
Subject: Re: SSH package for U++
Posted by [mirek](#) on Wed, 08 Aug 2018 08:56:47 GMT
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Well, I have already did SFtpHandle* -> SFtpHandle with no ill effects.

Now I am trying to deal with "Cmd" and async operations.

I understand the appeal, but I have to say that the result is sort of confusing. E.g. I have implemented

```
int      Get(SFtpObject* obj, void* buffer, int size);
```

but it is clearly incompatible with this sort of async operations. All those NULL handles, implicit results etc make me uneasy.

Meanwhile, I have started to checking coming coroutines support (probably C++20) - on the first look, these look like "queue done right".

So I guess for now, I will try to pretend that those complex Cmd / ComplexCmd "nonblocking" operations are not there, probably putting assert to make that sure for methods like "Get" and hope to do all that right with co_wait / co_return in the future.

In related news, I have also fixed GetWaitEvents

```
dword Ssh::GetWaitEvents()
{
    ssh->events = 0;
    if(ssh->socket && ssh->session)
        ssh->events = libssh2_session_block_directions(ssh->session);
    return !!(ssh->events & LIBSSH2_SESSION_BLOCK_INBOUND) * WAIT_READ +
        !!(ssh->events & LIBSSH2_SESSION_BLOCK_OUTBOUND) * WAIT_WRITE;
}
```

I am also thinking that perhaps SFtp should be (derived from) SshSession. I think it is unlikely that sharing SshSession for several protocols is all that important.
