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Subject: Re: SFTP or full SSH2 support for U++?  
Posted by [Oblivion](#) on Mon, 03 Jul 2017 05:55:53 GMT  
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There is a problem that needs to be solved though. I've encountered this error recently.

Connections to servers on localhost (127.0.0.1) fail for some unknown (yet) reason. It needs further investigation.

As far as I can see, this failure doesn't happen when linking against externally (using Cmake) compiled libssh2.

Probably I am missing some configuration switch (or a combination of switches?).

libssh2 is a strange beast with a configure script which has over 20K LoC. It'll take some time (a week or so) to figure out what I'm missing.

But of course in the meantime I'm open to suggestions, and I accept patches, etc.

Best regards,  
Oblivion.

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