
Subject: Re: SFTP or full SSH2 support for U++?
Posted by [Tom1](#) on Tue, 04 Jul 2017 06:57:29 GMT
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Hi Oblivion,

For some reason the latest SSH.h had the include files for libssh2 changed from:

```
#include "libssh2/libssh2.h"  
#include "libssh2/libssh2_sftp.h"  
#include "libssh2/libssh2_publickey.h"
```

To:

```
#include "libssh2.h"  
#include "libssh2_sftp.h"  
#include "libssh2_publickey.h"
```

This effectively prevented compilation. I changed it back and now it compiles and runs again OK.

Best regards,

Tom
