
Subject: Re: SFTP or full SSH2 support for U++?
Posted by [Oblivion](#) on Wed, 28 Jun 2017 13:04:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Re: SFTP or full SSH2 support for U++? Wed, 28 June 2017 15:46

Tom1

Hi Oblivion,

This looks good. However, I may need to wait for the following item on your task list to be completed:

- Ship libssh2 library with the package.

Compiling libssh2 became a bit frustrating on my Windows system, so I decided to rather wait for libssh2 becoming part of the delivery. In my view, the libssh2 should be embedded inside your SSH package in a way that the whole package just gets built and statically linked in Windows like any other package without dependencies. Well, I guess the dependency of Core/SSL should be there to make it work.

Best regards,

Tom

Hello Tom,

Of course I am going to include the libssh2 package in the following days (probably next week). :) There's too much frustration about libssh2's windows build. And those complaints are usually right.

The problem is that the libssh2 team didn't seem to provide a clear compilation guide.

While I personally prefer OpenSSL, it is not mandatory for libssh2. Windows has CNG since Vista. I can make it an option too.

Fortunately It is actually very easy to compile libssh2 on windows. (which makes you get even more frustrated, finding this after hours of of code-digging).

In the mean time I can write a step by step guide (with screenshots) on how to compile it on Windows (using mingw64, with optional OpenSSL or WinCNG).

Best regards,
Oblivion.
