Subject: Re: SFTP or full SSH2 support for U++?
Posted by Oblivion on Mon, 14 Aug 2017 12:26:06 GMT
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Hello Tom,

tl;dr: I'll write a better reply and explanation, once I get back home. Also I'm writing a guide on it's usage.

I can see what you are trying to achieve, but that's kinda' against the whole concept.
I mean, in the snippet you provided, you are emulating synchronous calls with asynchronous methods, which is basically legitimate, but already done in the SSH packages synchronous calls :

Synchrounous version may be (I don't know the code-flow):

```
if(session.IsSuccess()){
  SFtp::DirList list;
  SFtp sftp(session);
  if(!sftp.ListDir((directoryname, list))
                return sftp.MakeDir(directoryname, 0755);

}
```

Asynchronous version (which really shouldn't be written this way. Just do not use this. Only to give you the idea.) :

```
if(session.IsSuccess()){
  SFtp::DirList list;
  SFtp sftp(session);

                sftp.StartListDir(directoryname, list);
                while(sftp.Do());
                if(sftp.IsFailure()) {
                    sftp.StartMakeDir(directoryname, 0755);
                    while(sftp.Do());
                    return sftp.IsSucces();
                }
}
```

You dont' need to call Clear() at all. Queue will be cleared automatically.
It is supplied as a safety measure (which I'll cover it in the guide) for creating (custom) synchronous methods by the user.

By the way, I am going to add high-level methods, such as IsFileExists(), IsDirectoryExists(), etc.

Thanks for the feedback!

Best regards,
Oblivion
