Subject: Re: SFTP or full SSH2 support for U++?
Posted by Tom1 on Mon, 14 Aug 2017 12:46:53 GMT
View Forum Message <> Reply to Message

Hi,

Thanks for your prompt reply. (Although I'm not in any hurry with this, whatsoever.)

Well, I tried the async approach just to test, but I had the exact same problem with the synchronous one too .. i.e. This fails:
```
if(session.IsSuccess()){
  SFtp::DirList list;
  SFtp sftp(session);
  if(!sftp.ListDir(directoryname, list))
            return sftp.MakeDir(directoryname, 0755);

}
```

But this works:

```
if(session.IsSuccess()){
  SFtp::DirList list;
  SFtp sftp(session);
  if(!sftp.ListDir(directoryname, list)){
   SFtp sftp2(session);
   return sftp2.MakeDir(directoryname, 0755);
  }

}
```

The high level helpers, like you pictured in your message, would be great. Please check the naming of U++ counterparts to keep the access easy. (BTW: I think that I have seen IsOK() quite frequently in U++ instead of IsSuccess(), but I'm not sure if these are supposed to mean exactly the same thing.)

Thanks and best regards,

Tom