
Subject: Re: SSH package for U++
Posted by [Oblivion](#) on Tue, 19 Dec 2017 13:44:30 GMT
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Hello,

SSH package (both core classes and examples) is updated. As usual, you can find the latest package in the first message of this topic, or via below git address:

SSH: <https://github.com/ismail-yilmaz/upp-components/tree/master/Core/SSH>
Examples: <https://github.com/ismail-yilmaz/upp-components/tree/master/Examples>

SSH package gained new features:

- SshSession: It is now possible to use encryption keys loaded into memory. (Load keys from mem.)
- SshSession: Host based authentication method is added.
- Ssh: TraceVerbose() method is added. This method allows full-level logging (redirection) of libssh2 diagnostic messages.
- Documentation updated.

Examples are updated too. Two new reference example is added to the package:

- SshOverTor: Demonstrates a basic SSH connection over TOR (Requires NetProxy package and a TOR daemon)
- SshLoggingExample: Demonstrates logging capabilities of SSH package.

SshLoggingExample demonstrates the powerful logging mechanism of SSH package:

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

```
using namespace Upp;
```

```
// To activate verbose logging, set the LIBSSH2TRACE flag.  
// (e.g. via TheIDE->main configuration settings)
```

```
CONSOLE_APP_MAIN
```

```

{
  StdLogSetup(LOG_COUT | LOG_FILE);

  // Ssh::Trace();

  Ssh::TraceVerbose(
// LIBSSH2_TRACE_SOCKET |
  LIBSSH2_TRACE_KEX |
  LIBSSH2_TRACE_AUTH |
  LIBSSH2_TRACE_CONN |
// LIBSSH2_TRACE_SCP |
// LIBSSH2_TRACE_SFTP |
// LIBSSH2_TRACE_PUBLICKEY |
  LIBSSH2_TRACE_ERROR
  );
  SshSession session;
  auto b = session.Timeout(30000).Connect("demo:password@test.rebex.net:22");
  LOG((b ? "Successfully connected to SSH2 server." : session.GetErrorDesc() << '\n'));
}

```

Reviews, patches, bug fixes, criticism, and suggestions are always appreciated.

Best regards,

Oblivion