
Subject: upload / download

Posted by [BetoValle](#) on Mon, 12 Oct 2020 19:02:21 GMT

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Hi,
in the documentation section I didn't find how to upload and download files considering desktop programming. Would you have any example using using progress bar? thanks

Subject: Re: upload / download

Posted by [BetoValle](#) on Wed, 14 Oct 2020 14:40:53 GMT

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Hi,please

how build progressbar here ?

```
ftpClient ftp;
if (!ftp.connect(<webserverhostname/webserverip>, <ftpusername>, <ftppassword>, true, 10)) {
    Exclamation("Connect error!");
    return;
}
if (!ftp.Save(<thedestinationpath>, data) {
    Exclamation("Save error!");
    return;
}
ftp.Close();
```

thanks

Subject: Re: upload / download

Posted by [Oblivion](#) on Wed, 14 Oct 2020 16:37:21 GMT

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Hello BetoValle

The example below shows how to download a file (with a progress bar).
The file is small, so the progress bar will only show up briefly.

```
#include <CtrlLib/CtrlLib.h>
#include <plugin/ftp/ftp.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
{
  FtpClient ftp;
  if(ftp.Connect("test.rebex.net", "demo", "password")) {
    Progress pi(nullptr, "Download");
    pi.Create();
    ftp.WhenProgress << [&pi](int done, int total)
    {
      pi.SetText(Format(t_("%1:s of %2:s is transferred"),
        FormatFileSize(done),
        FormatFileSize(total)));
      return pi.SetCanceled(done, total); // Adds a cancel button and cancels the download if the
button is clicked...
    };
    RDUMP(ftp.Load("readme.txt"));
  }
}
```

Best regards,
Oblivion

Subject: Re: upload / download
Posted by [Oblivion](#) on Wed, 14 Oct 2020 16:56:57 GMT
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By the way, therer is also a more modern, feature-rich, documented alternative to the default Ftp package for U++ (In the sense that it integrates into U++ better, as it is written in U++).

It also comes with all kinds of examples.

See the "Core" directory for Ftp package:
[https://github.com/ismail-yilmaz/upp-components/tree/master/ Core/FTP](https://github.com/ismail-yilmaz/upp-components/tree/master/Core/FTP)
See the Examples" directory for Ftp examples:
[https://github.com/ismail-yilmaz/upp-components/tree/master/ Examples](https://github.com/ismail-yilmaz/upp-components/tree/master/Examples)

Best regards,
Oblivion

Subject: Re: upload / download
Posted by [BetoValle](#) on Wed, 14 Oct 2020 18:04:37 GMT
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How do I import (or install an external component) into the U ++ IDE?
have some step by step for a beginner ?

Thanks

Subject: Re: upload / download
Posted by [Oblivion](#) on Wed, 14 Oct 2020 19:02:02 GMT
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Quote:How do I import (or install an external component) into the U ++ IDE?
have some step by step for a beginner ?

Easiest way:

- You can download or clone the repo, then simply move the relevant packages (e.g, Ftp) to upp directories (e.g. pathto/uppsrc or pathto/bazaar, or to MyApps)

Preferred way:

- You can download or clone the repo and add the relevant directories as nests to some assembly you use. It is explained in this article:
[https://www.ultimatepp.org/app\\$ide\\$PackagesAssembliesAndNests\\$en-us.html](https://www.ultimatepp.org/appidePackagesAssembliesAndNests$en-us.html)

Best regards,
Oblivion

Subject: Re: upload / download
Posted by [BetoValle](#) on Thu, 15 Oct 2020 02:30:38 GMT
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Thanks!

Subject: Re: upload / download
Posted by [Klugier](#) on Sun, 18 Oct 2020 19:36:29 GMT
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Hello BetoValle,

Inspiring by your previous messages I added to the documentation how to add dependency to the package. For more information please read updated "Getting started with TheIDE" article. The

newly added section is "5. Adding dependencies to package". In case of any trouble and opinion please let me know.

Klugier
