

## MatrixSSL Developer's Guide

This document discusses developing with MatrixSSL. It includes instructions on integrating MatrixSSL into an application and a description of the configurable options for modifying the MatrixSSL library itself.

### **Commercial Version**

Some functions or features described in this document are available only in the commercially licensed version of MatrixSSL. Sections of this document that refer to the commercial version will be noted and shaded.

### **Integrating with applications**

MatrixSSL is a library that provides a security layer to client and server applications allowing them to securely communicate with other SSL enabled entities. MatrixSSL is transport agnostic and can just as easily integrate with an HTTP server as it could with a device communicating through a serial port. For simplicity, this developer's guide will assume a socket based implementation for all its examples unless otherwise noted.

The term *application* in this document refers to the client or server application the MatrixSSL library is being integrated with.

This document will walk through the specific points in which MatrixSSL should be integrated with an application. MatrixSSL APIs should be integrated into the application during initialization/cleanup, when new secure connections are being setup (handshaking) and when encrypting/decrypting messages exchanged with peers.

Refer to the MatrixSSL API document to get familiar with the interface to the library and with the example code to see how they are used at implementation. Follow the guidelines below when using these APIs to integrate MatrixSSL into an application.

### **1. Initialization**

MatrixSSL should be initialized as part of the application initialization with a call to *matrixSslOpen*. This function takes no parameters and sets up the internal structures needed by the library.

In most cases the application will also call *matrixSslReadKeys* during its initialization. This function takes the file names of the certificate, private key, and Certificate Authority files used for authentication and public key encryption. The call extracts the RSA material and returns an *sslKeys\_t* structure to the application that will be used in a subsequent call to *matrixSslNewSession*. *matrixSslReadKeys* parses through an entire PEM certificate file so it is a rather CPU intensive task. This needs to be taken into consideration to determine the most logical place for your application to read in its keys. It can be called a single time at start up to keep the keys in memory for the life of the application. This is the most common example and should be used in this manner if the application uses the same certificate file for each connection. Alternatively, it can

be called once for each secure connection and freed immediately after the connection is closed. This should be done if the application has multiple certificate files depending on the identity of the connecting entity or if there is a security concern with keeping the RSA keys in memory for extended periods of time. This API can also be used to read a set of keys for each virtual server, and reused for sessions within that virtual server in Apache like environments.

Once the application is done with the keys they are freed with a call to *matrixSslFreeKeys*.

## 2. Creating a Session

The next MatrixSSL integration point in the application is to identify when a new session is starting. In the case of a client, this is whenever it chooses to begin one since only client initiated sessions are supported in MatrixSSL. In the case of a server, a new session should be started when the server accepts a connection from a client. In a socket based application, this would typically happen when the *accept* socket call returns. The application sets up a new session with the API *matrixSslNewSession*. The returned *ssl\_t* value will become the input parameter for most of the remaining APIs that act at a session level.

The required input parameters to *matrixSslNewSession* are the key structure from the previous call to *matrixSslReadKeys* and the flag *SSL\_FLAGS\_SERVER* or 0 (for a client session).

In the commercial version of MatrixSSL the server may also choose to include the flag *SSL\_FLAGS\_CLIENT\_AUTH* if client authentication is required. The MatrixSSL library must have been compiled with *USE\_CLIENT\_AUTH* defined in order to use this flag.

For client cases, there is an optional *sessionId* parameter that identifies a previously open session to resume a session. A session id can be retrieved from a call to *matrixSslGetSessionId* once a session has been negotiated and before it is deleted. The session id parameter must always be NULL for server implementations.

A final consideration at this point of integration is whether or not to register a certificate validation callback function with the *matrixSslSetCertValidator* API. This routine takes the SSL session and a function pointer as arguments. The registered function will be invoked during the portion of the handshake process in which the certificate is being verified. This API should be used when the MatrixSSL default certificate validation is not deemed sufficient or if the application would like to expose the certificate information to the user for any reason.

In the commercial version this callback registration only makes sense on the server side if client authentication is being used as the application will be receiving the client certificate as part of the handshake.

### 3. Handshaking

With the session now established, a client initiates a handshake by first constructing the CLIENT\_HELLO message with a call to *matrixSslEncodeClientHello*. The client sends the constructed data to the server. When the server receives notice that a client is requesting a secure communication session and the function *matrixSslNewSession* has been called to create a new session structure the application can then read in the client message data. All incoming messages should be passed to *matrixSslDecode* which then processes the message and drives the handshake through the built-in SSLv3 state machine. The parameters to *matrixSslDecode* include the SSL structure returned from the call to *matrixSslNewSession*, input and output buffers, and alert and error output parameters. Refer to the API documentation for more details.

The *matrixSslDecode* API is a powerful function that processes handshake messages for clients and servers as well as decoding application data. Its return code tells the application what the message was and how it is to be handled.

The steps below outline the proper usage of *matrixSslDecode* on the server side when handshaking. A sockets based implementation is assumed in these steps.

1. The applications reads the client data off the socket with *recv*
2. *matrixSslDecode* is called with the client data
3. The return value from *matrixSslDecode* is tested to see what action the application is required to do with the output buffer. The list of possible return values and appropriate action include:
  - a. SSL\_SEND\_RESPONSE - This value indicates the message was part of the SSLv3 standard and a reply is expected. The application should send the output buffer to the client with *send* and then call *matrixSslDecode* again to see if any more message data needs to be decoded.
  - b. SSL\_ERROR – This value indicates there has been an error while attempting to decode the data or that a bad message was sent. The application should attempt to send the out buffer to the client as a reply and then close the socket.
  - c. SSL\_ALERT – This value indicates the message was an alert sent from the client and the application should close the socket.
  - d. SSL\_PARTIAL – This value indicates that the input buffer was an incomplete message or record (or no data at all to parse). If the handshake is incomplete (!*matrixSslHandshakeIsComplete()*), the application must retrieve more data from the socket with *recv* and call *matrixSslDecode* with then entire record. If the handshake is complete, the caller can decide whether more data is expected at this point or not.
  - e. SSL\_FULL – This value indicates the output buffer was too small to hold the output message. The application should grow the output buffer and call *matrixSslDecode* again with the same input buffer. The

maximum size of the buffer output buffer will never exceed 16K per the SSLv3 standard.

- f. **SSL\_PROCESS\_DATA** – This value indicates that the message is application specific data that does not require a response from the server. This message is an implicit indication that SSLv3 handshaking is complete. The decoded data has been written to the output buffer for application consumption.
- g. **SSL\_SUCCESS** - A handshake message was successfully decoded and handled. No additional action is required for this message. *matrixSslDecode* can be called again immediately if more data is expected. This return code gives visibility into the handshake process and can be used in conjunction with *matrixSslHandshakeIsComplete* to determine when the handshake is complete and application data can be sent.

The client steps are identical to the server steps above except the process is started with a call to *matrixSslNewSession* and *matrixSslEncodeClientHello* to construct the first message to be sent to the server.

#### 4. Communicating With Peers

Once the handshake is complete the application will simply wrap all incoming and outgoing messages with *matrixSslDecode* and *matrixSslEncode*, respectively.

#### 5. Ending a session

When the application receives notice that the session is complete or has determined itself that the session is complete, it should notify the other side, close the socket and delete the MatrixSSL session. This is done by calling *matrixSslEncodeClosureAlert* and *matrixSslDeleteSession*.

A call to *matrixSslEncodeClosureAlert* is an optional step that will encode an alert message to pass along to the other side to inform them to close the session cleanly.

On a graceful closure, a client application may wish to store aside the session id information before ending a session, to allow fast resumption of the next session to the same SSL server. It can do this with a call to *matrixSslGetSessionId* before calling *matrixSslDeleteSession*. Future negotiations with the same server can be quickly resumed by passing that session id to *matrixSslNewSession*.

#### 6. Closing the library

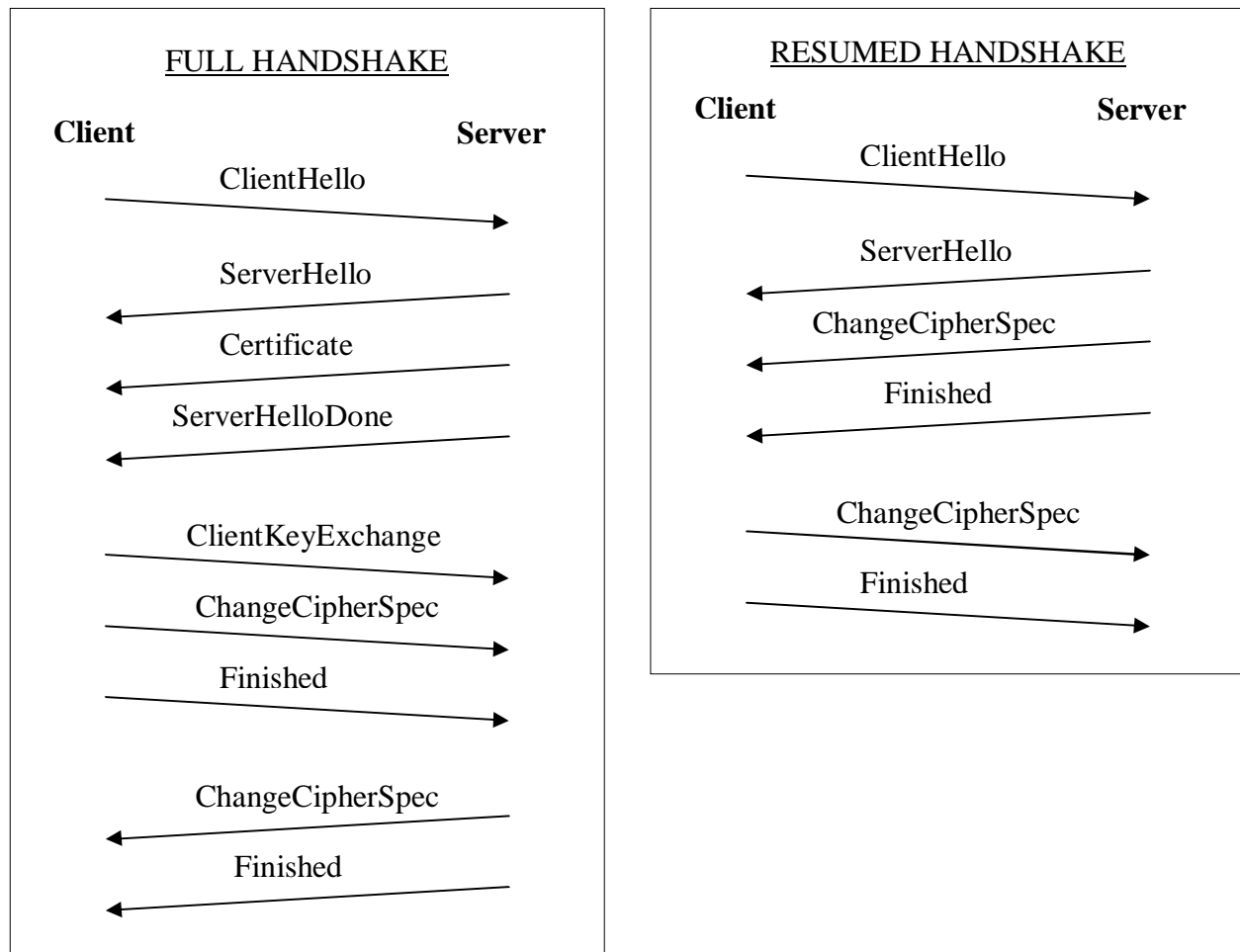
At application exit the MatrixSSL library should be un-initialized with a call to *matrixSslClose*. If the application has called *matrixSslReadKeys* as part of the initialization process and kept its keys in memory it should call *matrixSslFreeKeys* before calling *matrixSslClose*. Additionally, if the client application has called *matrixSslGetSessionId* to support session resumption, it should call *matrixSslFreeSessionId* before calling *matrixSslClose*.

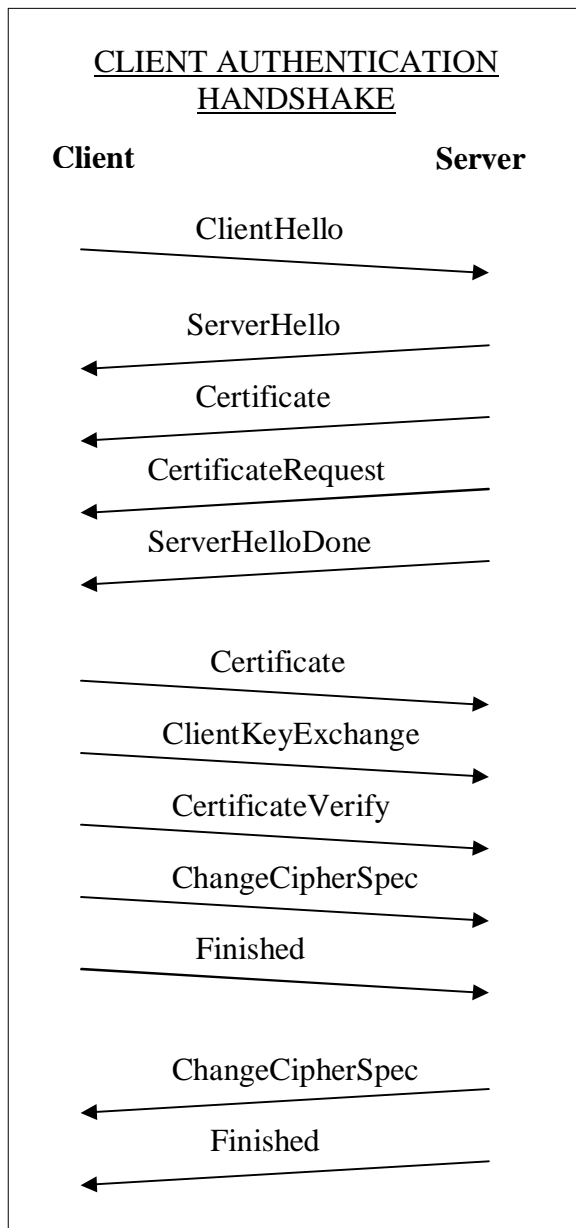
Working implementations of MatrixSSL integration can be seen in the *examples* subdirectory of the distribution package. A server source code example is available in the *httpsReflector* example application. A client source code example is available in the *httpsClient* example application.

## Re-handshaking

The three types of SSL handshake message protocols supported by MatrixSSL are shown below for reference.

Note that the client authentication handshake is only available in the commercial version.





A re-handshake is a handshake over an already existing SSL connection. As with the initial handshake, a re-handshake may take the form of any of the three supported handshake protocols shown above. The three most common reasons for initiating re-handshakes are:

**1. Re-key the symmetric cryptographic material**

Re-keying the symmetric keys adds an extra level of security for applications that require the connection be open for long periods of time or transferring large amounts of data. Periodic changes to the keys can discourage hackers who are mounting timing attacks on a connection.

Either side may initiate the re-handshake for this purpose. If a server wishes to initiate a re-handshake for this purpose it can send a HELLO\_REQUEST message to the client. The HELLO\_REQUEST message is constructed by calling *matrixSslEncodeHelloRequest*. If a client wishes to initiate a re-handshake for this purpose it can simply send a new CLIENT\_HELLO to the server. The CLIENT\_HELLO message is constructed by calling *matrixSslEncodeClientHello*. Regardless of who initiates, if a “full” re-handshake is desired the application should call *matrixSslSetSessionOption* with SSL\_OPTION\_DELETE\_SESSION to force a new session id to be negotiated. Often, the faster “resumed” handshake is sufficient as new client and server random numbers will be exchanged for a new symmetric key block. To perform a “resumed” handshake, simply exclude the call to *matrixSslSetSessionOption* before sending the HELLO\_REQUEST or CLIENT\_HELLO handshake message.

## 2. Perform a client authentication handshake

A scenario may arise in which the server requires that the data being exchanged is only allowed for a client whose certificate has been authenticated, but the original negotiation took place without client authentication. In order to do a client authenticated re-handshake the server must call *matrixSslSetSessionOption* with SSL\_OPTION\_ENABLE\_CLIENT\_AUTH before encoding and sending the HELLO\_REQUEST message.

Enabling client authentication is a persistent attribute on the session. For this reason, the implementation must remember to call *matrixSslSetSessionOption* with SSL\_OPTION\_DISABLE\_CLIENT\_AUTH if future re-handshakes on the connection do not require client authentication.

Note that client authentication features are only available in the commercial version of MatrixSSL. The non-commercial client library will gracefully handle a request for client authentication, but will send a 0 length certificate to indicate it a client certificate is not available.

## 3. Change cipher spec

The cipher suite may be changed on a connected session using a re-handshake if needed. The client must call *matrixSslSetSessionOption* with SSL\_OPTION\_DELETE\_SESSION and then construct a CLIENT\_HELLO message to be sent. Simply modify the *cipherSpec* parameter in the call to *matrixSslEncodeClientHello* to the desired cipher.

## Porting to Other Platforms

### OS Dependent Code Layer

The code under *matrixssl/src/os* may need to be modified when porting to new platforms.

## Build Environment Details

The supplied build environments allow the creation of a MatrixSSL shared object (DLL on Windows) library for each supported operating system. Details for Windows, Linux, VxWorks, and MacOS X builds are provided in this section. Use these examples as a guide for building on other platforms and make systems.

### Windows Builds

The MatrixSSL package is distributed with Visual Studio .NET project files for use with Windows systems. If you are working with an earlier version of Visual Studio, the information in this section should be sufficient to create a MatrixSSL project.

#### Compiler and linker settings

Use the default compiler and linker settings for Debug and Release targets

#### Additional Debug defines

`WIN32; _WIN32_WINNT=0x0500; _DEBUG; DEBUG`

#### Additional Release defines

`WIN32; _WIN32_WINNT=0x0500`

#### Run-time library

*Multi-threaded DLL* (use Debug version for debug builds)

### Linux Builds

The MatrixSSL package is distributed with *Makefile* files for building on Linux systems. These Makefiles can be used as templates for make systems on other platforms. The makefiles determine whether or not to build debug by checking whether the MATRIXSSL\_DEBUG environment variable is set.

#### Debug defines

`-DLINUX -DDEBUG`

#### Release defines

`-DLINUX`

#### Debug compile options

`-g`

#### Release compile options

`-O3`

#### Link options

`-nostdlib -lc -lpthread` (pthread only required if USE\_MULTITHREADING set)

## MacOS X Builds

MacOS X uses the same Makefiles as Linux. OS dependencies are detected by a call to *uname* within the Makefile. The source code is organized so that the (Posix compatible) Linux specific code is used by OS X. Because there are also specifics to OS X, both LINUX and OSX must be defined for the compiler.

MacOS X uses a "unique" (to put it nicely) method of runtime DLL discovery. The path to the DLL is actually embedded within the DLL itself, and set in the executable when it is linked against the DLL. Most other UNIX based environments allow you to directly embed library search paths in the executable directly (-L or LD\_LIBRARY\_PATH). On OS X, you must specify the path from the executable to the DLL in the *-install\_name* parameter when linking the DLL (not the EXE). Alternately, you can install the library in one of the default OS X paths such as /Library to allow proper runtime loading from executables.

### Debug defines

*-DLINUX -DDEBUG -DOSX*

### Release defines

*-DLINUX -DOSX*

### Debug compile options

*-g -Wall*

### Release compile options

*-O3*

### Link options

*-flat\_namespace -install\_name @executable\_path/../src/libmatrixssl.dylib*

## VxWorks Builds

Tornado projects and Makefiles are not included in the download package because are very specific to the BSP and version of Tornado. Contact PeerSec Networks for more information on building for VxWorks.

### Debug defines

*-DVXWORKS -DDEBUG*

### Release defines

*-DVXWORKS*

### Link options

You must find the *udivdi3* symbol in the VxWorks distribution and manually link to it if you get an unresolved external. Typically linking with *libgcc.a* under the Tornado host directory will resolve this symbol. If this file is not present, you must disable *USE\_INT64* in *matrixConfig.h*, which turns off the requirement for 64 bit integer math, but reduces performance significantly.

## Windows CE / PocketPC Builds

Windows CE project files are not included. The structure is similar to the standard Windows project. Because they share common code, both WIN32 and WINCE must be defined. Please contact PeerSec Networks if you are using the CE platform and require additional information.

### Debug defines

*-DWIN32 -DWINCE -DDEBUG*

### Release defines

*-DWIN32 -DWINCE*

### Debug compile options

*TBD*

### Release compile options

*TBD*

### Link options

*TBD*

## Extending MatrixSSL

This section of the developers guide explains more of the internals of MatrixSSL and how to extend its functionality.

## Compile-Time Defines

A lot of the functionality of MatrixSSL has been encapsulated with compile-time definitions in the *matrixConfig.h* header file. Reducing the number of supported features is an effective way of reducing the compiled library size. Descriptions for these options can be found in the following list:

### **USE\_SERVER\_SIDE\_SSL**

On by default, this define enables server specific code to be compiled into the library. There is a small subset of public APIs that are only available to client side implementations. It is generally not advisable to disable server or client support in the MatrixSSL library unless the few Kb of savings is important to the project.

### **USE\_CLIENT\_SIDE\_SSL**

On by default, this define enables client specific code to be compiled into the library. There is a small subset of public APIs that are only available to client side implementations. It is generally not advisable to disable server or client support in the MatrixSSL library unless the few Kb of savings is important to the project.

### **USE\_TLS (Commercial version only)**

On by default, this define enables the TLS protocol to be compiled into the library.

**USE\_TLS\_RSA\_WITH\_AES\_128\_CBC\_SHA (Commercial version only)**

On by default, this define controls the inclusion of the cipher suite consisting of RSA public key encryption, 128 bit AES symmetric encryption, and SHA1 message authentication codes. This cipher suite is only available if USE\_TLS has been defined.

**USE\_TLS\_RSA\_WITH\_AES\_256\_CBC\_SHA (Commercial version only)**

On by default, this define controls the inclusion of the cipher suite consisting of RSA public key encryption, 256 bit AES symmetric encryption, and SHA1 message authentication codes. This cipher suite is only available if USE\_TLS has been defined.

**USE\_SSL\_RSA\_WITH\_RC4\_128\_MD5**

On by default, this define controls the inclusion of the cipher suite consisting of RSA public key encryption, 128 bit ARC4 symmetric encryption, and MD5 message authentication codes. This is the weakest cipher suite supported, and is marginally faster than the others.

**USE\_SSL\_RSA\_WITH\_RC4\_128\_SHA**

On by default, this define controls the inclusion of the cipher suite consisting of RSA public key encryption, 128 bit ARC4 symmetric encryption, and SHA1 message authentication codes. This ciphersuite is a good balance of speed and security for embedded devices.

**USE\_SSL\_RSA\_WITH\_3DES\_EDE\_CBC\_SHA**

Off by default, this define controls the inclusion of the cipher suite consisting of RSA public key encryption, 128 bit 3DES symmetric encryption, and SHA1 message authentication codes. This is the strongest cipher suite in terms of security, but also the most CPU intensive.

**USE\_ENCRYPTED\_PRIVATE\_KEYS**

On by default, this define controls whether or not to support the reading of 3DES encrypted (password protected) private key files passed to *matrixSslReadKeys*. Embedded MatrixSSL installations usually will not have an operator available to enter a password, so private keys are stored unencrypted on the device, and this option can be disabled to slightly reduce code size.

**USE\_MULTITHREADING**

On by default, this define controls whether or not to use multithread mutex support in the operating system layer. This option can be enabled whether or not the library is used in a multithreaded application. It does not mean that MatrixSSL will generate any threads, it only provides additional concurrency control for environments that may have multiple SSL sessions in use simultaneously. This can be disabled in environments with no threading APIs defined in the MatrixSSL OS layer. This

feature only provides concurrency protection for the session cache, which is shared between SSL sessions. The sessions themselves are not protected from concurrent access. If multiple threads are using a single *ssl\_t* structure (not recommended), they must handle the concurrency themselves.

**USE\_PEERSEC\_MALLOC (Commercial version only)**

Off by default, this define controls whether or not to use the PeerSec deterministic memory feature. Please see the document [MatrixSSL Deterministic Memory](#) for further information.

**USE\_FILE\_SYSTEM**

On by default, this define controls whether or not to include public API functions that make use of operating system calls that access files. The *matrixSslReadKeys* API is currently the only library function to use such system calls. A buffer only version of this API (*matrixSslReadKeysMem*) is included in the library.

**USE\_CLIENT\_AUTH (Commercial version only)**

Off by default, this defines controls whether or not to include library support for client certificate authentication. If turned on, a server may pass *SSL\_FLAGS\_CLIENT\_AUTH* to the flags parameter of *matrixSslNewSession* to request the two-way authentication.

**USE\_INT64**

On by default, this define controls whether or not to use native 64-bit integer arithmetic. If the platform being compiled for does not support 64-bit types (long long), undefined this for 32-bit arithmetic support. 32 bit only support is more compatible, but nearly twice as slow as native 64 bit math. You should only disable this option if your build gives an error about 64 bit integers (often a linker error related to *udivdi3.o* that can be resolved by linking to an additional object). This is primarily for compatibility with 16 bit platforms, and should be avoided for most 32 bit platforms.

**MP\_16BIT**

Disabling *USE\_INT64* will enable this define automatically to generate RSA code that is 16 bit compatible. This option should not be set directly, please contact PeerSec Networks if you have questions on compiling for a 16 bit platform.

**USE\_RSA\_BLINDING**

Off by default, this define controls whether or not to enable RSA blinding. RSA blinding randomizes private key decryption arithmetic to guard against remote timing attacks. This option slows initial RSA handshaking by 8-10%

## Cipher Suites

MatrixSSL uses the term *cipher suite* to describe a collection of function callbacks and key size specifications used to determine which algorithms are used for symmetric and public key encryption/decryption and how MAC generation and verifications are handled for a session. The following section explains how each element of a cipher suite is implemented.

### 1. Defining a cipher suite

The list of available default cipher suites are found in the *supportedCiphers* static structure in the file *cipherSuite.c*. This structure defines all available cipher suites along with a required *NULL* suite as the last entry. The definition of the *sslCipherSpec\_t* structure is as follows:

```
typedef struct {
    unsigned int      id;           // unique identifier
    unsigned char      macSize;     // MAC digest size (bytes)
    unsigned char      keySize;     // symmetric key length (bytes)
    unsigned char      ivSize;     // symmetric block cipher iv size
    unsigned char      blockSize;   // symmetric block cipher size
                                // set to 1 for stream cipher

    //Init function
    int (*init)(sslSec_t *sec);
    //Cipher functions
    int (*encrypt)(sslCipherContext_t *ctx, char *in,
                  char *out, int len); // symmetric encryption
    int (*decrypt)(sslCipherContext_t *ctx, char *in,
                  char *out, int len); // symmetric decryption
    int (*encryptPub)(sslRsaKey_t *key, char *in, int inlen,
                    char *out, int outlen); // public key encryption
    int (*decryptPriv)(sslRsaKey_t *key, char *in, int inlen,
                    char *out, int outlen); // private key decryption
    int (*generateMac)(sslSec_t *sec, unsigned char type,
                    char *data, int len, char *mac);
    int (*verifyMac)(sslSec_t *sec, unsigned char type,
                    char *data, int len, char *mac);
} sslCipherSpec_t;
```

A cipher suite entry should be defined in the *supportedCiphers* structure between a custom define that has been added to the *matrixConfig.h* file. Any number of cipher suites can be compiled into the library. The SSL handshake protocol will negotiate the proper cipher at connection time. For reference, see the built-in supported cipher suites in the configuration header file:

```
USE_SSL_RSA_WITH_RC4_128_MD5
USE_SSL_RSA_WITH_RC4_128_SHA
USE_SSL_RSA_WITH_3DES_EDE_CBC_SHA
USE_TLS_RSA_WITH_AES_128_CBC_SHA
USE_TLS_RSA_WITH_AES_256_CBC_SHA
```

## 2. Symmetric Encryption

The symmetric encryption and decryption functions are identified in the *encrypt* and *decrypt* members of the *sslCipherSpec\_t* structure. To add support for a new symmetric cipher context, locate the *sslCipherContext\_t* structure definition in the header file of the chosen crypto provider and add the cipher context necessary to support the new method. For reference, see the PeerSec implementation in the header file *pscrypto.h*.

In addition to the callbacks, the values for *keySize*, *ivSize*, and *blockSize* all relate to symmetric encryption and should be set appropriately. The *keySize* member is the desired strength of the symmetric key in bytes. The *ivSize* is an optional length of an initialization vector if the chosen cipher requires one. The *blockSize* member should be specified if a block cipher is being used. If a stream cipher is used, set this value to 1.

## 3. Public Key Encryption

Public key encryption and decryption functions are identified in the *encryptPub* and *decryptPriv* members of the *sslCipherSpec\_t* structure. In general, these callbacks are the least configurable members of a cipher suite. RSA is the standard in public key encryption and is assumed in the current MatrixSSL encryption layers. The value for *encryptPub* must be *matrixRsaEncryptPub* and the value for *decryptPriv* must be *matrixRsaDecryptPriv*. The implementation of these two functions will be implemented by a crypto provider.

## 4. MAC Generation and Verification

The message authentication code cipher is selected through the *generateMac* and *verifyMac* members of the *sslCipherSpec\_t* structure. The MAC implementation is used during the handshake portion of negotiating a secure connection and is part of the SSLv3 specification. For this reason, it should not be necessary to replace the existing MatrixSSL MAC ciphers. For MD5 MACs, choose *md5GenerateMac* and *md5VerifyMac*, respectively. For SHA1 MACs, choose *sha1GenerateMac* and *sha1VerifyMac*.

## Crypto Providers

MatrixSSL uses the term *crypto provider* to refer to the specific implementation of a cryptographic algorithm. In general, a crypto provider will implement an entire cipher suite, but it is possible that several crypto providers can contribute to a cipher suite. This allows the most appropriate version of a specific algorithm to be implemented for your application. The default crypto provider can be found in the MatrixSSL source code distribution in the *src/crypto* subdirectory. The set of functions a crypto provider must implement for the supplied cipher suites are prototyped in *cryptoLayer.h*. The following list provides details for each:

### ARC4

```
matrixArc4Init(sslCipherContext_t *ctx, unsigned char *key, int keylen);
matrixArc4(sslCipherContext_t *ctx, char *in, char *out, int len);
```

3DES

```
matrix3desInit(sslCipherContext_t *ctx, const unsigned char *IV,
               const unsigned char *key, int keylen);
matrix3desEncrypt(sslCipherContext_t *ctx, char *in, char *out, int len);
matrix3desDecrypt(sslCipherContext_t *ctx, char *in, char *out, int len);
```

AES (Commercial version only)

```
matrixAesInit(sslCipherContext_t *ctx, char *IV, char *key, int keylen);
matrixAesEncrypt(sslCipherContext_t *ctx, char *pt, char *ct, int len);
matrixAesDecrypt(sslCipherContext_t *ctx, char *ct, char *pt, int len);
```

MD5

```
matrixMd5Init(sslMd5Context_t *ctx);
matrixMd5Update(sslMd5Context_t *ctx, const unsigned char *buf,
                unsigned long len);
matrixMd5Final(sslMd5Context_t *ctx, unsigned char *hash);
```

SHA1

```
matrixSha1Init(sslSha1Context_t *ctx);
matrixSha1Update(sslSha1Context_t *ctx, const unsigned char *buf,
                 unsigned long len);
matrixSha1Final(sslSha1Context_t *ctx, unsigned char *hash);
```

RSA

```
matrixRsaReadCert(char *fileName, unsigned char **out, int *outLen);
matrixRsaReadPrivKey(char *fileName, char *password, sslRsaKey_t **key);
matrixRsaFreeKey(sslRsaKey_t *key);
matrixRsaEncryptPub(sslRsaKey_t *key, char *in, int ilen, char *out, int outlen);
matrixRsaDecryptPriv(sslRsaKey_t *key, char *in, int ilen, char *out, int outlen);
```

X509 certificates

```
matrixX509ParseCert(unsigned char **certBuf, int certlen, sslRsaCert_t **cert);
matrixX509FreeCert(sslRsaCert_t *cert);
matrixX509ValidateCert(sslRsaCert_t *subjectCert, sslRsaCert_t *issuerCert);
matrixX509UserValidator(sslRsaCert_t *subjectCert,
                        int (*certValidator)(sslCertInfo_t *t));
```

**Debugging**

MatrixSSL provides the following debug functionality in *matrixConfig.h*:

```
sslAssert(C);
```

sslAssert is a macro defined in *matrixConfig.h* that allows a developer to test if a certain condition is true. In debug builds this will output a message containing the

condition tested, the file name, and line number to stderr then calls `sslBreak` to stop the process. In release builds this simply outputs the message to stderr without breaking the process.

`void sslBreak();`

`sslBreak` allows a developer to stop the process and break into a debugger when an assert triggers. It is called by `sslAssert` in DEBUG builds.

`void matrixStrDebugMsg(char *message, char *arg);`

`matrixStrDebugMsg` is defined in *matrixSsl.c* and allows a developer to output a debug message to stdout with a single string argument (may be NULL). In release builds this function is compiled out.

`void matrixIntDebugMsg(char *message, int arg);`

`matrixIntDebugMsg` is defined in *matrixSsl.c* and allows a developer to output a debug message to stdout with a single integer argument. In release builds this function is compiled out.