
Subject: Re: SSH package for U++
Posted by [Oblivion](#) on Mon, 04 Dec 2017 21:46:29 GMT
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Hello Jan Marco,

Below is a simple example demonstrating the most basic way to connect to an ssh server via TOR protocol, using SSH package. (Naturally, it requires NetProxy package):

```
#include <Core/Core.h>
#include <SSH/SSH.h>
#include <NetProxy/NetProxy.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    // This example requires a running TOR daemon.
    // Change below strings to your preferred values.

    const char* ssh_host = "dummysshhostname";
    const char* ssh_user = "dummysshusername";
    const char* ssh_pass = "dummysshpassword";
    int      ssh_port = 22;

    StdLogSetup(LOG_FILE|LOG_COUT);
    Ssh::Trace();
    NetProxy::Trace();

    SshSession session;
    session.WhenProxy = [=, &session] {
        return NetProxy(session.GetSocket(), "127.0.0.1", 9050)
            .Timeout(30000)
            .Socks5()
            .Auth("none", "none")
            .Connect(ssh_host, ssh_port);
    };

    if(session.Timeout(60000).Connect(ssh_host, ssh_port, ssh_user, ssh_pass)) {
        LOG("Successfully connected to " << ssh_host << " (over TOR)");
    }
    else
        LOG("Ssh connection via TOR failed. " << session.GetErrorDesc());
}
```

Best regards,
Oblivion
