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r/nostr



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r/nostr • 3 yr. ago

dpc_pw



How do I generate the keys locally?

I keep clicking around, but can't find how to properly start.

What I'd like is a CLI utility (preferably in Rust, or available in NixOS) that I could use to generate the key locally. Then I can put the public key in <https://brandle.netlify.app> and sign my posts from CLI, I guess.

Could I maybe use my pgp on a yubikey?

Please excuse if this is not the best place to ask, and thank you.



12



8

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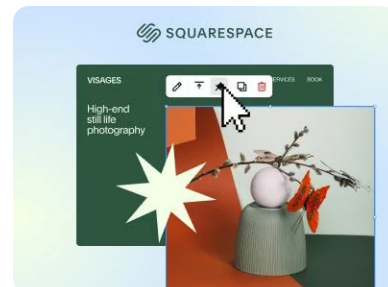
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vishalxl • 2y ago

[Nostril](#) is a command line utility that allows you to generate pubkey/private key, as well as even sign events.

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vishalxl • 2y ago

To generate your own #nostr private key on linux or command line, run:

```
$ openssl rand -hex 32
```

this creates a 256 bit random number, and prints it in hex format, which is taken by nostr clients. You can take this as private key, and then enter into a client, which would show you the public key.



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```
openssl rand -hex 32
```

and how to convert to nsec format from that please ?

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Traditional-Win- • 2y ago

How safe is this method of key generation? what is the likelihood that somebody else hasn't already made a table of pre-generated key pairs?

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⊕ 1 more reply



wolfballs-dot-com • 2y ago

```
openssl rand -hex 32
```

lol is it that simple?

↑ 1 ↓ [Reply](#) ...



kaschmirrr • 2y ago

You could use python-nostr <https://github.com/jeffthibault/python-nostr>

and generate a keypair in a little python script

```
from nostr.key import PrivateKey  
  
private_key = PrivateKey()  
  
public_key = private_key.public_key  
  
print(private_key)  
  
print(public_key)
```

⊖ ↑ 2 ↓ [Reply](#) ...



dpc_pw [OP](#) • 2y ago

Thanks!

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[r/WWU](#) • 7 mo. ago

MISSING KEYS PLEASE HELP!!

28 upvotes · 6 comments

[r/SulfurGame](#) • 3 mo. ago

I found a key. You can't sell it, no idea where you put it. I never saw a crypt so far.

24 upvotes · 15 comments

[r/MementoMoriGacha](#) • 4 mo. ago

Too many chests, not enough keys

45 upvotes · 10 comments

[r/MinecraftToDo](#) • 5 mo. ago

What should I add in my town?

244 upvotes · 61 comments

[r/LittlewoodGame](#) • 3 mo. ago

Help with town layout?

39 upvotes · 18 comments

[r/Townscaper](#) • 2 mo. ago

A town I made a while ago. Kinda proud of it !



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Need a good name for this place. want to extent it later on after achieving more reward buildings and make it the city centre.

109 upvotes · 28 comments



 r/towersofaghasba • 4 mo. ago

Anyone Else trying to build cities?

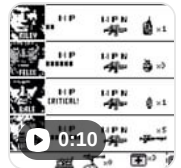
37 upvotes · 21 comments



 r/gbstudio • 4 mo. ago

My first time making an inventory. Tile swapping all the assets has been way more time consuming than I expected

44 upvotes · 7 comments



 r/NianticWayfarer • 2 mo. ago

Progress in my little city

86 upvotes · 16 comments



 r/electronjs • 3 mo. ago

After a Year of Sleepless Nights, I Finally Created My First Application using ElectronJS!

128 upvotes · 21 comments



 r/simcity4 • 3 mo. ago

small downtown area

161 upvotes · 10 comments



 r/FarthestFrontier • 2 mo. ago

City layout idea v0.9.6

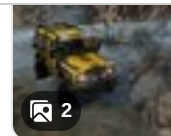
18 upvotes · 23 comments

 r/linux4noobs • 3 yr. ago

Dead keys, how do I work around it?

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Exploring Custom Maps has to be one of the best feelings



36 upvotes · 10 comments



r/squarespace • 3 yr. ago

How do I download my template?

1 upvote



r/Tautulli • 3 yr. ago

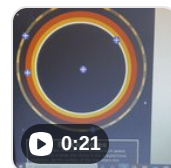
How do I access Tautulli?

3 upvotes · 31 comments



r/adobeanimate • 3 yr. ago

How do I export my file?



5 upvotes · 6 comments



r/GraphAPI • 3 yr. ago

How do I authenticate without user interaction?

1 upvote · 1 comment



r/blender • 3 yr. ago

How do I load dynamic props?

1 upvote



r/Townscaper • 2 mo. ago

New town i made



173 upvotes · 17 comments



r/Fallout4Mods • 3 yr. ago

How do I extract my modlist in a txt file?

2 upvotes



r/KingdomsandCastles • 4 mo. ago



Log In



r/Sofubi • 5 mo. ago

Designing toys

48 upvotes · 6 comments

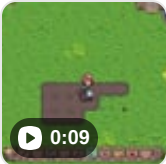




r/construct • 3 mo. ago

Starting a farm.

38 upvotes · 8 comments



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