## NAME

libssh2\_knownhost\_checkp - check a host+key against the list of known hosts

# SYNOPSIS

#include <libssh2.h>

int

## DESCRIPTION

Checks a host and its associated key against the collection of known hosts, and returns info back about the (partially) matched entry.

*host* is a pointer the host name in plain text. The host name can be the IP numerical address of the host or the full name.

*port* is the port number used by the host (or a negative number to check the generic host). If the port number is given, libssh2 will check the key for the specific host + port number combination in addition to the plain host name only check.

*key* is a pointer to the key for the given host.

keylen is the total size in bytes of the key pointed to by the key argument

*typemask* is a bitmask that specifies format and info about the data passed to this function. Specifically, it details what format the host name is, what format the key is and what key type it is.

The host name is given as one of the following types: LIBSSH2\_KNOWNHOST\_TYPE\_PLAIN or LIBSSH2\_KNOWNHOST\_TYPE\_CUSTOM.

The key is encoded using one of the following encodings: LIBSSH2\_KNOWNHOST\_KEYENC\_RAW or LIBSSH2\_KNOWNHOST\_KEYENC\_BASE64.

*knownhost* if set to non-NULL, it must be a pointer to a 'struct libssh2\_knownhost' pointer that gets filled in to point to info about a known host that matches or partially matches.

# **RETURN VALUE**

*libssh2\_knownhost\_check(3)* returns info about how well the provided host + key pair matched one of the entries in the list of known hosts.

LIBSSH2\_KNOWNHOST\_CHECK\_FAILURE - something prevented the check to be made

LIBSSH2\_KNOWNHOST\_CHECK\_NOTFOUND - no host match was found

LIBSSH2\_KNOWNHOST\_CHECK\_MATCH - hosts and keys match.

LIBSSH2\_KNOWNHOST\_CHECK\_MISMATCH - host was found, but the keys did not match!

## AVAILABILITY

Added in libssh2 1.2.6

## EXAMPLE

See the ssh2\_exec.c example as provided in the tarball.

#### SEE ALSO

libssh2\_knownhost\_init(3) libssh2\_knownhost\_free(3) libssh2\_knownhost\_add(3)