Rocky Enterprise Linux 9.2 Manual Pages on command 'pollinate.1'

$ man pollinate.1

pollinate(1)   pollinate   pollinate(1)

NAME

    pollinate - an Entropy-as-a-Service client

SYNOPSIS

    pollinate [-c|--curl-opts CURL_OPTS] [-d|--device DEVICE] [-i|--insecure] [-n|--no-chal?

    lenge] [-r|--reseed] [-s|--server SERVER1 [-s|--server SERVER2] ...]

DESCRIPTION

    pollinate is an entropy as a service client. It will fetch a random seed from one or more

    remote servers, and feed those into a (pseudo) random number generator. This is often

    useful in cloud and virtual machine environments with limited sources of entropy.

OPTIONS

    -b|--binary

        rather than producing hex text sha512sum(1) output, convert each two hex digits

        into a byte of binary data

    -c|--curl-opts CURL_OPTS

        options to pass through to curl(1)

    -d|--device DEVICE

        device to seed (default is /dev/urandom); note, you can use - to print to stdout

    -n|--no-challenge

        disable the challenge/response portion of the protocol; this enables a compatibil?

        ity mode to speak to any entropy server, like random.org or news.google.com

    -i|--insecure

        ignore SSL/TLS certificate errors (use of this option is highly discouraged)

-p|--pool SERVER

    remote pollen(8) server pool to interact with; this option can be specified multi?

    ple times to interact with multiple servers in a pool

-r|--reseed

    by default, pollinate technically only needs to run successfully once ever; this

    option should be used if someone wants run more than once, and re-seed the PRNG

-s|--server SERVER

    remote pollen(8) server to interact with; if this option is used, the pool is ig?

    nored, and only a single server is used

--strict

    handle network errors strictly and exit non-zero for any network error encountered,

    otherwise default is to warn

-t|--testing

    test communications with the pollen(8) server; note that this will NOT actually

    seed your PRNG, but only verify that the local client can communicate with the re?

    mote servers; note that this option forces DEVICE to stdout

-q|--quiet

    silence any log messages

-w|--wait WAIT

    time in seconds you're willing to wait for a response from the server, uses time?

    out(1)

  --print-user-agent

    Print the user-agent that is used and exit immediately.

SEE ALSO

    pollen(8), timeout(1)

AUTHOR

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