
Subject: Re: About storing references and pointers to callbacks.

Posted by [Oblivion](#) on Sun, 25 Jun 2017 19:43:30 GMT

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Thank you for your quick reply!

Here is the actual code:

```
void SFtp::StartGet(Stream& out)
{
    packet_length = 0;
    Stream *io_stream = &out;
    AddJob() << [=] {
        Buffer<char> buffer(chunk_size);
        int rc = libssh2_sftp_read(handle, buffer, chunk_size);
        if(rc > 0) {
            io_stream->Put(buffer, rc);
            if(WhenRead(dir_entry.GetSize(), io_stream->GetSize()))
                Error(-1, t_("File download aborted."));
            return true;
        }
        else
            if(rc == 0) {
                LLOG(Format("++ SFTP: %ld of %ld bytes successfully read.", io_stream->GetSize(),
dir_entry.GetSize()));
                return false;
            }
            if(!WouldBlock())
                Error();
            return true;
        };
    }
```

This method is called by the user who wants to download a file from the server. It should be called before proceeding of a "job queue" (replicates the HttpRequest class' async interface but with callbacks).

This method stores a pointer to callback which is queued in a Vector<Function<bool(void)>>.

SFtp sftpclient;

FileOut file1, file2, file3;

```
sftpclient.StartGet(file1);
sftpclient.StartGet(file2);
sftpclient.StartGet(file3);

//...
// Then below,
// Something along these lines:
while(1) {
    sftpclient.Do();
    if(sftpClient.InProgress())
        // do something
    else
        // do something else..
}
```
