
Subject: Re: SSH package for U++
Posted by [mirek](#) on Wed, 08 Aug 2018 11:28:51 GMT
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Oblivion wrote on Wed, 08 August 2018 11:22
Those methods are the parts that I am not happy with, either :)
I have a plan and a test code to "fix" that ugliness, but actual refactoring will come later.

Is there any real-world example where you would need this kind of nonblocking behaviour?

All I can came up is some code that communicates with thousands of ssh servers at once. Looks very unlikely to me....

Quote:

Did it make any difference? Because IIRC values of those upp enums and the defines of libssh2 are the same.

Are they documented to be the same?

Mirek
