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Subject: Re: SSH package for U++  
Posted by [Oblivion](#) on Sat, 14 Apr 2018 22:39:51 GMT  
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Hello,

SSH package updated. It has finally reached beta version.

2018-04-15: Consumer function support added to SFtp and SshChannel classes.

GetWaitStep() method is added to Ssh class.

Multithreaded methods rewritten.

It is now possible to use consumer functions. A reference example demonstrating this behaviour is added, accordingly.

Also, multithreaded functions are rewritten. They now use a three-parameter progress gate.

Consumer function example (SFtpConsumerGet):

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

using namespace Upp;

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT|LOG_FILE);
// Ssh::Trace();

const char *file = "/pub/example/readme.txt";

String data;

SshSession session;
if(session.Timeout(30000).Connect("demo:password@test.rebex.net:22")) {
    auto sftp = session.CreateSFtp();
    sftp.WhenContent = [&data](const void *buf, int len)
    {
        data.Cat(static_cast<const char*>(buf), len);
    };

    sftp.Get(file);
    LOG(!sftp.IsError() ? data : sftp.GetErrorDesc());
}
else
    LOG(session.GetErrorDesc());
```

}

Below you can find the latest package and the GIT address where you can always get the latest version.

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

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

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

Please feel free to comment on it. Bug reports, reviews, criticism, etc. are appreciated.

Best regards,  
Oblivion

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