Subject: Re: SSH2 wrapper for U++
Posted by Tom1 on Thu, 19 Oct 2017 12:16:32 GMT
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Hi Oblivion,

I downloaded this latest version now after using the version from a few months back.

In order to successfully compile the code, I had to comment out the entire contents of SFtpMT.cpp
and the following lines in SFtp.h:

AsyncWork<String>   SFtpGet(SshSession& session, const String& path, Gate<int64, int64>
progress = Null);
AsyncWork<void>   SFtpGet(SshSession& session, const String& source, const String& target,
Gate<int64, int64> progress = Null);

Additionally, I had to comment out the following in Core.cpp:

 DLOG("Initializing libssh2...");
and
 DLOG("Deinitializing libssh2...");

(There was some 0x40 character embedded in those lines that MSC did not like.)

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Then there's one question: Now that the names have changed, is there a replacement for
session.IsSuccess() ? (I just removed these calls in my code to see if SFTP still works. It did :))

Thanks again for your work on SSH!

Best regards,

Tom