestamp of the last authentication is returned in *last\_otp* . If the one-time password is not found in the indicated search window, **OATH\_INVALID\_OTP** is returned. Otherwise, an error code is returned.

## Types and Values

### OATHAPI

```
# define OATHAPI __attribute__((__visibility__("default")))
```

OATH\_VERSION

```
#define OATH_VERSION "2.6.0"
```

Pre-processor symbol with a string that describe the header file version number. Used together with `oath_check_version()` to verify header file and run-time library consistency.

OATH\_VERSION\_NUMBER

```
#define OATH_VERSION_NUMBER 0x02060000
```

Pre-processor symbol with a hexadecimal value describing the header file version number. For example, when the header version is 1.2.3 this symbol will have the value 0x01020300. The last two digits are only used between public releases, and will otherwise be 00.

enum oath\_rc

Return codes for OATH functions. All return codes are negative except for the successful code `OATH_OK` which are guaranteed to be

- 1. Positive values are reserved for non-error return codes.

Note that the `oath_rc` enumeration may be extended at a later date to include new return codes.

Members

OATH_OK	Successful re- turn
OATH_CRYPTO_ERROR	Internal er- ror in crypto func- tions
OATH_INVALID_DIGITS	Unsupported num- ber of OTP dig- its
OATH_PRINTF_ERROR	Error from sys- tem printf call
OATH_INVALID_HEX	Hex string is in- valid

OATH_TOO_SMALL_BUFFER	The out- put buffer is too small
OATH_INVALID_OTP	The OTP is not valid
OATH_REPLAYED_OTP	The OTP has been re- played
OATH_BAD_PASSWORD	The pass- word does not match
OATH_INVALID_COUNTER	The counter value is cor- rupt
OATH_INVALID_TIMESTAMP	The times- tamp is cor- rupt
OATH_NO_SUCH_FILE	The sup- plied file- name does not ex- ist
OATH_UNKNOWN_USER	Cannot find in- for- ma- tion about user

OATH_FILE_SEEK_ERROR	System er- ror when seek- ing in file
OATH_FILE_CREATE_ERROR	System er- ror when cre- at- ing file
OATH_FILE_LOCK_ERROR	System er- ror when lock- ing file
OATH_FILE_RENAME_ERROR	System er- ror when re- nam- ing file
OATH_FILE_UNLINK_ERROR	System er- ror when re- mov- ing file
OATH_TIME_ERROR	System er- ror for time ma- nip- u- la- tion



OATH_STRCMP_ERROR	A str- cmp call- back re- turned an er- ror
OATH_INVALID_BASE32	Base32 string is in- valid
OATH_BASE32_OVERFLOW	Base32 en- cod- ing would over- flow
OATH_MALLOC_ERROR	Memory al- lo- ca- tion failed
OATH_FILE_FLUSH_ERROR	System er- ror when flush- ing file buffer
OATH_FILE_SYNC_ERROR	System er- ror when sync- ing file to disk
OATH_FILE_CLOSE_ERROR	System er- ror when clos- ing file

OATH\_LAST\_ERROR

Meta-error indicating the last error code, for use when iterating over all error codes or similar.

OATH\_HOTP\_DYNAMIC\_TRUNCATION

```
#define OATH_HOTP_DYNAMIC_TRUNCATION SIZE_MAX
```

oath\_hotp\_validate\_strcmp\_function

```
#define oath_hotp_validate_strcmp_function oath_validate_strcmp_function
```

OATH\_TOTP\_DEFAULT\_TIME\_STEP\_SIZE

```
#define OATH_TOTP_DEFAULT_TIME_STEP_SIZE~30
```

OATH\_TOTP\_DEFAULT\_START\_TIME

```
#define OATH_TOTP_DEFAULT_START_TIME ((time_t) 0)
```

enum oath\_totp\_flags

Flags for `oath_totp_generate2()`.

Members

OATH_TOTP_HMAC_SHA256	Use HMAC- SHA256 in- stead of HMAC- SHA1.
OATH_TOTP_HMAC_SHA512	Use HMAC- SHA512 in- stead of HMAC- SHA1.

Since 2.6.0

## Chapter 2

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