

Loading SSH keys automatically on macOS

If you use macOS, follow these steps to configure the OpenSSH client so you can use your passphrase-protected SSH key without prompts.

Prerequisites

macOS 10.13 or later.

Before you begin

Check if you have any existing SSH keys. Refer to the GitHub Docs article, [Checking for existing SSH keys](#) .

If you don't have an SSH key:

1. Create one by following the GitHub Docs article, [Generating a new SSH key](#) .
2. Add the new SSH key to your GitHub account, by following the GitHub Docs article, [Adding a new SSH key to your GitHub account](#) .

Procedure

1. Check your home folder for an `.ssh` subdirectory and check if it contains a `config` file. **Note:** `.ssh` is a hidden subdirectory.
2. Create the `~/.ssh/config` file if it doesn't exist.
3. Add the following content to `~/.ssh/config` to set the key to load in the authentication agent and specify its use by the target server. Make sure you add this entry before any global settings marked as `Host *` .

```
Host SERVER_NAME
  UseKeychain yes
  IdentitiesOnly yes
  IdentityFile FILE_PATH
```

`SERVER_NAME` is the server that uses the file specified by `IdentityFile` . A sample value is `github.com` .
`FILE_PATH` is the path to the SSH file you created. A sample value is `~/.ssh/<FILE>` , where `<FILE>` might be `id_rsa` , `id_ecdsa` , `id_ed25519` , or a custom name.

Example:

```
Host github.com
  UseKeychain yes
  IdentitiesOnly yes
  IdentityFile ~/.ssh/id_ed25519
```

4. Open the Terminal application.
5. Load your key file into the `ssh-agent` , replacing `<FILE>` with the actual file name of your key, then type your passphrase, if prompted.

```
ssh-add ~/.ssh/<FILE>
```

Example:

```
ssh-add ~/.ssh/id_ed25519
```

Configuration is complete. macOS starts `ssh-agent` by default, so you can now use the Unity Package Manager to fetch packages from that Git repository over SSH using your passphrase-protected SSH key.

Additional resources

[Using passphrase-protected SSH keys with SSH Git URLs](#)