
Subject: Re: SSH package for U++
Posted by [Oblivion](#) on Thu, 09 Aug 2018 15:59:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

WhenWait and Abort will allow GUI around it.... (That said, I think each channel should have its own WhenWait).

In the previous version, we had WhenWait for each object. But in the end I found it unnecessary since we have a single socket.

Besides, I was planning to use TcpSocket for the next iteration of SSH package. It is possible to use TcpSocket directly with libssh2 (libssh2 have definable callbacks for raw socket read/write functions. I was planning directly use TcpSocket's Get and Put and move "Wait()" into those callbacks. In the current version each Ssh object has its own Wait method, which is somewhat inefficient.)

Quote:

In reality, I do not think that there is a lot of new things to develop. This is mostly simplifying and removing.... Probaly Cmd will get simplified, ComplexCmd probably can be removed.

I agree. In the blocking prototyle I'd ditched in favour of the current version I was using Cmd again, but only to execute the command immediately (no queueing).

It was the same except no queue. This way we can also preserve the thread safety and error reporting through exceptions (in a single method) we'll need.

I'm sure that design will allow us to have a easliy restructurable base when the new co_await arrives. (Proof: this version is an improvisation on that design.)

Quote:

I have today developed SFtpStream

Great! Since we have no non-blocking mode, I have no objections left to this addition. It'll work as expected.

I'll better get started. :)

Best regards,
Oblivion.
