
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
