

**NAME**

ldns\_key\_set\_algorithm, ldns\_key\_set\_rsa\_key, ldns\_key\_set\_dsa\_key, ldns\_key\_set\_hmac\_key, ldns\_key\_set\_origttl, ldns\_key\_set\_inception, ldns\_key\_set\_expiration, ldns\_key\_set\_pubkey\_owner, ldns\_key\_set\_keytag, ldns\_key\_set\_flags, ldns\_key\_list\_set\_key\_count, ldns\_key\_algo\_supported - set ldns\_key attributes

**SYNOPSIS**

```
#include <stdint.h>
```

```
#include <stdbool.h>
```

```
#include <ldns/ldns.h>
```

```
void ldns_key_set_algorithm(ldns_key *k, ldns_signing_algorithm l);
```

```
void ldns_key_set_rsa_key(ldns_key *k, RSA *r);
```

```
void ldns_key_set_dsa_key(ldns_key *k, DSA *d);
```

```
void ldns_key_set_hmac_key(ldns_key *k, unsigned char *hmac);
```

```
void ldns_key_set_origttl(ldns_key *k, uint32_t t);
```

```
void ldns_key_set_inception(ldns_key *k, uint32_t i);
```

```
void ldns_key_set_expiration(ldns_key *k, uint32_t e);
```

```
void ldns_key_set_pubkey_owner(ldns_key *k, ldns_rdf *r);
```

```
void ldns_key_set_keytag(ldns_key *k, uint16_t tag);
```

```
void ldns_key_set_flags(ldns_key *k, uint16_t flags);
```

```
void ldns_key_list_set_key_count(ldns_key_list *key, size_t count);
```

```
int ldns_key_algo_supported(int algo);
```

**DESCRIPTION**

*ldns\_key\_set\_algorithm()* Set the key's algorithm

**k**: the key

**l**: the algorithm

*ldns\_key\_set\_rsa\_key()* Set the key's rsa data. The rsa data should be freed by the user.

**k**: the key

**r**: the rsa data

*ldns\_key\_set\_dsa\_key()* Set the key's dsa data. The dsa data should be freed by the user.

**k**: the key

**d**: the dsa data

*ldns\_key\_set\_hmac\_key()* Set the key's hmac data

**k**: the key

**hmac**: the raw key data

*ldns\_key\_set\_origttl()* Set the key's original ttl

**k**: the key

**t**: the ttl

*ldns\_key\_set\_inception()* Set the key's inception date (seconds after epoch)

**k**: the key

**i**: the inception

*ldns\_key\_set\_expiration()* Set the key's expiration date (seconds after epoch)

**k**: the key

**e**: the expiration

*ldns\_key\_set\_pubkey\_owner()* Set the key's pubkey owner

**k**: the key

**r**: the owner

*ldns\_key\_set\_keytag()* Set the key's key tag

**k**: the key

**tag**: the keytag

*ldns\_key\_set\_flags()* Set the key's flags

**k**: the key

**flags**: the flags

*ldns\_key\_list\_set\_key\_count()* Set the keylist's key count to count

**key**: the key

**count:** the count

*ldns\_key\_algo\_supported()* See if a key algorithm is supported

**algo:** the signing algorithm number.

Returns s true if supported.

## AUTHOR

The ldns team at NLnet Labs.

## REPORTING BUGS

Please report bugs to [ldns-team@nlnetlabs.nl](mailto:ldns-team@nlnetlabs.nl) or in our bugzilla at <http://www.nlnetlabs.nl/bugs/index.html>

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## SEE ALSO

*ldns\_key\_push\_key*, *ldns\_key*. And **perldoc Net::DNS, RFC1034, RFC1035, RFC4033, RFC4034** and **RFC4035**.

## REMARKS

This manpage was automatically generated from the ldns source code.