

---

Subject: Re: SSL handshake error

Posted by [bryan.js00](#) on Mon, 10 Mar 2014 02:39:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I was just getting ready to create a patch for my changes, but as I was browsing the SVN, I saw the patch for the client vs server issue.

I took a more invasive approach that allows the user to pass a value (from an enum) which decides which method to use when creating the SSL context. It allows for the choice of any of the 15 methods that OpenSSL provides.

It looks something like this:

```
socket.StartSSL(SSLV3_SERVER_METHOD);
```

I like the simple approach of checking the socket connection mode to determine client or server.

If you would like to take a look at my patch, let me know.

Thanks for the patch!

---