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Subject: Re: SSH2 wrapper for U++  
Posted by [Tom1](#) on Thu, 19 Oct 2017 12:16:32 GMT  
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Hi Oblivion,

I downloaded this latest version now after using the version from a few months back.

In order to successfully compile the code, I had to comment out the entire contents of SFtpMT.cpp and the following lines in SFtp.h:

```
AsyncWork<String> SFtpGet(SshSession& session, const String& path, Gate<int64, int64>  
progress = Null);  
AsyncWork<void> SFtpGet(SshSession& session, const String& source, const String& target,  
Gate<int64, int64> progress = Null);
```

Additionally, I had to comment out the following in Core.cpp:

```
DLOG("Initializing libssh2...");  
and  
DLOG("Deinitializing libssh2...");
```

(There was some 0x40 character embedded in those lines that MSC did not like.)

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Then there's one question: Now that the names have changed, is there a replacement for session.IsSuccess() ? (I just removed these calls in my code to see if SFTP still works. It did )

Thanks again for your work on SSH!

Best regards,

Tom

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