Subject: Re: SSH package for U++
Posted by Oblivion on Fri, 03 Aug 2018 15:34:55 GMT
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Hello Mirek,

Quote:Instead of:

auto sftp = session.CreateSFtp();

I would like to have

SFtp sftp(session);

This is already possible.
It's just that I preferred the method versions over the constructor in the examples.

Quote:
More important: I thing I would remove whole bunch of Gets and Puts.

Interestingly, it looks like the most important Gets / Puts are missing there

int Get(SFtpHandle h, void *ptr, int size);
bool Put(SFtpHandle h, const void *ptr, int size);

Ok, since the next version of the SSH package might end up to be the official ssh plugin for U++, I can change the data I/O api at this point.
I'll re-write the gets and puts. They'll be more aligned with the TcpSocket's.

Quote:
... then add SFtpStream instead. With methods provided in SFtp, it should be easy to do, and it would mostly remove "source/destination controversy".

This is a good and interesting idea. :)
I'll see what I can do.

Ok then, I was going to update the package, but I'll delay the next update, and first come up with the changes you've asked.

Best regards,

Oblivion