
Subject: Re: SSH package for U++
Posted by [Oblivion](#) on Fri, 17 Nov 2017 21:15:05 GMT
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Hello,

I am currently writing a simple SFTP (GUI) browser example, which I will include in the package, and upload it to GIT repo.

In the meantime, for those who wonder how to do non-blocking operations with SFtp, here is a simple example (it is a real example which can be compiled.):

```
#include <Core/Core.h>
#include <SSH/SSH.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    // This example demonstrates (in non-blocking mode):
    // 1) Reading the size of a file.
    // 2) Reading the content of a file (into a String).
    // 3) Reading the content of a directory as XML.

    int CMD_GET = 0, CMD_LIST = 0, CMD_SIZE = 0;
    const char *file = "/readme.txt";
    SFtp::DirList ls;

    Ssh::Trace();
    SshSession session;
    if(session.Timeout(30000).Connect("test.rebex.net", 22, "demo", "password")) {
        Array<SFtp> sftps;
        for(int i = 0; i < 3; i++) {
            auto& sftp = sftps.Add(new SFtp(session));
            sftp.NonBlocking();
            switch(i) {
                case 0: sftp.Get(file); CMD_GET = sftp.GetId(); break;
                case 1: sftp.GetSize(file); CMD_SIZE = sftp.GetId(); break;
                case 2: sftp.ListDir("/pub/example/", ls); CMD_LIST = sftp.GetId(); break;
                default: NEVER();
            }
        }
        while(!sftps.IsEmpty()) {
            for(int i = 0 ; i < sftps.GetCount(); i++) {
                SocketWaitEvent we;
                auto& sftp = sftps[i];
                sftp.AddTo(we);
                we.Wait(10);
            }
        }
    }
}
```

```

        if(!sftp.Do()) {
            if(sftp.IsError())
                Cerr() << sftp.GetErrorDesc() << '\n';
            else {
                if(sftp.GetId() == CMD_GET) {
                    Cout() << sftp.GetResult();
                }
                else
                    if(sftp.GetId() == CMD_SIZE) {
                        Cout() << Format("Size of %s is %d bytes\n", file, sftp.GetResult());
                    }
                else
                    if(sftp.GetId() == CMD_LIST) {
                        for(auto& e : ls)
                            Cout() << e.ToXml() << '\n';
                    }
            }
            sftp.Remove(i);
            break;
        }
    }
}
else
    Cerr() << session.GetErrorDesc();
}

```

Best regards,
Oblivion
