
Subject: Re: SFTP or full SSH2 support for U++?
Posted by [Oblivion](#) on Mon, 03 Jul 2017 19:51:06 GMT
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Hello Koldo and Tom,

It is nice to hear that the package is working for you. :)

I have found the source of the problem that I mentioned in my last message (regarding the error where the ssh connection to servers on localhost was failing.)

As it turns out, my suspicion was right. A preprocessor directive was missing:

`LIBSSH2_DH_GEX_NEW`

This preprocessor directive enables the newer diffie-hellman-group-exchange-sha1 syntax, which libssh2 relies on when compiled against recent versions of openssl.

Also I fixed a critical error where the JobQueue can stuck in an infinite loop when the global timeout is set. Therefore please don't forget to update JobQueue too.

You can find the updated package below.

Now that the most annoying problem is solved, I can focus on completing the package (by adding knownhosts, X11 and terminal support, fixing warnings, etc.).

Once the package is complete I am going to open a bazaar topic for SSH package.

And if at that point Mirek and other U++ developers decide that SSH package can be official part of Upp, it has a new BSD license, and permission is hereby explicitly granted.
(I'll gladly continue to maintain the package, since I'll be using it.)

For the time being I'll provide a SVN link to the package, where you can always get the latest version:

<https://sourceforge.net/p/ultimatecomponents/svn/HEAD/tree/trunk/>

Best regards,
Oblivion

File Attachments

1) [SSH Package \(technical preview\).zip](#), downloaded 322 times
