Subject: Re: About storing references and pointers to callbacks.
Posted by mirek on Mon, 26 Jun 2017 07:26:41 GMT
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Oblivion wrote on Sun, 25 June 2017 21:43Thank 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..

}
```

I am confused. What are these 3 FileOut files in the example? What is supposed to go to them? 3 separate files? (but then I would expect some url as partof startget). Or parts of single file? That would be bad...

Other than that, the lowest level you have is "buffer" and "chunk_size". I think that lowest level of sftp should reflect that.

e.g.

void SFtp::StartGet(Event<void *ptr, int size>)