

**NAME**

libssh2\_knownhost\_get - get a known host off the collection of known hosts

**SYNOPSIS**

```
#include <libssh2.h>
```

```
int
```

```
libssh2_knownhost_get(LIBSSH2_KNOWNHOSTS *hosts,  
                      struct libssh2_knownhost **store,  
                      struct libssh2_knownhost *prev):
```

**DESCRIPTION**

*libssh2\_knownhost\_get(3)* allows an application to iterate over all known hosts in the collection.

*store* should point to a pointer that gets filled in to point to the known host data.

*prev* is a pointer to a previous 'struct libssh2\_knownhost' as returned by a previous invoke of this function, or NULL to get the first entry in the internal collection.

**RETURN VALUE**

Returns 0 if everything is fine and information about a host was stored in the *store* struct.

Returns 1 if it reached the end of hosts.

Returns negative values for error

**AVAILABILITY**

Added in libssh2 1.2

**SEE ALSO**

**libssh2\_knownhost\_readfile(3)** **libssh2\_knownhost\_writefile(3)** **libssh2\_knownhost\_add(3)**