

NAME

DSA_SIG_get0, DSA_SIG_set0, DSA_SIG_new, DSA_SIG_free – allocate and free DSA signature objects

SYNOPSIS

```
#include <openssl/dsa.h>

DSA_SIG *DSA_SIG_new(void);
void DSA_SIG_free(DSA_SIG *a);
void DSA_SIG_get0(const DSA_SIG *sig, const BIGNUM **pr, const BIGNUM **ps);
int DSA_SIG_set0(DSA_SIG *sig, BIGNUM *r, BIGNUM *s);
```

DESCRIPTION

DSA_SIG_new() allocates an empty **DSA_SIG** structure.

DSA_SIG_free() frees the **DSA_SIG** structure and its components. The values are erased before the memory is returned to the system.

DSA_SIG_get0() returns internal pointers to the **r** and **s** values contained in **sig**.

The **r** and **s** values can be set by calling **DSA_SIG_set0()** and passing the new values for **r** and **s** as parameters to the function. Calling this function transfers the memory management of the values to the **DSA_SIG** object, and therefore the values that have been passed in should not be freed directly after this function has been called.

RETURN VALUES

If the allocation fails, **DSA_SIG_new()** returns **NULL** and sets an error code that can be obtained by [ERR_get_error\(3\)](#). Otherwise it returns a pointer to the newly allocated structure.

DSA_SIG_free() returns no value.

DSA_SIG_set0() returns 1 on success or 0 on failure.

SEE ALSO

[DSA_new\(3\)](#), [ERR_get_error\(3\)](#), [DSA_do_sign\(3\)](#)

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