Subject: Re: SSH package for U++
Posted by Oblivion on Sun, 28 Jan 2018 11:13:10 GMT
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Hello all,

X11 forwarding support (the final missing piece of SSH package) code has finally landed.

X11 support is added as an operation mode for SshShell.

I believe that we have achieved a really remarkable result here (though this is a work-in-progress), given that:

- All SSH components have a very simple, easy to use, and uniform interface that supports time-constrained blocking, non-blocking operation modes and multithreading,

- They all work on Windows (tested on 7 & 10) and POSIX-compliant operating systems, and compile on both GCC/MingGW, and MSC.

- Shell component can work simultaneously with multiple X11 forwarding (per-shell), which is AFAIK a very rare feature among the libssh2 wrappers out there.

- And all this can be achieved writing very little code! (e.g. SshX11Shell has 10 LOCs for the actual code of X11-enabled full console, and SshShellGUI has 156 LOCs which are mostly usual U++ GUI setup)

Examples directory contains SshX11Shell and re-written SshShellGUI example with X11 and multiple shell support.

Here is a screenshot:

As usual, you can find the code and examples in the first message of this topic,
or you can grab them from: https://github.com/ismail-yilmaz/upp-components/tree/master/Core/SSH

I appreciate bug reports, reviews, criticism, patches etc.

Best regards,
Oblivion

File Attachments
1) ShellwithX.png, downloaded 1131 times