

```

exit 0
else
#For each key passed
for key in $keys; do
    #Check if it's password protected
    protected=$(ssh-keygen -y -P "" -f ~/.ssh/$key 2>&1
    ->> | grep -o "incorrect passphrase supplied")
    #If it is, "" will not be a valid password
    if [ "$protected" == "incorrect passphrase supplied" ]; then
        #Use script to pass in credentials from pass
        # to a subshell running ssh-add
        { sleep .3; pass ssh/$key; }
        ->> | script -q /dev/null -c 'DISPLAY= ssh-add ~/.ssh/'$key''
    else
        #Otherwise we can just load the key
        ssh-add ~/.ssh/$key
    fi
done
fi

```

Now the way this works is by combining our profile settings with the script. When we add this snippet to your `.profile` or `.bash_profile` it'll ensure that the `ssh-agent` is running whenever you open a terminal. If it's already running it just quietly continues.

```

export SSH_AUTH_SOCK=~/.ssh/ssh-agent.$HOSTNAME.sock
ssh-add -l 2>/dev/null >/dev/null
if [ $? -ge 2 ]; then
    ssh-agent -a "$SSH_AUTH_SOCK" >/dev/null
fi

```

The only reason that works is because we're exporting `SSH_AUTH_SOCK` to a specific static path, normally `ssh-agent` would just make a random temporary one in `/tmp`, but doing it this way ensures that the agent communicates the same way each time.

After that we just add our keys and the little `{command; command;}` piped argument catches the interaction from our password manager and brokers it to the `ssh` key credential prompt. Here let me show you, we'll add my primary key!

```

~|>> sage neuro
Enter passphrase for /home/durrendal/.ssh/id_ed25519:

```

```

-----
| Please enter the passphrase to unlock the OpenPGP secret key: |
| "Durrendal <...@...>" |
| 4096-bit RSA key, ID ....., |
| created 2023-11-19 (main key ID .....). |
| |
| |
| Passphrase: _____ |
| |
| <OK> | <Cancel> |
-----

```