

Hello,

SSH package is updated.
This version is the first "alpha" release.

This version brings,

- Multithreading support for SFtp, Scp, and SshExec classes.
- Ssh agent authentication support.
- SocketWaitEvents support for non-blocking I/O
- Ssh known hosts support (re-added).
- API documentation (updated)
- SFtp::DirEntry class gained ToXml() method.
- Keyboard (challenge/response) authentication (re-added)
- Updated libssh2
- Various bugfixes

I will soon add SshShell support. In fact there is already a prototype of SshShell for Posix based OSes. It can execute remote commands in real-time, and allows using editors such as nano, vim, emacs on console. It also works with GUI. :) I will add it once I clean its source code.

However, adding shell support on windows is somewhat tricky (at least, adding a console (CLI) based version is not so trivial, for standard I/O handling is different on windows. I need to find a reliable way before I can include it in the package, so it'll take some time...)

I set up a GIT repo some time ago, where you can find the latest versions of my public U++ packages:

<https://github.com/ismail-yilmaz/upp-components/tree/master/Core/SSH>

Below you can find the latest package. (I will open a Bazaar topic from the next release on, and update the package regularly.)

It is tested on Linux and Windows (GCC/MINGW 7.2, MSC 14 (2017)).

Suggestions, criticism, bug reports, reviews, testing is always welcome,

Cheers!

Oblivion

File Attachments

1) [SSH - 20171112a.zip](#), downloaded 337 times
