
Subject: Re: SFTP or full SSH2 support for U++?

Posted by [Tom1](#) on Mon, 14 Aug 2017 10:41:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Oblivion,

Thanks for the update. :)

Not sure if this has anything to do with the update, but I have trouble concatenating the following procedure to conditionally create a directory:

```
...
if(session.IsSuccess()){
    SFtp::DirList list;
    SFtp sftp(session);

    sftp.Clear();
    sftp.StartListDir(directoryname,list);
    sftp.StartClose();
    if(sftp.Execute()) return true; // Reading the directory successfully proves it exists

    sftp.Clear();
    sftp.StartMakeDir(directoryname,0755);
    sftp.StartClose();
    return sftp.Execute();
}
...
```

The MakeDir part fails when done after ListDir. If I establish a separate SFtp instance for both ListDir and MakeDir, it works OK. Is it supposed to work that way?

Best regards,

Tom
